CREATION OF USET TASK FORCE TO CONSULT WITH THE ADVISORY COUNCIL ON HISTORIC PRESERVATION ARCHAEOLOGY TASK FORCE

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 Advisory Council on Historic Preservation (AHP) has formed a new Archaeology Task Force within the Council; and

WHEREAS, this Task Force is charged with the responsibility of revising the ACHP’s human remains policy to bring it into compliance with the 1992 Amendments to the National Historic Preservation Act (NHPA), the Native American Graves Protection and Repatriation Act (NAGPRA) and other current laws, regulations and Executive Orders; and

WHEREAS, revisions of such a policy on human remains should only be done in Government-to-Government consultation with American Indian Tribes; therefore, be it

RESOLVED that the USET Board of Directors requests that the ACHP Archaeology Task Force consult with USET on the revision of the ACHP’s human remains policy and other such policies or documents which may arise in its deliberations; and, be it further

RESOLVED that the USET Board of Directors designates the following tribal representatives to serve on a USET Task Force to interact with the ACHP Task Force on revising the human remains policy: Brian Patterson, Oneida Nation; Kenneth H. Carleton, Mississippi Band of Choctaw Indians; Cheryl Andrews-Maltais, Wampanoag Tribe of Gay Head (Aquinnah); and Robert Thrower, Poarch Band of Creek Indians.

CERTIFICATION

This resolution was duly passed at the USET Annual Meeting & EXPO, at which a quorum was present, in Verona, NY, on Thursday, October 28, 2004.

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

Beverly M. Wright, Secretary
United South and Eastern Tribes, Inc.

"Because there is strength in Unity"