

IN THE SUPREME COURT OF THE STATE OF NEVADA

IN THE MATTER OF THE  
RESIGNATION OF ATTORNEY  
THOMAS J. BEALE.

No. 42977

FILED

APR 16 2006

WALTER A. BLOOM  
CLERK OF SUPREME COURT  
*W. A. Bloom*  
DEPUTY CLERK

ORDER GRANTING PETITION FOR RESIGNATION

This is a joint petition by the State Bar of Nevada and attorney Thomas J. Beale for his resignation from the Nevada bar. Beale states that he is aware that his resignation is irrevocable.<sup>1</sup>

Bar counsel has recommended that the resignation be approved, and the Board of Governors has approved the petition for resignation. The petition includes statements from state bar staff confirming that there are no disciplinary matters, fee disputes, or client security fund matters pending against Beale, and that he is current on all membership fee payments and other financial commitments relating to his practice of law in this state.

SCR 98(5) provides:

Any member of the state bar who is not actively engaged in the practice of law in this state, upon written application on a form approved by the state bar, may resign from membership in the state bar if the member: (a) has no discipline, fee dispute arbitration, or clients' security fund matters pending and (b) is current on all


---

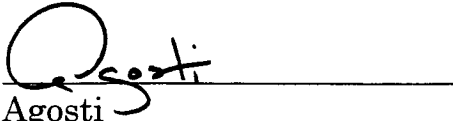
<sup>1</sup>See SCR 98(5)(b).

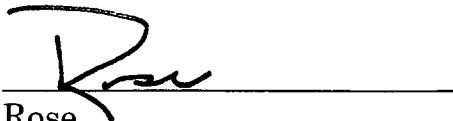
membership fee payments and other financial commitments relating to the member's practice of law in Nevada. Such resignation shall become effective when filed with the state bar, accepted by the board of governors, and approved by the supreme court.


The petition satisfies the requirements of SCR 98(5). Accordingly, we grant the petition and approve attorney Thomas J. Beale's resignation.

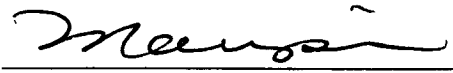
It is so ORDERED.


  
Shearing, C.J.

  
Agosti, J.

  
Rose, J.

  
Becker, J.

  
Maupin, J.

  
Gibbons, J.

cc: Rob W. Bare, Bar Counsel  
Allen W. Kimbrough, Executive Director  
Perry Thompson, Admissions Office, U.S. Supreme Court  
Thomas J. Beale