RESOLUTION OF THE PAPAGO COUNCIL

No. 2-68

WHEREAS, the Community of San Lucy in Gila Bend has purchased 2 - 12'x20' frame buildings for the use of San Lucy Community as a store and as Community Development and as N.Y.C. Program offices, and

WHEREAS, The Aarid State House Movers, Inc. relocated the two buildings from a location south of the town of Gila Bend to the San Lucy Community on the north side of the town of Gila Bend, and

and,

WHEREAS, The Community Development Foundation and the Save the Children Federation have assured the San Lucy Community that funds are available for the above mentioned project but the Aarid State House Movers, Inc. want to be paid sooner than it will take to process the grant from Save the Children Federation:

THEREFORE BE IT RESOLVED BY THE PAPAGO COUNCIL, that payment of the \$292.50 for services and supplies rendered by Aarid State House Movers, Inc. is hereby authorized from available Tribal funds, Provided; that the \$292.50 shall be reimbursed the Tribal funds by San Lucy Community upon receipt of their grant from Save the Children Federation.

The foregoing resolution was duly **en**acted by The Papago Council on February 21, 1968 by a vote of 21 for and 0 against, during a meeting at which a quorum was present, pursuant to authority vested in it by Section 2 (f) and Section 3 (a) of Article V of the Constitution and By-Laws of the Papago Tribe, ratified by the Tribe on December 12, 1936, and approved by the Secretary of the Interior on January 6, 1937, pursuant to Section 16 of the Act of June 18, 1934 (Stat. 984). Said resolution is effective as of the date of its approval by the Superintendent of the Papago Agency and is subject to the recission of the Secretary of the Interior, pursuant



to Section 6 of Article V of the Constitution and By-Laws of The Papago Tribe.

ATTEST:

THE PAPAGO COUNCIL

Mary Jane Marcho, Secretary

Segundó, Chairman By: Thomas A.

Approved

Superintendent John Artichoker, Jr.

APPROVED AS TO FORM:

Edward B. Berger, Tribal Attorney