UNITED SOUTH AND EASTERN TRIBES, INC.

USET Resolution No. 2008.022

ALLOWING THE TRANSPORTATION OF EAGLE FEATHERS AND DRUMS ACROSS THE UNITED STATES BORDER

WHEREAS, United South and Eastern Tribes, Incorporated (USET) is an intertribal organization comprised of twenty-five (25) 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, Indian Tribes are sovereign indigenous Nations, with rights of self-government predating the United States (U.S.); and

WHEREAS, the U.S. Constitution, treaties, statutes, and numerous Presidential directives acknowledge the sovereign status of Indian Nations as governments; and

WHEREAS, President Bush, and many of his predecessors, have issued Presidential directives to all Federal agencies to work with Indian Nations on a government-to-government basis and to consult with them before taking any action that could have an impact; and

WHEREAS, Tribal Nations and their citizens frequently transport eagle feathers and drums across the U.S. border for cultural purposes and this right is protected under Federal law; and

WHEREAS, the Mashantucket Pequot Tribal Nation is a member of USET, and seeks the support of member Tribes in protecting the rights of all Tribes; therefore be it

RESOLVED the USET Board of Directors urges the Department of Homeland Security, United States Customs and Border Protection to respect and prevent the mistreatment of the sacred traditions of American Indians by allowing the transportation of eagle feathers and drums across the United States border unimpeded.

CERTIFICATION

This resolution was duly passed at the USET Impact Week Meeting, at which a quorum was present, in Arlington, VA on Thursday, February 14, 2008.

Brian Patterson, President
United South and Eastern Tribes, Inc.

Cheryl Downing, Secretary
United South and Eastern Tribes, Inc.

"Because there is strength in Unity"