

**IN THE MUNICIPAL COURT OF THE STATE OF WASHINGTON
IN AND FOR THE CITY OF EVERSON**

**IN THE MATTER OF THE RESPONSE BY
WASHINGTON STATE COURTS TO THE
PUBLIC HEALTH EMERGENCY IN
WASHINGTON STATE**

**TEMPORARY ADMINISTRATIVE ORDER
NO. 2020-03**

The Court being fully informed, hereby issues the following FINDINGS:

1. The Court hereby incorporates all findings in Blaine Municipal Court Temporary Administrative Orders No. 2020-01 and 2020-2;
2. The Court hereby incorporates all findings in Washington Supreme Court Order No. 25700-B0606, Second Administrative Order No. 20-2-00001-37 and Second Revised and Extended Order Regarding Court Operations No. 25700-B-618: and
3. The Court finds the terms of this order are "necessary to protect health and Safety" as set forth in Washington Supreme Court Order No. 25700-B-618, paragraph 22.

The Court, therefore hereby issues the following EMERGENCY ORDERS:

1. INCORPORATION OF PRIOR ORDER. All emergency orders set forth in Temporary Administrative Order 2020-02 remain in effect, subject only to the scheduling changes set forth in paragraphs 2 and 3, below.
2. ARRAIGNMENTS. As permitted by the Second Revised and Extended Order Regarding Court Operations No. 25700-B-618, paragraph 7 (first sentence), Temporary Administrative Order 2020-02 Emergency Order 3(1) ("Continuance of Arraignments") is hereby amended such that all out-of-custody arraignments shall be continued to a date after June 1, 2020. In-custody arraignments shall be held by

video conference as scheduled with the Whatcom County Jail, unless otherwise directed by a judicial officer.

3. JURY TRIALS. As required by the Second Revised and Extended Order Regarding Court Operations No. 25700-B-618, paragraph 6, all jury trials remain suspended until at least July 6, 2020. The Clerk shall continue all jury trials presently set before July 6, 2020, along with applicable readiness hearings and status conferences, to comply with that Order.

DATED this 8th day of May, 2020.

Michael Bobbink

JUDGE MICHAEL BOBBINK, PRESIDING