RESOLUTION OF THE WHITE MOUNTAIN APACHE TRIBE OF THE FORT APACHE INDIAN RESERVATION

- WHEREAS, the implementation of the Fort Apache Master Plan is a vital part of further economic development for the White Mountain Apache Tribe in its efforts to attract tourists as a source of external dollars to support employment and revenues for the Tribe and Tribal members; and
- WHEREAS, preservation and adaptive reuse of historic transportation facilities and historic structures is a priority for the ADOT under its ISTEA transportation enhancement program; and
- WHEREAS, the stables and corrals at Fort Apache Historic Park are in danger of being lost if immediate action to protect them is not taken; and
- WHEREAS, the ISTEA program requires that the Tribe as the applicant contribute at least 20% of the total project costs; and
- WHEREAS, the costs estimates for the required work at Fort Apache is presently being prepared by the consultants who prepared the Fort Apache Master Plan and the total estimated costs are as yet unknown; and
- WHEREAS, the ISTEA program has a maximum grant amount of \$500,000, which would require a match of \$100,000.
- **BE IT RESOLVED** by the Tribal Council of the White Mountain Apache Tribe that a grant application to ADOT for the July round of ISTEA funding be authorized and that up to \$100,000 be committed as match for the program

The foregoing resolution was on <u>June 1, 1994</u> duly adopted by a vote of <u>10</u> for and <u>0</u> against by the Tribal Council of the White Mountain Apache Tribe, pursuant to authority vested in it by the White Mountain Apache Tribe Constitution, including Article IV, Section 1 (a).(b).(g).(h).(i).(j).(k).(t) & (u) of the Constitution of the Tribe, ratified by the Tribe September 30, 1993, and approved by the Secretary of Interior on November 12, 1993, pursuant to Section 16 of the Act of June 18, 1934 (48 Stat. 984).

RECEIVED

JUN 23 1994

ORT APACHE INDIAN AGENO WHITERIVER, ARIZONA Chairman of the Tribal Council

Secretary of the Tribal Council