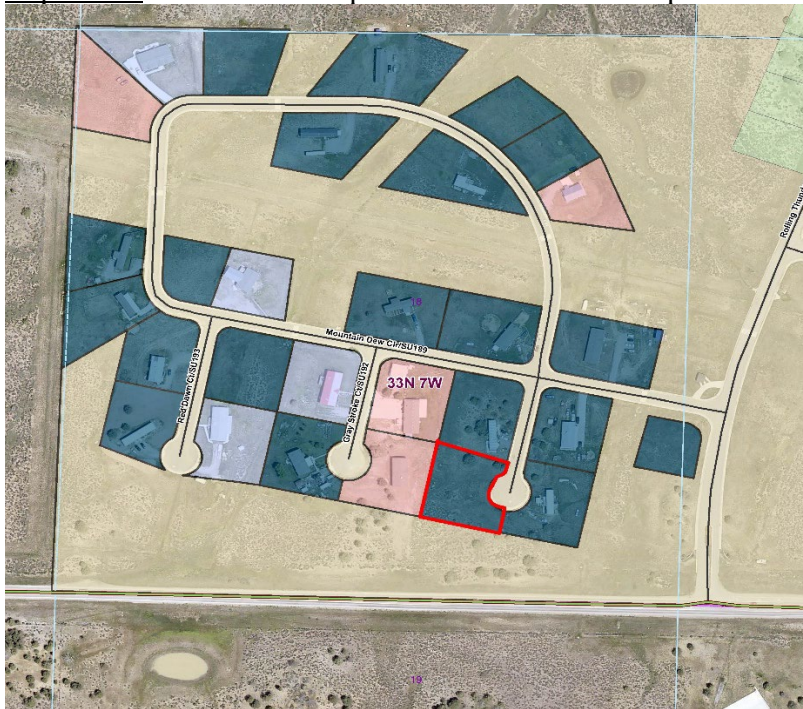


# **ATTENTION SOUTHERN UTE TRIBAL MEMBERS**

## **45-DAY NOTICE OF AVAILABILITY**

Notice is hereby given that applications are being taken for enrolled Southern Ute Indian Tribal Members *eligible* for a Tribal Land Homesite Assignment in the Cedar Point Subdivision West near Ignacio and an additional scattered homesite located between Ignacio & Durango, Colorado. **Important!** Please read the process and information provided below.



The selectees for the above-described homesites will be determined by the: 1) Tribal members who are pre-approved through Tribal Credit or other financial institution to purchase or build a home of their choice; & 2) Tribal members eligible for an Assignment or Lease under the Title 29 Land Assignment Code. In addition, each applicant must submit an Assignment Application or Lease request accompanied by a Homesite Development Plan with the pre-approval letter from a financial institution.

**“First pre-approved” process** will be used to determine who gets first choice on the available homesites once the above requirements are satisfied. The more quickly you submit and complete all the necessary paperwork needed to obtain pre-approved status for your home mortgage, the better opportunity you have to obtain the parcel of your choice. Tribal Council will review and approve the Assignment or Lease to secure the lot, once all the necessary documents and steps in this process are complete.

Tribal members wishing to obtain an application packet for one of the available lots or wishing to submit comments or an objection in writing over the assignment/leasing of these lots may do so by contacting the Southern Ute Indian Tribe’s Housing Department 970-563-4710. Tribal members requesting financing assistance to purchase a home for this land may contact Southern Ute Tribal Credit at 970-563-2458 or an independent financial institution to review their options. Staff is available by appointment to accompany interested applicants who wish to view the available lots.