

Office of the Mayor  
City of Fort Lauderdale

# Proclamation

**In Recognition of  
Small Business Saturday  
November 26, 2016**

**WHEREAS,** the City of Fort Lauderdale, celebrates our local small businesses and the contributions they make to our local economy and community; according to the United States Small Business Administration, there are currently 28.8 million small businesses in the United States, they represent 99.7 percent of all businesses with employees in the United States, are responsible for 63 percent of net new jobs created over the past 20 years; and

**WHEREAS,** small businesses employ over 49 percent of all businesses with employees in the United States; and

**WHEREAS,** 89 percent of consumers in the United States agree that small businesses contribute positively to the local community by supplying jobs and generating tax revenue; and

**WHEREAS,** 87 percent of consumers in the United States agree that small businesses are critical to the overall economic health of the United States; and

**WHEREAS,** 93 percent of consumers in the United States agree that it is important for people to support the small businesses that they value in their community; and

**WHEREAS,** the City of Fort Lauderdale supports our local businesses that create jobs, boost our local economy and preserve our neighborhoods; and

**WHEREAS,** advocacy groups as well as public and private organizations across the country have endorsed the Saturday after Thanksgiving as Small Business Saturday.

**NOW, THEREFORE, WE,** as City Commissioners of the City of Fort Lauderdale, Florida, do hereby proclaim, **November 26, 2016** as:

## **SMALL BUSINESS SATURDAY**

in the city of Fort Lauderdale and do urge the residents of our community, and communities across the country, to support small businesses and merchants on Small Business Saturday and throughout the year.

**DATED this,** the 7<sup>th</sup> day of November 2016.



  
Mayor John P. "Jack" Seiler



*"Fort Lauderdale: The City You Never Want To Leave"*