

TULALIP TRIBES JOB ANNOUNCEMENT

OPENS: July 17, 2017

CLOSES: July 28, 2017

JOB TITLE: Attorney
DEPARTMENT: Office of the Reservation Attorney
REPORTS TO: Lead Attorney
LOCATION: 6103 – 31st Avenue N.E. #A Tulalip, WA 98271
STATUS: Full Time – Exempt Contract Employee
SALARY: Attorney Salary Scale + Benefits

JOB SUMMARY: Provides civil and criminal legal representation to the Tulalip Tribes. This position's responsibility includes representing the Tulalip Tribes in Tulalip Tribal Court and advising staff regarding the application of the Juvenile and Family Code, Title 4.05 and may also involve work in the Prosecutors Office, Criminal Offenses and Infractions Code, Title 3. **Native preference applies.**

ESSENTIAL DUTIES AND RESPONSIBILITIES:

1. Provides effective consultation and legal advice to Tribal government, including its governing body the Tulalip Tribal Board of Directors, departments, programs, and committees of Tribal governments.
2. Provide orientation and training to beda?chelh, who is Tulalip's child welfare team and council on the application of Title 4.05 Juvenile and Family Code.
3. Represents the Tribe in civil, criminal and administrative proceedings.
4. Appears in tribal court and superior court on behalf of Tulalip Tribes.
5. Drafts and revised Tribal Codes.
6. Conducts legal research concerning Tribal, Federal, and State Law.
7. Participates in planning and strategy sessions with the Board of Directors and government departments.
8. Performs other duties as assigned.

MINIMUM QUALIFICATIONS

- Juris Doctorate Degree from an accredited law school.
- Member of the Tulalip Tribes Bar (ability to obtain membership within six months of hire).
- Must be a Washington State Bar Association Member.
- Must pass background check.

HOW TO APPLY:

Submit cover letter, law school transcript and resume to:

Attn: Michelle Sheldon, Office of Reservation Attorney Legal Manager
Tulalip Tribes
6406 Marine Drive
Tulalip, WA 98271

Phone: (360) 716-4530

Email: michellesheldon@tulaliptribes-nsn.gov