

There is one chief at the head of each band, and frequently one or two subordinate chiefs associated with him.

Any one found guilty of a misdemeanour is brought before the chief, who reprimands him before the people, or otherwise disposes of the offender, as in his judgment the magnitude of the crime or nature of the case may require.

When a murder is committed, the chief may or may not act in the case; but should he not interfere, the relatives of the deceased may execute death upon the murderer. The nearest kinsman always has a right to strike the first blow.

Those who murder never attempt to run away or conceal their guilt. They are never known to plead "not guilty." If the chief learns that the crime was provoked, he may protect the criminal. But even in that case his life is in continual danger from the kinsman of the one slain, who always seeks for revenge.

Theft is punished by making the thief known and publicly distinguished as such. But this is an outrage of their law seldom practised on each other in the same tribe, even by the most incorrigible.

War parties may muster together without a call from the chief. Also war parties may be organized by the warriors, and all who have a desire to do so can join the party. The number of each party is regulated by the bravery and skill of the warriors who form it.

They have had no written laws. Customs, handed down from generation to generation, have