

Salt River Pima-Maricopa Indian Community



10,005 East Osborn Road, Scottsdale, Arizona 85256 Telephone (480) 362-7643 FAX (480) 362-5882

Community Development Department Economic Development Division

November 2, 2018

RE: Spokespersons Election for Talking Stick Golf (Business Lease B-191-1)

Dear Landowner,

As you know, the Salt River Community Golf Enterprises has been working on an Amended and Restated Lease ("A&R Lease") for your review and approval. As part of the A&R Lease, additional Spokespersons have been added in order to better represent the 532 Landowners for the Talking Stick Golf Lease.

Article 46 of the Talking Stick Golf Lease states that an election for Spokespersons requires a Majority of the Individual Allottees (otherwise known as Majority in Interest ("MII")) to vote. MII means we need to receive votes from a majority of Landowners who collectively own more than half of the Talking Stick Golf Lease acreage. The election will be ongoing until we receive an MII vote. You will be notified when Spokespersons have been selected. The new Spokespersons will be ratified in Exhibit G of the A&R Lease.

Your current Spokespersons have served for several years and Andrea Shaw Stepp has decided to resign from her position as Spokesperson. Arnold Makil and Vernice "Cheri" Sampson will continue as Spokespersons.

Attached please find a list of Landowners in your Talking Stick Golf Lease (4 pages). Please follow the directions below in order to complete your ballot:

- 1. Please check the **D** for the three (3) Landowners who you would like to serve as Spokespersons. You may vote for yourself. If you vote for more than 3 Landowners your ballot will not be counted.
- 2. On the last page you will need to get your ballot notarized.
- 3. Use the envelope included in your packet to return your ballot, no stamp is required.

If you have any questions, please contact me at (480) 362-2702 or via email at karshannon.gene@srpmicnsn.gov.

Sincerely,

Karshannon Gene, CDD/Economic Development Division