

Title X. District Courts and Clerks: Conducting Business; Issuing Orders

F.R.Civ.P. 77. Conducting Business; Clerk's Authority;

Notice of an Order or Judgment

LRCiv 77.1

LOCATIONS; HOURS OF CLERK'S OFFICES

(a) **Locations.** The District covers the entire State of Arizona. However, for convenience the District is divided into three divisions, each named and comprising counties as follows:

Phoenix Division: Maricopa, Pinal, Yuma, La Paz, and Gila counties.

Prescott Division: Apache, Navajo, Coconino, Mohave, and Yavapai counties.

Tucson Division: Pima, Cochise, Santa Cruz, Graham, and Greenlee counties.

(b) **Schedule of Hearings.** The Court shall be open permanently at Phoenix and at Tucson and will sit at Prescott and such other places when and as the Court shall designate.

(c) **Place of Trial.** Unless otherwise ordered by the Court, all civil and criminal cases founded on causes of action (1) arising in the Phoenix division shall be tried in Phoenix, (2) arising in the Prescott division shall be tried in Prescott, and (3) arising in the Tucson division shall be tried in Tucson. All civil and criminal cases founded on causes of action arising on the portion of the Tohono ~~O'Odham~~-O'odham Indian Reservation located in Maricopa County shall be tried in ~~Tucson~~Phoenix, unless otherwise ordered by the Court. All other civil and criminal cases founded on causes of action arising on the Tohono O'odham Indian Reservation shall be tried in Tucson, unless otherwise ordered by the Court. All civil and criminal cases founded on causes of action arising on the San Carlos Indian Reservation shall be tried in Phoenix, unless otherwise ordered by the Court.

(d) **Hours of Clerk's Offices.** The offices of the Clerk shall be open during regular business hours, as designated and posted by the Clerk of Court, on each day except Saturdays, Sundays, and legal holidays enumerated in Federal Rules of Civil

Procedure 6(a)(6) and 77(c)(1), when the offices are closed unless otherwise ordered by the Court.