

GILA RIVER INDIAN COMMUNITY

☆☆ VACANCY ANNOUNCEMENT ☆☆

The Gila River Indian Community Council has declared the following Board vacancy:

Board/Committee	Number of Vacancies	Deadline
Gila River Indian Community Government & Management Standing Committee Community-at-Large	One(1)	April 22, 2019 12:00 pm

Community members interested in serving on the Gila River Indian Community Government & Management Standing Committee as the Community-at-Large member, must submit a Letter of Interest, a Résumé, an Application/Affidavit, and Financial Disclosure Statement to the Community Council Secretary's Office by the deadline date, (*include your address and phone number on your résumé*). Community Council Secretary's Office is located at the Governance Center, 525 West Gu u Ki, mailing address P.O. Box 2138, Sacaton, AZ 85147; Phone (520) 562-9720.

Pursuant to GRIC 2011 Code of Conduct, Chapter 6, Section 1.601.C.4: All individuals who apply for a vacancy shall submit to the Community Council Secretary a letter of interest, resume, an application and financial disclosure statement in a form as may be prescribed by the Community Council from time to time and an affidavit attesting that he/she has not been or is not: a) convicted of any crime involving moral turpitude, as defined in Title 1, chapter 2, Section 1.201.B., in the preceding five years; b) removed from office pursuant to this title in any of the preceding five years; c) currently delinquent with respect to a debt owed to the Community; d) able to meet any other condition imposed by the office in questions. The GRIC 2011 Code of Conduct application/affidavit and financial disclosure can be obtained from the Community Council Secretary's Office.

Pursuant to GRIC Employee Policies and Procedures Reference Guide for Administrative Offices and Programmatic Departments, Section 5, Job Security and You, #3. SERVICE ON COMMITTEES: Employees shall not serve as a regular member of the Community Council or as a Community-at-Large member of a Standing Committee.