

WHEREAS, Black History month started in 1926 when distinguished Black author and founder of the Association for the Study of African American Life and History, Dr. Carter G. Woodson, launched Negro History Week to celebrate and showcase the historical contributions of Black Americans; and

**WHEREAS,** Dr. Carter G. Woodson selected the second week of February because it included the birthdays of Frederick Douglass and Abraham Lincoln, which had been notable dates for the Black community since the start of the twentieth century; and

WHEREAS, in 1976, it evolved into a month-long celebration and became a national holiday when President Gerald Ford officially labeled the month of February as Black History Month to highlight the contributions that Black Americans have made in every field, from science, the arts to politics, and religion; and

**WHEREAS**, the Black History Month theme for 2022 focuses on the importance of Black Health and Wellness by acknowledging the legacy of Black scholars and medical practitioners in Western medicine by creating a platform that shines a light on the multiple facets of Black health and wellness through education and activism; and

**WHEREAS,** Black communities must look into the past to provide light for their future by embracing the rituals, traditions, and healing modalities of their ancestors; and

WHEREAS, Black History Month is a time for all Americans to reflect on both the history and teachings of Black Americans and to focus on the progress, richness, and diversity of Black American achievements; and

**NOW, THEREFORE,** I, John B. Stephens, Mayor of the City of Costa Mesa, do hereby proclaim the month of February 2022 as **Black History Month** in the City of Costa Mesa and encourage all residents to join me to celebrate the diversity and character of our community and to continue to work towards the ideals of equality, freedom, opportunity that our great nation represents.

DATED this first day of February 2022.

John B. Stephens, Mayor of City of Costa Mesa