

# DEFENDANT/RESPONDENT RESTITUTION INFORMATION AND INSTRUCTIONS

Please Read Carefully. Should you have any questions, do not hesitate to ask.

### **INFORMATION**

#### WHAT IS RESTITUTION?

- Restitution is a cash amount a defendant or respondent is ordered to pay to the victim due to personal injury or property damage caused by the defendant/respondent.
- All restitution must be ordered by the Court.
- Restitution may be paid in one lump sum or over time depending on the amount of restitution and the ability of the defendant/respondent to pay.
- Restitution must be received by the Court in order to document the payment.
- Restitution may be paid in cash or by a money order or cashier's check made out to the Tohono O'odham Nation. A check will be reissued by the Nation to the victim.
- Restitution may be paid in person or by mail.
- The Justice Center accepts in-person restitution payments Monday through Friday from 7:30 A.M. to 3:00 P.M., excluding holidays.
- Restitution may **not** be converted into community service.

#### **FAILURE TO PAY**

If a defendant/respondent fails to pay restitution the victim may inform the Nation's Prosecutor's Office and additional charges may be filed. A victim may also pursue other remedies in civil court to ensure payment.

## **INSTRUCTIONS**

- 1. Review the Restitution Information and Instructions form.
- 2. Fill out the Restitution Payment Form and provide the information requested, including the amount of the payment being made.
- 3. For submitting payment by mail, place the payment and completed Restitution Payment Form in a pre-paid (stamped) envelope addressed to the Justice Center at the address listed on this form. A receipt will be mailed to you. NOTE: A Restitution Payment Form is required for each payment.
- 4. For submitting payment in person, complete the Restitution Payment Form and return the form to the information window with the payment and a member of the Court's accounting staff will complete the payment process and provide you with a receipt.