

**GAMING COMPACT BETWEEN THE STANDING ROCK SIOUX TRIBE
AND THE STATE OF SOUTH DAKOTA
(Including 2001, 2009, and 2020 Amendments)**

This Agreement is made and entered into by and between the Standing Rock Sioux Tribe (Tribe), and the State of South Dakota (State).

WHEREAS, the Tribe is a federally recognized Indian Tribe whose reservation is located in Corson County, South Dakota and Sioux County, North Dakota; and

WHEREAS, Article IV section 1a of the Constitution of the Tribe provides that the governing body of the Tribe shall be the Tribal Council which has the constitutional authority to negotiate with State government; and

WHEREAS, the State has, through constitutional provisions and legislative acts, authorized limited gaming activities to be conducted in Deadwood, South Dakota; and

WHEREAS, the Congress of the United States has enacted the Indian Gaming Regulatory Act, Public Law 100-497, 102 Stat. 2426, 25 U.S.C. 2701, et seq. (1988), which permits Indian tribes to operate Class III gaming activities on Indian reservations pursuant to a Tribal-State Compact entered into for that purpose; and

WHEREAS, the Tribe operates gaming activities on the Standing Rock Sioux Reservation in Corson County, South Dakota; and

WHEREAS, the Tribe and the State desire to negotiate a Tribal-State Compact to permit the operation of such gaming activities; and

NOW, THEREFORE, in consideration of the foregoing, the Tribe and the State hereto do promise, covenant, and agree as follows:

1. **DECLARATION OF POLICY**

In the spirit of cooperation, the Tribe and the State hereby set forth a joint effort to implement the terms of the Indian Gaming Regulatory Act. The State recognizes the positive economic benefits that gaming may provide to the Tribe. The Tribe and the State recognize the need to insure that the health, safety and welfare of the public and the integrity of the gaming industry in South Dakota is protected.

2. **PURPOSE AND SCOPE OF COMPACT**

This Compact and the Tribe's gaming regulations and ordinances shall govern the regulation and operation of Class III gaming on South Dakota portion of the Standing Rock Sioux Reservation. The purpose of this Compact is to

provide the Tribe with the opportunity to operate gaming activities in a manner that will benefit the Tribe economically, that will insure fair operation of the games, and that will minimize the possibility of corruption.

3. TYPE OF GAMING PERMITTED

The Tribe shall operate blackjack, pari-mutuel wagering and slot machines pursuant to the terms of this Compact and the Tribe's gaming regulations and ordinances. The Tribe shall be permitted to operate such other gaming as may be authorized by state law after the date of the signing of this Compact, upon written amendment of this Agreement, or under a separate Agreement.

For the purposes of this Compact; the terms "blackjack," and "slot machines" are defined by South Dakota Codified Laws 42-7B-4(3), (21), respectively, except that the term "slot machines" does not include "video lottery machines" as defined by SDCL 42-7A-1(18).

4.e OPERATION OF GAMINGe

- 4.1 The Tribe shall operate its gaming activities pursuant to this Compact and the ordinances and regulations enacted by the Tribe's Tribal Council which ordinances and regulations shall be at least as stringent as those adopted by the State of South Dakota in SDCL Chapt. 42-7B and ARSD 20:18, et seq. All such ordinances and regulations shall be made available to the State. The Tribe shall operate pari-mutuel wagering on horses and dogs pursuant to the terms of this Compact and the Tribe's gaming regulations and ordinances, which ordinances and regulations shall be at least as stringent as those adopted by the State of South Dakota in SDCL 42-7-56 and ARSD 20:04:15, et seq. and 20:04:15.01, et seq. for greyhound racing and in SDCL 42-7-56 and ARSD 20:04:30, et seq. for horse racing. The Tribe may operate pari-mutuel wagering on horse and dog racing occurring within or without the United States. All equipment used by the Tribe, including electrical or mechanical tote board devices, in conducting pari-mutuel wagering shall be of the type and meet the standards for size and information display set forth by the South Dakota Commission on Gaming. The South Dakota Commission on Gaming agents shall be authorized to inspect (not to include audits) the equipment used by the Tribe in conducting pari-mutuel wagering to determine that it is in accordance with the laws and rules adopted in the Compact. Any periodic inspection of pari-mutuel wagering equipment shall only occur if the state inspector is accompanied by a member of the Tribal Gaming Commission or a designee. Any such inspection shall be carried out in a manner and at a time which will cause minimal disruption of the gaming operation. The Tribal Gaming Commission and the South Dakota Commission on Gaming shall be notified of all

such inspections and the results of those inspections. If the results of any such inspection reveal that the equipment fails to meet applicable standards, the Tribe will not use such equipment until the equipment meets the applicable standards. Any simulcast signal received at the Tribal gaming establishment shall be provided by a simulcast provider authorized by the South Dakota Commission on Gaming to provide satellite wagering on satellite facilities in South Dakota.

- 4.2 The Tribe shall appoint a Tribal Gaming Commission which shall supervise the gaming activities, issue licenses as provided herein, inspect all premises where gaming is conducted and otherwise be responsible for enforcing the Tribe's Gaming Act and regulations. The Standing Rock Sioux Tribe Gaming Commission shall have primary responsibility for supervision and regulation of gaming on the Standing Rock Sioux Reservation. This shall include, but not be limited to, the licensing of gaming employees and the inspection and regulation of all gaming devices. Any discrepancies in the gaming operation and any violation of Tribal Gaming Commission regulations and rules of this Compact shall be immediately reported to the Tribal Gaming Commission and the South Dakota Gaming Commission for appropriate action by the Tribal Gaming Commission pursuant to the terms of this Compact.
- 4.3 Any suspected violation of any law or rule, adopted in the State-Tribal Compact, shall be reported to the Tribal Gaming Commission and the South Dakota Gaming Commission upon discovery, or as soon as practical not to exceed two (2) days. If either the State or the Tribe concludes that a violation has occurred, the violation will be addressed by the Tribe within five (5) days of that conclusion.

5. LAW ENFORCEMENT

- 5.1 All criminal matters arising from or related to Class III gaming shall be dealt with according to applicable Tribal, State, or Federal law. Nothing in this Compact shall deprive the Courts of the Tribe, the United States, or the State of South Dakota of such criminal jurisdiction as each may enjoy under applicable law.
- 5.2 The Tribe agrees to adopt Class III gaming ordinances and regulations to regulate gaming on the Standing Rock Sioux Reservation which ordinances and regulations are at least as stringent as those statutes and administrative rules adopted by the State of South Dakota to regulate gambling in Deadwood, South Dakota. The Tribe shall furnish the State with copies of such ordinances and regulations and shall advise the State of any amendment, revision or rescission of the gaming regulations. The State shall furnish the Tribe with any

amendment, revision or rescission of its gaming regulations. The Tribe agrees that in no event shall it amend, revise or rescind any gaming regulations which would result in the tribal regulations being less stringent than the statutes and rules adopted by the State of South Dakota.

6. CIVIL JURISDICTION (OTHER THAN APPEALS FROM THE COMMISSION)

All civil matters arising from or related to Class III gaming shall be dealt with according to applicable Tribal, State, or Federal law. Nothing in this Compact shall deprive the Courts of the Tribe, The United States, or the State of South Dakota of such civil jurisdiction as each may enjoy under applicable law. Nothing in this provision shall be construed to be a waiver of the sovereign immunity of the Standing Rock Sioux Tribe.

7. LICENSING OF GAMING OPERATORS AND EMPLOYEES

All individuals who operate or manage a gaming operation on the Standing Rock Sioux Reservation shall be licensed by the Tribal Gaming Commission. All individuals employed to work directly with the gaming operation shall be licensed by the Commission.

The Tribal Gaming Commission shall have primary responsibility for the licensing of individuals who operate or manage a gaming operation or who are employed in the tribal gaming operation. Any person seeking to be licensed hereunder shall submit an application to the Tribal Commission which application shall include a written release by the applicant authorizing the Tribal Gaming Commission to conduct a background investigation of the applicant. A written report shall be provided to the State for its records within 30 days of the Tribal Gaming Commission's receipt of such report.

The Tribal Gaming Commission shall not issue a license to any unsuitable applicant. A suitable applicant is one who is determined suitable for a Tribal gaming license by the Tribal Gaming Commission according to tribal ordinance and by the South Dakota Gaming Commission pursuant to SDCL ch. 42-7B and the South Dakota Gaming Commission rules and regulations, provided that no credit check will be conducted for tribal license applicants and no applicant shall be deemed unsuitable because of issues pertaining to credit.

8. REGULATORY STANDARDS FOR GAMING ON THE STANDING ROCK SIOUX RESERVATION

In recognition of the valid public policy interests of the State, which are similarly appreciated as desirable by the Tribe, the following regulatory

standards are established for gaming operated and played within the federally-recognized boundaries of the Reservation.

8.1 NO CREDIT EXTENDED

All gaming shall be conducted on a cash basis. Except as herein provided, no person shall be extended credit for gaming by the gaming facility operated within the Reservation, and no operation shall permit any person or organization to offer such credit for a fee. This restriction shall not apply to credits won by players who activate play on gaming machines after inserting coins, currency, tickets or tokens into the game, and shall not restrict the right of the Tribe or any other person to offer check cashing or to install or accept bank card or credit card transactions in the same manner as would be normally permitted at any retail business within the State.

8.2 MINIMUM AGE REQUIREMENTS

No person under the age of twenty-one (21) shall play or be allowed to play any gaming device authorized by this Compact. Any violation of this provision shall be enforceable pursuant to paragraph 5.1. Violations prosecutable in state court shall proceed under SDCL 42-7B-35. Violations prosecutable in tribal court shall proceed under applicable tribal law.

No person under the age of twenty-one (21) shall be permitted on premises where gaming is conducted pursuant to this Compact, except as authorized by state law and tribal ordinance.

8.3 TECHNICAL STANDARDS FOR GAMING DEVICES

All gaming machines operated and played within the Standing Rock Sioux Reservation pursuant to this Compact shall meet or exceed the hardware and software specifications set forth by the South Dakota Gaming Commission and SDCL 42-7B-43 prior to play. Gaming machine prototypes will be tested and approved prior to play by the State according to State procedures and by the Tribe according to tribal procedures.

8.4 APPROVAL OF GAMING DEVICES

No gaming device shall be operated on the Standing Rock Sioux Reservation unless:

1. The gaming device is purchased, leased or acquired from a manufacturer or distributor licensed to sell, lease or distribute gaming devices by the State, pursuant to SDCL ch. 42-7B and ARSD 20:18, and

2. The gaming device or a prototype thereof, has been tested, approved and certified by a gaming test laboratory as meeting the requirements and standards of this Compact. For purposes of this Compact, a gaming test laboratory shall be a laboratory agreed to and designated in writing by the South Dakota Gaming Commission and the Tribal Gaming Commission.

8.5 NUMBER OF GAMING DEVICES

The Tribe shall be authorized to operate a total of 350 slot machines in a tribal establishment located in the SE1/4 of Section 35, T. 19 N, R. 29 E., Less 10 acres, Taken Area, Tract No. T 5579, of reservation trust land in Corson County, South Dakota. There shall be no limits placed on the number of blackjack tables that may be operated. If the gaming device limits per retail license set by state law shall increase, the Tribe may request an increase in the numbers allowed to it and the State and the Tribe shall be required to negotiate in good faith with regard to that request. The parties acknowledge that a request to renegotiate the number of devices under this Section will allow the State to raise any matter which it deems appropriate and which could be raised in a negotiating session under the terms of the federal Indian Gaming Regulatory Act.

The Tribe shall be entitled to have up to twenty (20) gaming devices in reserve as replacements for devices which are out of service as a result of mechanical problems. These additional devices are only to be used in such an event and shall meet the requirements of 8.3 (Technical Standards) of this Compact.

8.6 INSPECTION PROCEDURE

South Dakota Gaming Commission agents shall be authorized to inspect (not to include audits) the tribal gaming establishment in accordance with the laws and rules adopted in the Compact.

Any periodic inspection of gaming machines shall only occur if the state inspector is accompanied by a member of the Tribal Gaming Commission, the executive secretary of the Tribal Gaming Commission or a designee. Any such testing shall be carried out in a manner and at a time which will cause minimal disruption of the gaming operation. The Tribal Gaming Commission and the South Dakota Gaming Commission shall be notified of all such testing and the results of such testing.

In addition to the gaming machine inspections authorized above, any inspections of other gaming devices and the tribal gaming establishment by state inspectors shall be limited to a maximum of 100 hours per year plus travel. These inspections are specifically authorized to be unannounced and may be in the nature of an undercover inspection. The Tribal Gaming

Commission and the South Dakota Gaming Commission shall be notified of the results of such inspections.

8.7 REMEDIES FOR NON-COMPLYING GAMING DEVICES

Upon inspection pursuant to paragraph 8.6, the State may designate gaming devices which it believes do not comply with tribal gaming laws. The machines shall immediately be removed temporarily from play. Gaming devices removed from play pursuant to this section may be returned to play only after such gaming device comes into compliance with the provisions of 8.4 herein.

In the event that the State designates gaming devices as being not in compliance, the Tribe may accept the finding of non-compliance, remove the gaming devices from play, and take appropriate action to ensure that the Tribe, manufacturer, distributor or other responsible party cures the problem

Nothing in this section shall limit the rights or remedies available to the parties under any other provision of this Compact or under the IGRA.

8.8 LIMIT ON WAGERS

The amount of a bet may not be more than one thousand (\$1,000) dollars on the initial bet or subsequent bet subject to rules promulgated by the Tribal Gaming Commission. Class III gaming operations on the South Dakota portion of the Standing Rock Sioux Reservation may offer such higher bet limits as are consistent with the acts of the South Dakota legislature, and regulations of the South Dakota Gaming Commission and authorized by the Tribal Gaming Commission. No runner may place a bet on behalf of any other person.

9. ACCOUNTING AND AUDIT PROCEDURES

The Tribe shall adopt accounting standards which meet or exceed those standards established in Chapter 20:18:22 of the South Dakota Rules and Regulations for Limited Gaming.

The Tribe shall conduct independent audits of the gaming operation and provide copies to the State. If the Tribe so requests, the State may at its discretion audit the tribal operation, at the Tribe's expense.

The Tribe shall engage an independent certified public accountant to audit the books and records of all gaming operations conducted pursuant to this Compact and shall make copies of the audit and all current internal accounting and audit procedures available to the State upon written request. The Tribe shall permit the State, in the presence of authorized tribal

representatives, to consult with the auditors before or after any audits or periodic checks on procedures which may be conducted by the auditors, and shall allow the State to submit written or oral comments or suggestions for improvements regarding the accounting and audit procedures. Within 30 days of receipt of any written or oral comments, the Tribe shall: (a) accept the comments and modify the procedures accordingly; or (b) respond to the comments with counterproposals or amendments.

10. CONTRIBUTION OF GAMING PROCEEDS

The Tribe may, in its discretion, contribute a sum to be used to provide public services for the citizens of Corson County or Sioux County. Such contributions shall be made without consultation with the State and the State shall bear no obligation or liability for such contributions.

11. DURATION

This Compact shall become effective upon execution by the Governor of the State and the Chairman of the Tribe, approval by the Secretary of the Interior and publication of that approval in the Federal Register pursuant to the IGRA.

The term of this Compact shall be subject to review at three year intervals dating from the effective date of this Compact. The Compact may be extended by written agreement of the parties for additional periods not to exceed three years each. At least ninety days prior to the expiration of the three year period, either party to the Compact may give notice to the other party of provisions they believe require an amendment. Such notice shall be in writing and shall be sent by certified mail to the Governor of the State or Chairman of the Tribe at the appropriate governmental office.

Upon receipt of such notice, the parties shall engage in good faith efforts, to resolve the issues identified in the notice. The parties shall have one hundred eighty days to negotiate and all further procedures and remedies available under the Indian Gaming Regulatory Act shall apply. The State and the Tribe may agree to extend the one hundred eighty day period without prejudice to the rights of either party.

In the event the parties are unable to resolve the issues identified in the notice within the 180 day period, upon the expiration of the 180 days unless extended by the parties hereto, this Compact shall terminate and the parties shall be subject to the procedures provided for in the IGRA.

Either party may terminate this Compact upon a substantial breach by the other party regardless of any other provision of this Compact. Upon identification of what either party believes to be a substantial breach of the

terms of this Compact, such party shall notify the other party in writing, via certified mail, return receipt requested as to the nature of the substantial breach. The party issuing the notice of noncompliance shall refrain from terminating this Compact unless 30 days have elapsed from receipt of notice of noncompliance by the other party.

12. GENERAL PROVISIONS

The following conditions shall be applicable throughout the term of this Agreement:

- 12.1 The parties hereto agree that in the event that a dispute arises as to an interpretation of the provisions of this Compact, in any of the rights, responsibilities or obligations attaching to the parties hereto, either party may commence an action in federal district court for the purpose of resolving such dispute.
- 12.2 The parties hereto agree that the Tribe will be responsible for the costs incurred by the State associated with the State's performance of its responsibilities as provided for herein. The intent of this Compact is to provide for the reimbursement of the costs and expenses of the State in performing its responsibilities as provided herein with respect to inspections of gaming authorized under this Compact. The hourly rate to be paid to the State for its services pursuant to section 8.6 is sixty dollars (\$60.00) for the state employees' time. If the compact is automatically renewed for an additional three year period beyond the first three years, the hourly rate to be paid to the State for its services pursuant to section 8.6 shall increase to seventy dollars (\$70.00). Travel, per diem and other expenses shall be paid to the State at the rates set out in South Dakota Administrative Rules ARSD 05:01:02. Should the rates set out in the Administrative Rules be changed during the time of this Compact, the rates to be paid to the State for such expenses shall likewise be altered.
- 12.3 Unless otherwise indicated, all notices, payments, requests, reports, information or demand which any party hereto may desire or may be required to give to the other party hereto, shall be in writing and shall be personally delivered or first class certified or registered United States mail, postage prepaid, return receipt requested, and sent to the other party at its address appearing below or such other address as any party shall hereinafter inform the other party hereto by written notice given as aforesaid:

Notice to the Tribe shall be sent to:

Standing Rock Sioux Tribe

PO Box D
Fort Yates, ND 58538

Notice to the State shall be sent to:

Governor's Office
500 East Capitol
Pierre, SD 57501

All notices, payments, requests, reports, information or demand so given shall be deemed effective upon receipt or if mailed upon receipt or the expiration of the third day following the day of mailing, whichever occurs first, except that any notice of change of address shall be effective only upon receipt by the party to whom said notice is addressed.

- 12.4 This Agreement is the entire Agreement between the parties and supersedes all prior agreement whether written or oral, with respect to the subject matter hereof. Neither this Agreement nor any provision herein may be changed, waived, discharged, or terminated orally, but only by an instrument in writing.
- 12.5 This Agreement may be executed by the parties hereto in any number of separate counterparts with the same effect as if the signatures hereto and hereby were upon the same instrument. All such counterparts shall together constitute but one and the same document.
- 12.6 The State and/or the Tribe may not assign any of its respective right, title, or interest in this Agreement, nor may the State and/or the Tribe delegate any of its respective obligations and duties under this Agreement, except as expressly provided herein. Any attempted assignment or delegation in contravention of the foregoing shall be null and void.
- 12.7 Nothing in this Compact shall be construed to limit the rights of remedies available to the parties hereto under the Indian Gaming Regulatory Act, provided that the Tribe agrees during the initial term of this Compact, the only games as to which it will seek to enter a compact with the State are blackjack, pari-mutuel wagering, slot machines, and any Class III game, not currently authorized in any form under South Dakota law, which becomes authorized for any purpose by the State during the initial term of this Compact.
- 12.8 This Compact shall not be construed to waive or diminish the sovereignty of the Standing Rock Sioux Tribe or the State of South Dakota, except as specifically provided by the terms of the Compact.

13. PERSONAL INJURY REMEDY FOR PATRONS

a) During the term of this Compact, the Tribe shall obtain and maintain public liability insurance insuring the Tribe, the Tribe's class III gaming operation in South Dakota, and their agents and employees, against claims by visitors of the gaming facility for bodily injury or property damage arising out of the operation of the gaming facility. Such insurance coverage shall provide coverage of no less than \$1 million per person and \$1 million per occurrence, and shall cover both negligent and intentional torts.

b) The Tribe agrees it will not assert the defense of sovereign immunity for any claim within the scope of the coverage and policy limits of the insurance provided under this section. The Tribe shall assure that any insurance policy it obtains to fulfill the requirements of this section shall include language expressly stating that the insurer agrees not to assert the defense of sovereign immunity within the scope of coverage and the policy amounts of the insurance policy required by this section. Nothing in this Compact shall be construed as a waiver of the Tribe's sovereign immunity with respect to any claim not covered by insurance maintained under this section, and nothing in this Compact shall be construed as agreement by the Tribe to pay punitive damages or attorneys' fees in connection with any claim.

c) Nothing in this section enlarges or diminishes the jurisdiction of any court.

IN WITNESS WHEREOF, the parties hereto have caused this Agreement to be executed and effective as of the date of the completion of events described in Section 11 above.

Standing Rock Sioux Tribe

Date 6-2-20

By: 
Chairman

State of South Dakota

Date 2/27/20

By: 
Governor

The United States of America
Department of Interior

Date

By: Assistant Secretary – Indian Affairs