



MILLE LACS BAND OF CHIPPEWA INDIANS
Legislative Branch of Tribal Government

Resolution
04-02-11-91

A RESOLUTION APPROVING THE NOMINATION REPORT FOR A DEVELOPMENT ZONE IN DISTRICT 3 SUBMITTED BY THE COMMISSIONER OF CORPORATE AFFAIRS PURSUANT TO THE DEVELOPMENT ZONE ACT OF 1990.

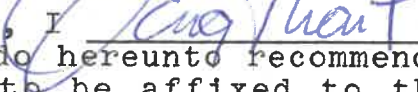
Whereas, pursuant to the Development Zone Act of 1989, 1181 MLC-15, the Commissioner of Corporate Affairs has submitted a Nomination Report for a Development Zone to be located in District 3. (Nomination Report is attached and is incorporated herein by reference); and

Whereas, Upon approval of this nomination report, the Commissioner of Corporate Affairs is authorized to negotiate with the Mille Lacs Gaming Corporation to determine the governing terms and conditions within the Development Zone; and

Whereas, The negotiating position of the Commissioner of Corporate Affairs shall be based upon the contents of the Nomination Report; and

Whereas, The agreement reached between the Commissioner and the MGC shall then be submitted to the Chief Executive and the Band Assembly for final ratification.


NOW, THEREFORE, BE IT RESOLVED, That the Chief Executive Approves the Nomination report and forwards it to the Band Assembly for their Ratification.

In Witness Whereof, I , Commissioner of Corporate Affairs do hereunto recommend the signature of the Chief Executive to be affixed to this resolution and is forwarded to the Band Assembly for ratification.


Arthur Gahbow, Chief Executive

WE DO HEREBY CERTIFY, that the foregoing resolution was duly concurred with and adopted at a regular session of the Band Assembly in Legislative council assembled, a quorum of legislators being present held on this 26 day of October, 1990 at Vineland, Minnesota by a vote 3 FOR, 0, AGAINST 0, SILENT.

In concurrence with the action of the Chief Executive we, the Band Assembly, hereunto cause to have set the hand of the Speaker of the Assembly to this resolution.


Marge Anderson, Speaker of the
Assembly

OFFICIAL SEAL OF THE BAND