

Motley County Commissioner's Court is accepting resumes for the position of the Motley County Justice of the Peace.

A Justice of the Peace duties consist of

Judicial Duties

- **Civil Disputes:** Presides over small claims cases and landlord-tenant disputes, such as evictions. In Texas, under a certain amount
- **Criminal Cases:** Hears minor criminal matters, primarily **Class C misdemeanors** punishable by fine only, such as traffic tickets, public intoxication, and truancy. Appoints attorneys for County Criminal cases and District Felony cases
- **Magistrate Functions:** Issues arrest and search warrants, magistrates, and sets bail.
- **Juvenile Matters:** Handles cases involving school attendance (truancy), alcohol, or tobacco violations by minors.

Administrative & Ceremonial Duties

- **Marriages:** Authorized to perform civil wedding ceremonies.
- **Coroner Duties:** In many counties without a medical examiner, the JP acts as a coroner to conduct inquests and determine the cause of death. Vital Statistics consisting of pronouncing the death, issuing burial transits, and cremation
- **Official Documents:** Administers oaths of office and witnesses the signing of affidavits or other legal declarations.

Minimum Qualifications for the position are as follows:

- Must be a registered voter of the county
- Must have resided in the county for the last 6 months

This position is an appointed position by the court to fill the remainder of the current term which ends December 31, 2026.

The person appointed to this position will have the opportunity to file as a write-in candidate with the County Judge during the write-in period which is July 18, 2026 -- August 17, 2026 to be on the General Election Ballot for the November 3, 2026 General Election.

Resumes can be submitted to the Motley County Judge during office hours at the courthouse or by mailing them to P.O. Box 719, Matador, TX 79244.

For further information please contact Justice of the Peace Charles Ream at the courthouse or call 806-347-2204.