## <u>RESOLUTION</u> OF THE COUNCIL OF THE CITY OF BOWIE, MARYLAND SETTING FORTH CITY OF BOWIE'S COMMITMENT TO OBESITY PREVENTION

WHEREAS, in January 2013, the Maryland Municipal League entered into a memorandum of understanding with the Institute for Public Health Innovation to work collaboratively on the HEAL Cities & Towns Campaign; and

WHEREAS, the City of Bowie has the ability to affect the health of its residents; and

WHEREAS, planning and constructing a built environment that encourages walking, biking, and other forms of physical activity can promote health; and

WHEREAS, statistical data indicates that more than half of Maryland's adults are overweight or obese and therefore at risk for many chronic conditions including diabetes, heart disease, cancer, arthritis, stroke, and hypertension; and

WHEREAS, statistical data indicates one in three youth in Maryland is overweight or obese; and

WHEREAS, more children are being diagnosed with diseases linked to overweight and obesity previously seen only in adults, such as Type 2 diabetes and heart disease; and

WHEREAS, obesity takes a tremendous toll on the health and productivity of all Marylanders; and

**WHEREAS,** the annual cost to Maryland – in medical bills, workers compensation and lost productivity-for overweight, obesity, and physical inactivity exceeds \$3 billion; and

**WHEREAS,** supporting the health of the City's workforce would decrease chronic disease and City health care costs and increase productivity; and

WHEREAS, education and information about wellness, nutrition and chronic illnesses can help encourage the selection of healthier lifestyle choices.

**NOW, THEREFORE, BE IT RESOLVED** by the Council of the City of Bowie, Maryland, hereby recognizes that obesity, poor eating habits and lack of exposure to information about wellness and healthy living is a serious public health threat to the health and wellbeing of adults, children and families. For these reasons the City of Bowie joins the HEAL campaign, and is committed to:

- Continuing to provide seminars and other activities to assist City staff in developing habits for healthier living
- Developing a standard to ensure that healthy eating options are available in all City vending machines

- Allow/encourage walking meetings when possible and appropriate
- Adopting nutrition standards for food offered at City sponsored events, meetings or other activities where food is available
- Seize opportunities to design roads that support multiple modes of transportation

**BE IT FURTHER RESOLVED,** City staff should report back to the Bowie City Council annually regarding steps taken to implement the Resolution, additional steps planned, and any desired actions that would need to be taken by the Council.

**AND BE IT FURTHER RESOLVED,** that City of Bowie staff shall work with HEAL Cities & Towns Campaign staff to explore HEAL policies and to identify those policies that are suitable for the City's unique local circumstances.

**INTRODUCED AND PASSED** by the Council of the City of Bowie, Maryland at a meeting on January 5<sup>th</sup>, 2015.

**ATTEST:** 

City Clerk

THE CITY OF BOWIE, MARYLAND

G. Frederick Robinson Mayor



**City of Bowie** 

15901 Excalibur Road Bowie, Maryland 20716

## MEMORANDUM

TO: City Council

FROM: David J. Deutsch, City Manager

SUBJECT: HEAL Cities & Towns Campaign - Resolution R-7-15

DATE: December 31, 2014

At the August 2, 2014 Council meeting, Ms. Marisa Jones with the Institute for Public Health Innovation, briefed Council on the Healthy Eating Active Living (HEAL) Cities & Towns Campaign. The campaign focuses on how cities and towns can help their community live healthier lives by creating local policies to provide residents an opportunity to access affordable nutritious foods and safe crosswalks, paths to encourage activity. Council directed staff to work with the organization on the preparation of a resolution for Council's approval.

## **<u>RECOMMENDATION</u>**:

Staff recommends Council approve the attached Resolution R-7-15.

Attachments

DJD/SH