

**DEPARTMENT OF THE INTERIOR****Indian Gaming**

**AGENCY:** Bureau of Indian Affairs, Interior.

**ACTION:** Notice of approved amendment to Tribal-State Compact.

**SUMMARY:** Pursuant to 25 U.S.C. 2710, of the Indian Gaming Regulatory Act of 1988 (Pub. L. 100-497), the Secretary of the Interior shall publish in the Federal

Register notice of approved Tribal-State Compacts for the purposes of engaging in Class III (casino) gambling on Indian reservations. The Assistant Secretary—Indian Affairs, Department of the Interior, through his delegated authority has approved Amendment I to Tribal-State Compact between the Upper Sioux Community Tribe and the State of Minnesota.

**ADDRESSES:** Office of Tribal Services, Bureau of Indian Affairs, Department of

the Interior, MS-4614, 1849 C Street NW., Washington, DC 20240.

**FOR FURTHER INFORMATION:** Joyce Grisham, Bureau of Indian Affairs, Washington, DC, (202) 208-7445.

Dated: April 12, 1991.

William D. Battenberg,

*Acting Assistant Secretary—Indian Affairs.*

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# United States Department of the Interior

OFFICE OF THE SECRETARY  
WASHINGTON, D.C. 20240



APR 12 1991.

Dean Blue, Chairperson  
Upper Sioux Board of Trustees  
P.O. Box 147  
Granite Falls, Minnesota 56241

Dear Mr. Blue:

On January 18, 1991, we received from the Minneapolis Area Director a packet containing an original signed copy of the First Amendment to Technical Standards in Tribal-State Compact for Control of Class III Video Games of Chance on the Upper Sioux Community Reservation in Minnesota. The document contains original signatures of Dean Blue, Chairman of the Upper Sioux Community, dated November 21, 1990, and Paul J. Tschida, Commissioner of Public Safety for the State of Minnesota, dated November 28, 1990.

The Tribal-State Compact between the Upper Sioux Community Reservation in Minnesota and the State of Minnesota was approved on November 16, 1990. Pursuant to Section 6.12 of that compact, the subject document amends the following:

1. Section 6.9(9) is amended by adding "except that a separate cash compartment shall not be required for coins necessary to pay prizes in a machine which pays prizes through a drop hopper" at the end of the original language.
2. Section 6.9(11) is amended in its entirety to:

A single printing mechanism which must be capable of printing an original ticket and retaining an exact legible copy, either within the game or in a slot management/reporting system approved by the gaming text laboratory, that provides permanent sequential tracking, and which permits monitoring of error conditions on a printed medium for future use, and which records the following information: (a) the number of credits; (b) the value of the credits in dollars and cents; (c) the cash paid by the device; and (d) any other data required by the Tribe. Video games of chance utilizing coin drop hoppers are permitted, provided they are monitored by a slot management/reporting system of the type described in this paragraph which has been approved by an independent gaming test laboratory.

**FIRST AMENDMENT TO  
TECHNICAL STANDARDS IN  
TRIBAL-STATE COMPACT FOR CONTROL  
OF CLASS III VIDEO GAMES OF CHANCE  
ON THE UPPER SIOUX COMMUNITY  
RESERVATION IN MINNESOTA**

Pursuant to Section 6.12 of the Tribal-State Compact for control of Class III video games of chance on the Upper Sioux Community Reservation in Minnesota, (hereinafter "Community") the State of Minnesota, by and through its Commissioner of Public Safety, and the Community agree as follows:

1. Section 6.9(9) is amended to read:

Secure Cash Compartment. The coins and currency compartment shall be secured with a different key or combination than that used for the main cabinet door, except that a separate cash compartment shall not be required for coins necessary to pay prizes in a machine which pays prizes through a drop hopper.

2. Section 6.9(11) is amended to read:

Printed Record of Credits and Payouts Required. A single printing mechanism which must be capable of printing an original ticket and retaining an exact legible copy, either within the game or in a slot management/reporting system approved by the gaming test laboratory, that provides permanent sequential tracking, and which permits monitoring of error conditions on a printed medium for future use, and which records the following information: (a) the number of credits; (b) the value of the credits in dollars and cents; (c) the cash paid by the device; and (d) any other data required by the Tribe. Video games of chance utilizing coin drop hoppers are permitted, provided they are monitored by a slot management/reporting system of the type described in this paragraph which has been approved by an independent gaming test laboratory.

Dated: Mar 28, 1990

Dated: Nov 21, 1990

STATE OF MINNESOTA

Paul J. Tschida  
**PAUL J. TSCHIDA**  
Commissioner of Public Safety

Dean B. Bess  
**CHAIRMAN**  
UPPER SIOUX COMMUNITY

APPROVED:

William D. Bottenberg  
Assistant Secretary-Indian Affairs

**APR 23 1991**

Date