

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

WHEREAS, the Fort Apache Assembly of God Indian Camp has invited member churches of the Arizona District Royal Rangers to hold their annual Pow Wow at the Cedar Creek Assembly of God facilities at R-14 Ranch during the week-end of May 5 to May 7, 1995; and

WHEREAS, the number of participants will exceed the space available at R-14 Ranch; and

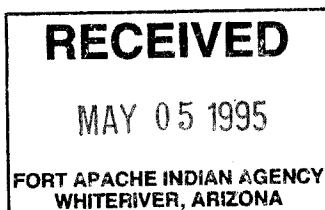
WHEREAS, the Fort Apache Assembly of God Indian Camp has obtained permission to use land assignments adjoining R-14, but there is a need for additional Tribal land adjoining the R-14 Ranch; and

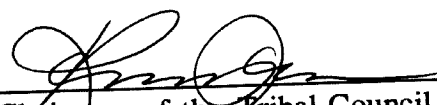
WHEREAS, representatives from the Fort Apache Assembly of God Indian Camp have provided the Council with the agenda for the Pow Wow along with a description of how organizers will ensure that the site will be properly maintained and returned to its original condition at the end of the Pow Wow.

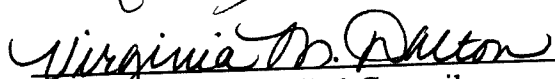
BE IT RESOLVED by the Tribal Council of the White Mountain Apache Tribe that it hereby approves the request from the Fort Apache Assembly of God Indian Camp to use Tribal land adjoining the R-14 Ranch for the Arizona District Royal Rangers Pow Wow to be held May 5 to May 7, 1995.

BE IT FURTHER RESOLVED by the White Mountain Tribal Council that at the conclusion of the Pow Wow, organizers will ensure that the site is returned to its original condition and that all refuse will be disposed of in a manner consistent with Tribal law.

The foregoing resolution was on April 19, 1995, duly adopted by a vote of nine for and zero against by the Tribal Council of the White Mountain Apache Tribe, pursuant to authority vested in it by Article IV, Section 1 (a), (f), (h), (t) and (u) of the Constitution of the Tribe, ratified by the Tribe September 30, 1993, and approved by the Secretary of the Interior on November 12, 1993, pursuant to Section 16 of the Act of June 18, 1934 (48 Stat. 984).




Chairman of the Tribal Council


Secretary of the Tribal Council