



## UNITED SOUTH AND EASTERN TRIBES, INC.

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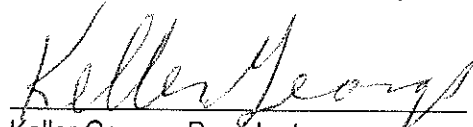
USET Resolution No. 2005:045

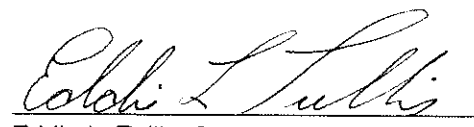
### BIA EASTERN REGIONAL FUNDING ANALYSIS

- WHEREAS,** United South and Eastern Tribes, Incorporated (USET) is an intertribal organization comprised of twenty-four (24) federally recognized Tribes; and
- WHEREAS,** the actions taken by the USET Board of Directors officially represent the intentions of each member Tribe, as the Board of Directors comprises delegates from the member Tribes' leadership; and
- WHEREAS,** the Tribal Administration Committee has been informed that the Bureau of Indian Affairs (BIA) Eastern Regional Office's Administrative funding has been decreased as a result of BIA reorganization; and
- WHEREAS,** the USET Tribes have experienced a decrease in the FY 2005 Tribal Priority Allocation (TPA) negatively impacting the Tribe's ability to deliver services; and
- WHEREAS,** the Tribes need to be able to proactively address funding issues in a timely manner within the Eastern Regional Office, they must be kept informed on a continual basis of such issues; therefore, be it
- RESOLVED** that the USET Board of Directors formerly requests that the BIA Eastern Regional Office provide to USET by April 1, 2005 a three (3) year retrospective funding/budget analysis indicating all sources and levels of BIA funding allocated to the Eastern Regional Office; and, be it further
- RESOLVED** that at each USET Board of Directors Meeting, the Eastern Regional Office will provide a budget analysis, and informational updates to the Tribal Administration Committee and Board of Directors on issues pertaining to BIA's Budget and the impact it will have on the Eastern Region Tribes.

### CERTIFICATION

This resolution was duly passed at the USET Impact Week Meeting, at which a quorum was present, in Arlington, VA, Thursday, February 10, 2005.

  
Keller George, President  
United South and Eastern Tribes, Inc.

  
Eddie L. Tullis, Secretary  
United South and Eastern Tribes, Inc.

*“Because there is strength in Unity”*