



SPONSOR: Rep. Schwartzkopf & Rep. Longhurst & Rep. Minor-Brown & Rep. Ramone & Rep. Yearick on behalf of all Representatives

HOUSE OF REPRESENTATIVES
152nd GENERAL ASSEMBLY

HOUSE RESOLUTION NO. 20

RECOGNIZING JUNE 29, 2023, AS "STAFF APPRECIATION DAY" IN THE HOUSE OF REPRESENTATIVES.

1 WHEREAS, without the enthusiastic and devoted staff of the Delaware House of Representatives, Legislative Hall
2 would not function smoothly or efficiently; and

3 WHEREAS, even in the midst of long and hectic session days, our dedicated legislative staff members are always
4 willing to take special pains to assist the legislators and serve the citizens of Delaware; and

5 WHEREAS, our legislative staff often manages difficult work and must multi-task with skill, acumen, and
6 optimism, providing necessary support without complaint; and

7 WHEREAS, our legislative employees, including full-time staff, pages, secretaries, legal staff, and podium staff,
8 form the backbone of this distinguished institution; and

9 WHEREAS, our legislative staff is such an integral part of the legislative process that even this Resolution would
10 not be possible without the staff members.

11 WHEREAS, during the COVID-19 pandemic, legislative staff revolutionized the legislative process to ensure that
12 the legislature could operate productively while keeping our members, staff, and the public safe; and

13 WHEREAS, during the greatest period of need in our State's recent history, legislative staff served constituents
14 with unwavering support and dedication.

15 NOW, THEREFORE:

16 BE IT RESOLVED by the House of Representatives of the 152nd General Assembly of the State of Delaware that
17 we hereby recognize June 29, 2023, as "Staff Appreciation Day", acknowledging the invaluable contributions of our
18 legislative staff and extending the deepest, sincerest gratitude for all of their hard work and commitment.

SYNOPSIS

This Resolution recognizes Thursday, June 29, 2023, as "Staff Appreciation Day" in the House of Representatives.