



Legislation Details (With Text)

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**File created:** 3/2/2011    **In control:** City Council  
**On agenda:**    **Final action:** 3/2/2011  
**Enactment date:** 3/2/2011    **Enactment #:** 136  
**Effective date:**

**Title:** NOW, THEREFORE BE IT RESOLVED that the Council of the City of Pittsburgh does, hereby, commend Anthony "Chachi" Walker for his efforts to use his talents to benefit such a worthy cause as Make Room for Kids to provide sick children the opportunity to experience the joy that gaming has brought him through the years.

THEREFORE BE IT, FURTHER, RESOLVED that the Council of the City of Pittsburgh declares, Wednesday, March 2, 2011 to be Chachi Plays Day in the City of Pittsburgh.

**Sponsors:** Bruce A. Kraus, All Members

**Indexes:** PROCLAMATION - MR. KRAUS

**Code sections:**

**Attachments:** 1. 2011-1487.doc

Date	Ver.	Action By	Action	Result
3/2/2011	1	City Council	Adopted	Pass

WHEREAS, for years parents have been telling their children that playing video games will never get them a job; and

WHEREAS, Anthony "Chachi" Walker is proof that being an avid video game player can be both profitable and charitable; and

WHEREAS, on Friday, February 11, 2011, Anthony "Chachi" Walker played video games for 24 hours straight and raised over \$3,000.00 to benefit the Make Room for Kids which is an extension of the Austin's Playroom Project of the Mario Lemieux Foundation; and

WHEREAS, "Chachi" played against local celebrities, including blogger Virginia Montanez of 'That's Church'; Mikey and Big Bob from the KISS FM morning show; Jim Lokay of KDKA; and Sally Wiggin of WTAE and was sponsored by MIB Ninja Entertainment; Melissa Ott Designs; Sorgatron Media; and Commonwealth Press; and

WHEREAS, Make Room for Kids began after Montanez learned of the efforts of, Genre Baker, a young boy who was fighting leukemia and was raising money to be able make hand held video games available to other patients to help them pass the long hours they had to spend at the hospital; and

WHEREAS, after speaking to the staff of Children's Hospital, the decision was made to provide in-room gaming systems for the children on the transplant floor, who are often isolated and have average stays of 34 days; and

WHEREAS, while Mr. Walker has done marathon gaming in the past, this was his first effort to use gaming as a fund raiser “My goal is to help Make Room for Kids get a jumpstart on their next fundraising push. I’ll be happy knowing that just because the kids at Children’s Hospital may be sick, doesn’t mean that they can’t still be kids.”

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