

Pawnee Nation of Oklahoma

RESOLUTION #19-25
MARCH 28, 2019

RESOLUTION

Whereas, the Pawnee Business Council is the Supreme governing body of the Pawnee Nation and is authorized to conduct business on behalf of the Pawnee Nation in accordance with Article IV, Sections 1 and 2 of the Pawnee Tribal Constitution, and

Whereas, the Pawnee Business Council met in a special session on March 28, 2019, at the Pawnee Nation Resource Center, duly authorized, with a quorum present; and

Whereas, the Pawnee Nation of Oklahoma has a Law and Order Code adopted July 25, 1984 and approved by the Secretary of Interior on December 5, 1984; and,

Whereas, said Law and Order Codes establish a Pawnee Nation Court for the Pawnee Nation of Oklahoma; and,

Whereas, said Court requires each Judge to be appointed by the President of the Pawnee Business Council, subject to a two-third (2/3) vote of the Pawnee Business Council; and

Whereas, the President of the Pawnee Business Council met this requirement on March 28, 2019 and has appointed **Victoria LeftHand** to the position of Pawnee District Court Public Defender.

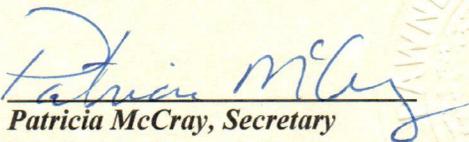
NOW THEREFORE BE IT RESOLVED, that the Pawnee Business Council does hereby confirm the appointment of **Victoria LeftHand** to serve as Public Defender of the Pawnee Nation District Court for a period of three (3) years as per Pawnee Law and Order Code, chapter two, Section 3. Term will expire March 28, 2022.

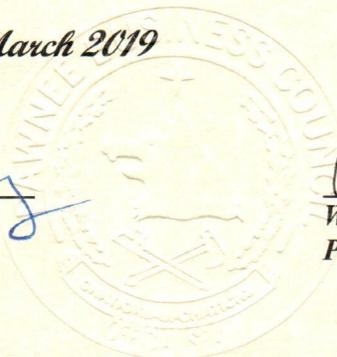
CERTIFICATION

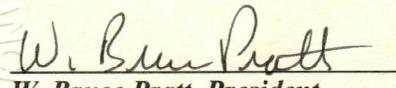
I, Patricia McCray, Secretary of the Pawnee Business Council, certify that a regular meeting of the Pawnee Business Council was held on the 28th day of March 2019, and that the Pawnee Business Council is composed of eight members, of whom 8 were present, 0 absent, compromising a quorum, and the foregoing resolution was duly adopted by a vote of 7 for, 0 against, 0 abstaining, and 1 not voting.

Signed this 28th day of March 2019

ATTEST:


Patricia McCray, Secretary
Pawnee Business Council




W. Bruce Pratt, President
Pawnee Business Council