



United States Department of the Interior

OFFICE OF THE SECRETARY
Washington, DC 20240

DEC 13 2022

The Honorable Delbert Hopkins, Jr.
Chairman, Sisseton-Wahpeton Oyate
P.O. Box 509
Agency Village, South Dakota 57262

Dear Chairman Hopkins:

On December 2, 2022, the Department of the Interior (Department) received the Amended Gaming Compact between the Sisseton-Wahpeton Oyate (Tribe) and the State of North Dakota (State) providing for class III gaming (Amendment).

The Amendment waives the State's Eleventh Amendment immunity if the parties negotiate a successor compact, thereby permitting enforcement of the good faith negotiation provisions in Indian Gaming Regulatory Act (IGRA). If a successor compact is not successfully concluded, the existing compact will remain effective throughout IGRA's remedial process. The Amendment also adds electronic poker games, sports book event wagering, any class III gaming authorized by State law, and mobile gaming within tribal lands.

We have completed our review of the Amendment and conclude that it does not violate IGRA, any other provision of Federal law that does not relate to the jurisdiction over gaming on Indian lands, or the trust obligations of the United States to Indians. *See* 25 U.S.C. § 2710(d)(8)(B). Therefore, pursuant to my delegated authority and Section 11 of IGRA, I approve the Amendment. *See* 25 U.S.C. § 2710(d)(8)(A). This Amendment shall take effect when the notice of this approval is published in the *Federal Register*. *See* 25 U.S.C. § 2710(d)(3)(B).

A similar letter is being sent to the Honorable Doug Burgum, Governor of North Dakota.

Sincerely,

Bryan Newland
Assistant Secretary – Indian Affairs

Enclosure

AMENDED GAMING COMPACT
BETWEEN THE
SISSETON-WAHPETON OYATE OF THE LAKE TRAVERSE RESERVATION (TRIBE)
AND THE
STATE OF NORTH DAKOTA

The Amended Gaming Compact ("Compact") is made and entered into this 2nd day of December, 2022, by and between the Sisseton-Wahpeton Oyate of the Lake Traverse Reservation (hereinafter referred to as the "Tribe") and the State of North Dakota (hereinafter referred to as the "State").

I. RECITALS.

The Tribe is a federally-recognized Indian Tribe, exercising inherent sovereign authority and organized pursuant to the Constitution and By-Laws adopted by the members of the Tribe on August 1st and 2nd, 1966, and approved by the Commissioner of Indian Affairs on August 25, 1966, and last amended effective November 15, 2006, with its headquarters at the Lake Traverse Reservation established by the Treaty of February 19, 1867, 15 Stat. 505. Pursuant to of the Tribal Constitution, the Tribal Council is the governing body of the Tribe with constitutional and federal statutory authority to negotiate with state and local governments.

The State, through constitutional provisions and legislative acts, has authorized games of chance and other gaming activities, and the Congress of the United States, through the Indian Gaming Regulatory Act, Public Law 100-497, 102 Stat. 2426, 25 U.S.C. § 2710 et seq. (1988) (hereinafter referred to as the "IGRA"), has authorized the Tribe to operate Class III gaming pursuant to a tribal gaming ordinance approved by the National Indian Gaming Commission and a Compact entered into with the State for that purpose. Pursuant to its inherent sovereign authority and the IGRA, the Tribe intends to continue presenting Class III gaming, and the Tribe and State negotiated a Compact under the provisions of the IGRA to authorize and provide for the operation of such gaming. Said Compact was executed on October 7, 1992 and amended on September 29, 1999, and amended again on March 21, 2013, by the then serving Tribal Chairman on behalf of the Tribe and the then serving Governor on behalf of the State and became effective when thereafter approved by the United States, Secretary of Interior and published in the Federal Register. Said Compact provides for Amendment upon agreement by both parties. The parties believe that amendment at this time would be appropriate.

The Governor, acting pursuant to the authority delegated to him by North Dakota Century Code Section 54-58-03, has the authority to negotiate and execute the Compact. Proper notice has been provided to the legislative management, and a public hearing has been conducted in accordance with North Dakota Century Code Section 54-58-03(8) and (10).

NOW THEREFORE, in consideration of the covenants and agreements of the parties herein below, the Tribe and the State agree as follows:

II. POLICY AND PURPOSE.

The Tribe and the State mutually recognize the positive economic benefits that gaming may provide to the Tribe and to the region of the State adjacent to Tribal lands, and 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 of the Tribe and throughout North Dakota be protected. In the spirit of cooperation, the Tribe and the State hereby agree to carry out the terms of the IGRA regarding tribal Class III gaming.

The Tribe and State mutually recognize the Tribe's successful history of self-regulation and aspire to a model of cooperative regulation of gaming, acknowledging Federal oversight of gaming under IGRA and seeking to eliminate regulatory duplication where appropriate, respecting the sovereignty of both the Tribe and the State while ensuring the protection and wellbeing of the citizens of each.

The Tribal Gaming Code and regulations of the Tribal Gaming Commission (hereinafter referred to collectively as "Tribal Law"), this Compact, and the IGRA shall govern all Class III gaming activities, as defined in the IGRA. The purpose of this Compact is to provide the Tribe with the opportunity to license and regulate Class III gaming to benefit the Tribe economically. Nothing in this Compact shall diminish the Tribe's authority to operate gaming as authorized and/or allowed under federal law.

III. AUTHORIZED CLASS III GAMING.

- 3.1 Kinds of Gaming Authorized. The Tribe shall have the right to operate upon Tribal trust lands within the exterior boundaries of the Lake Traverse Reservation, as established by federal law, including the lands and waters identified in Section XXXIII below, the following Class III games during the term of this Compact, pursuant to Tribal Law and Federal Law, but subject to limitations set forth within this Compact.
- A. Electronic games of chance with video facsimile displays. Machines featuring coin drop and payout, machines featuring printed tabulations, machines with electronic payouts credited to an account or a card and technological advancements of any kind of the foregoing;
 - B. Electronic games of chance with mechanical rotating reels whereby the software of the device predetermines the stop positions and the presence or lack thereof, of a winning combination and pay out, if any, and technological advancements of the foregoing. Machines featuring coin drop and payout, machines featuring printed tabulations, machines with electronic payouts credited to an account or a card shall be permitted, and technological advancements of any of the foregoing;

- C. Blackjack; and similar banking card games;
- D. Live and electronic Poker and all games similar to poker;
- E. Pari-mutuel and simulcast betting pursuant to the separate pari-mutuel horse racing addendum to this Gaming Compact ("Horse Racing Addendum") between the parties executed on April 14, 1993, as amended hereto, and thereafter approved by the United States Secretary of Interior. This amended Compact shall control any inconsistencies between the Horse Racing Addendum and this Compact;
- F. Sports and Calcutta pools on professional sporting events as defined by North Dakota law, except as to bet limits and except that play may be conducted utilizing electronic projections or reproductions of a sports pool board;
- G. Sports Book Events Wagering, meaning the wagering on sports, competitions, matches, and other event types approved by the regulatory body where the player places wagers on markets within an event;
- H. Raffles and similar games;
- I. Keno;
- J. Punchboards and jars;
- K. Paddlewheels;
- L. Craps, Indian Dice and similar games;
- M. All games of chance and/or skill, other than those subject to Section 3.3 of this Compact, authorized to be conducted by any group or individual under any circumstances within the State of North Dakota, rules of play to be negotiated in good faith by the parties hereto;
- N. Roulette, and similar games, whether played conventionally or electronically; and
- O. Pull-tabs or break-open tickets when not played at the same location where bingo is being played; and
- P. Slot Tournaments, whether or not a fee is charged, in which players use designated electronic games of chance machines, whether equipped with video facsimile displays or mechanical rotating reels, that are equipped with special tournament EPROM chips or a certified program, which allows for tournament mode play, and are set to not receive coins during tournament play and which do not make printed

tabulations during tournament play, in which the player competes against other players for a specified prize or prizes based on accumulated points as determined by the machine. The tournament option shall default to disabled. If tournament is an option, it shall be enabled by a controlled method requiring manual intervention by the Tribe. The Tribe shall adequately account for slot tournament revenues.

- 3.2 Mobile Gaming. The Tribe is authorized by this Compact to conduct all of the kinds of gaming authorized by this Compact, set forth in Section 3.1, by mobile gaming. For purposes of this Compact, "mobile gaming" shall mean the use of technology to convey and receive bets, without limitation, provided the bettor is physically located within the Geographical Scope of the Compact, as set forth in Article XXXIII, unless otherwise authorized by state and federal law.
- 3.3 The Tribe shall have the right to conduct any Class III game that is now authorized by State law, or is authorized by State law subsequent to the effective date of this Compact.
- 3.4 Limits of Wagers. The Tribe shall have the right to operate and/or conduct authorized Class III gaming with individual bet maximum wagers to be set at the discretion of the Tribe, except that maximum wagers shall not exceed the Tribe's internal accepted risk management factors.
- 3.5 Availability of Additional Games and Bet Limits Legally Conducted by Other Tribes. All games and/or increased wager limits which any other Indian Tribe may legally conduct, or utilize, on trust lands located within North Dakota, whether by compact with the State, or through action by the United States Secretary of Interior, or determination of any court maintaining jurisdiction, shall be available for play by Tribe subject to the following: The State may condition play upon the provision by Tribe of consideration similar or equivalent to that provided by another compacting Tribe. Upon identification by Tribe of any such game, and written notice to State, the parties shall within fourteen (14) days commence good faith negotiations as to the inclusion of such additional game or games, consideration by the Tribe, if applicable, rules of play and presentation thereof. Such negotiations shall proceed with deliberate speed and attention.

Notwithstanding any other provision of this Compact to the contrary, in the event the State enters into or amends an agreement with another tribe and such agreement gives any such tribe more gaming facilities, activities stations, tables, terminals, or higher wager limits, more hours of operation, or any combination thereof than provided under the terms of this Compact, then this Compact shall be amended thereby upon approval and acceptance of any such increases by the Tribe and written incorporation of such amendments to this Compact provided to the State.

- 3.6 No Machine or Table Limit. There shall be no limit on the number of machines, tables, or other gaming devices which the Tribe may operate pursuant to this Compact, nor shall there be a limit as to number of gaming facilities or sites on trust lands upon which gaming may be offered.
- 3.7 Technology Advancements. It is the desire of the Tribe and of the State to permit games authorized at Section 3.1 above to be conducted at the Tribe's option in a manner incorporating such advancement of technology as may be available. At the request of either party, the State and the Tribe shall meet to discuss such application.
- 3.8 New Games. At the request of either party, the Tribe and the State shall meet to discuss introduction of new games and appropriate rules of play along with the appropriateness and/or necessity to amend this Compact to permit such play.

IV. TRIBAL LAW.

- 4.1 Gaming Code. The Tribe has adopted a Tribal Code, entitled "Gaming", and shall adopt regulations of the Tribal Gaming Commission pursuant thereto. Such Tribal Law shall be, and shall remain after any amendment thereto, at least as stringent as those specified in the IGRA and applicable federal law. The Tribe shall furnish the State with copies of such Tribal Law, including all amendments thereto.

V. TRIBAL REGULATION OF CLASS III GAMING.

Tribal Regulation of Gaming. The Tribe shall license, operate and regulate all Class III gaming activities pursuant to Tribal Law, this Compact, and the IGRA, including, but not limited to, the licensing of consultants, primary management officials and key employees of each Class III gaming activity or operation, and the inspection and regulation of all gaming devices. Any discrepancies in any gaming activity or operation and any violation of Tribal Law, this Compact or IGRA shall be corrected immediately by the Tribe pursuant to Tribal Law and this Compact. The Tribe, or a Tribal Gaming Commission delegated regulatory authority by the Tribe shall have primary responsibility for the day-to-day regulation of all tribal gaming activities and operations, including the licensing of all gaming employees.

5.1 Incorporation. The Gaming Code of the Tribe, as it may be from time-to-time amended, is incorporated by reference into this Compact.

5.2 Regulatory Requirements. The following regulatory requirements shall apply to the conduct of Class III gaming. The Tribe shall maintain as part of its lawfully enacted ordinances, at all times in which it conducts any Class III gaming, requirements at least as stringent as those set forth herein.

5.3 Odds and Prize Structure. The Tribe shall publish the odds and prize structure of each Class III game, and shall prominently display such throughout every gaming facility maintained by the Tribe.

5.4 Credit Extended. The Tribe may accept credit and debit cards issued by third parties for any purpose, including account wagering and cashless gaming. The Tribe itself may not extend credit to customers in relation to the conduct of Class III gaming.

5.5 Age Restrictions.

(i) No persons under 19 years of age, except for military personnel with military identification, may make any wager or participate in any Class III game.

(ii) No person under the age of 18 will be allowed access to restricted gaming areas or areas where alcohol is sold and gaming is provided within this compact. This section shall not limit the presence of individuals under the age of 18 within areas of gaming facilities conducting entertainment events, food service, and other non-gaming business activity, subject to applicable law.

VI. COMPLIANCE.

6.1 Report of Suspected Violation by Parties. The parties hereto, shall immediately report any suspected violation of Tribal Law, this Compact, or the IGRA to the Tribal Commission and to such State official as the State may designate. If the Tribal Commission concludes that a violation has occurred, the violation will be addressed by the Tribal Commission within five (5) business days after receipt of such notice. The Tribal Commission shall notify the State promptly as to such resolution.

6.2 Response to Complaints by Third Parties. The Tribe shall, through its Tribal Commission, arrange for reasonable and accessible procedures to address consumer complaints. The Tribal Commission shall submit to such State official as the State may designate, a summary of any written Complaint received which addresses a suspected violation of Tribal law, this Compact, or the IGRA, along with specification as to any action or resolution deemed warranted and/or undertaken.

6.3 Player Disputes. The Tribe, through the Tribal Commission, shall provide and publish procedures for impartial resolution of a player dispute concerning the conduct of a game, which shall be made available to customers upon request.

6.4 Non-Complying Class III Games. The following are declared to be non-complying Class III Games:

A. All Class III games operated in violation of this Compact;

- B. All Class III games that remain in operation without a required software upgrade or replacement for a period of more than ninety (90) days or the number of days recommended by the manufacturer, whichever is greater, after the manufacturer has notified the Tribe of a problem with the gaming device's software, where the problem is such that the software does not comply with this Compact;
- C. All Class III games that remain in operation without a required software upgrade or replacement, after notice to the Tribe, for a period longer than recommended by a laboratory after the laboratory has revoked its certification of the gaming devices' software; and
- D. All Class III games to which the agents of the State have been denied access for inspection purposes.

6.5 Demand for Remedies for Non-Complying Games of Chance. If the State reasonably believes that Class III games are being conducted by the Tribe in violation of this Compact, the State must deliver notice of such noncompliance in writing, to the Tribal Commission, or the Tribe. Within five (5) business days of receipt of such written designation, the Tribe shall either:

- A. Accept the finding of non-compliance, remove the non-compliant Class III game(s) from play, and take appropriate action to ensure that the manufacturer, distributor, or other responsible party cures the problem; or
- B. Contest the finding of non-compliance by so notifying the agents of the State, in writing, and arrange for the inspection of the contested game, by an independent gaming test laboratory as provided within ten (10) business days or the receipt of the finding of non-compliance. If the independent laboratory finds that the Class III game or related equipment is non-complying, the non-complying Class III game and related equipment shall be permanently removed from play unless and until such Class III game or related equipment is modified to meet the requirements of this Compact.

VII. USAGE OF FUNDS.

- 7.1 The parties intend that gaming revenues be used for promoting tribal economic development, self-sufficiency, and strong tribal governments, consistent with applicable federal law.
- 7.2 Upon request, the State and Tribe shall meet to discuss the casino fund revenue and usages.

VIII. LICENSING.

8.1 Tribal License. All personnel employed or contractors engaged by the Tribe, and/or by any Management Agent under contract with the Tribe, whose responsibilities include the operation or management of Class III games of chance shall be licensed by the Tribe.

IX. BACKGROUND INVESTIGATION.

9.1 Information Gathering. The Tribe, prior to hiring a prospective employee or engaging a contractor whose responsibilities include the operation or management of Class III gaming activities, shall obtain sufficient information and identification from the applicant to permit the conduct of a background investigation of the applicant.

9.2 Authorization of Background Investigation. Any person who applies for a tribal license pursuant to this Compact and Tribal law shall first submit an application to the Tribe which includes a written release by the applicant authorizing the Tribe to conduct a background investigation of the applicant and shall be accompanied by an appropriate fee for such investigation as determined by the Tribal Commission pursuant to Tribal Law and this Compact.

9.3 Background Investigation by the Tribe Prior to Employment. Upon receipt of the application and fee, the Tribal Commission shall investigate any applicant whose responsibilities include the operation or management of Class III gaming activities, within thirty (30) days of the receipt of the application or as soon thereafter as is practical. The Tribal Commission shall utilize the Federal Bureau of Investigation (FBI) or the North Dakota Bureau of Criminal Investigations (BCI) to assist in background investigations. The Tribe may employ any person who represents, in writing, that he or she meets the standards set forth in this section, but must not retain any person who is subsequently revealed to be disqualified. Criminal history data compiled for the Tribe by the State on prospective employees shall, subject to applicable state or federal law, be released to the Tribe as part of the reporting regarding each applicant. The background check of employees and contractors to be conducted pursuant to this paragraph shall be independent of any similar federal requirements.

9.4 Background Investigations of Employees During Employment. Each person whose responsibilities include the operation or management of Class III gaming activities shall be subject to periodic review by the Tribal Commission comparable to that required for initial employment. This review shall take place at least every two years, commencing with the date of employment. Employees found to have committed disqualifying violations shall be dismissed.

9.5 State Processing of Tribal Requests. The State shall process background investigation requests by the Tribe with equal priority as to that afforded requests for background investigations by State Agencies.

9.6 Investigation Fees. The Tribe shall reimburse the State for any and all reasonable expenses for background investigations required with this Compact.

X. PROHIBITIONS IN HIRING, EMPLOYMENT, AND CONTRACTING.

10.1 Prohibitions. The Tribe may not hire, employ, or enter into a contract relating to Class III gaming with any person or entity which includes the provision of services by any person who:

- A. Is under the age of 18;
- B. Has, within the immediately preceding ten (10) years, been convicted of, entered a plea of guilty or no contest to, or has been released from parole, probation or incarceration, whichever is later in time, any felony, any gambling related offense, or any fraud or misrepresentation offense; unless the person has been pardoned or the Tribe has made a determination that the person has been sufficiently rehabilitated. The Tribe shall notify the State in writing of the determination made; or
- C. Is determined to have poor moral character or to have participated in organized crime or unlawful gambling, or whose prior activities, criminal record, reputation, habits, and/or associations pose a threat to the public interest or to the effective regulation and control of gaming, or create or enhance the dangers of unsuitable, unfair, or illegal practices, methods, and activities in the conduct of gaming, or as to the business and financial arrangements incidental to the conduct of gaming. Determinations made by the Tribe regarding an applicant pursuant to this subsection will be disqualifying as to employment and/or contracting.

10.2 Dispensing of Alcoholic Beverages. Employees will comply with applicable law and section V herein with respect to the dispensing of alcoholic beverages.

XI. EMPLOYEES.

11.1 Procedural Manual. The Tribe shall publish and maintain a procedural manual for all personnel, which includes disciplinary standards for breach of the procedures.

XII. MANAGEMENT AGREEMENTS.

12.1 Option for Tribe. The Tribe in its discretion may, enter into management agreements subject to applicable federal law.

XIII. ACCOUNTING AND AUDIT PROCEDURES.

13.1 Accounting Standards. The Tribe shall adopt accounting standards, which meet or exceed those standards established in the IGRA.

13.2 Systems. All accounting records must be maintained according to GAAP.

13.3 Audits. The Tribe shall conduct or cause to be conducted independent audits of every Class III gaming activity or operation. Audits will be conducted at least annually. Copies of the financial statements and audits, together with management letters, reports on agreed upon procedures, and other documented auditor communications and/or reports as a result of the audit setting forth the results of each fiscal year must be furnished to the State by the Tribe within 120 days of the end of the Tribe's fiscal year at no charge.

XIV. TRIBAL RECORD KEEPING.

14.1 Record Maintenance. The Tribe shall maintain records related to its gaming operations for at least three (3) years.

14.2 Accounting Records and Audits Concerning Class III Gaming by Tribe. The Tribe shall provide a copy to the State of any independent audit report upon written request of the State. Any costs incidental to providing copies to the State will be borne by the Tribe.

XV. ACCESS TO RECORDS.

15.1 The Tribe shall permit the State reasonable access to review Tribal accounting and audit records associated with gaming conducted under this Compact. The State may copy such documents as desires subject to the confidentiality provisions set forth herein below. Any costs incidental to such an inspection shall be covered from the Escrow Account for State Expenses established and maintained pursuant to Section XXV of this Compact.

15.2 The Tribe requires that its gaming records be confidential. Any Tribal records or documents submitted to the State, or of which the State has retained copies in the course of its gaming oversight and enforcement, will not be disclosed to any member of the public except as needed in a judicial proceeding to interpret or enforce the terms of this Compact, or except as may be required for law enforcement or tax assessment purposes. Such disclosure, however, shall be conditional upon: the recipient making no further disclosure absent authorization by the Tribe or under Court Order by a court of competent jurisdiction. This Compact is provided for by Federal law and therefore supersedes State records law to the contrary.

15.3 Either party shall have the right to inspect and copy all records concerning the Tribe's Class III gaming unless such disclosure would compromise the integrity of an ongoing investigation.

XVI. TAX REPORTING MATTERS.

Whenever required by federal law to issue Internal Revenue Service form W2G, the Tribe shall also provide a copy of the same to the State Tax Commissioner. In addition, with regard to Class III gaming employees, the Tribe shall comply with employee State income withholding requirements for all non-Indian employees and all Indian employees not living

in Indian country (as defined by 18 U.S.C. 1151) associated with the Tribe, who are not members of the Tribe.

XVII. JURISDICTION, ENFORCEMENT AND APPLICABLE LAW.

17.1 Criminal Enforcement. Nothing in this compact shall deprive the Courts of the Tribe, the United States, or the State of North Dakota of such criminal jurisdiction as each may enjoy under applicable law.

A. Nothing in this compact shall be interpreted as extending the criminal jurisdiction of the State of North Dakota or the Tribe.

17.2 Civil Enforcement. Nothing in this Compact shall deprive the Courts of the Tribe, the United States, or the State of North Dakota of such civil jurisdiction as each may enjoy under applicable law. Nothing in this Compact shall be interpreted as extending the civil jurisdiction of the State of North Dakota or the Tribe.

XVIII. SOVEREIGN IMMUNITY.

18.1 Tribe.

Nothing in this Compact shall be deemed to be a waiver of the sovereign immunity of the Tribe, except as specifically provided in the dispute resolution provisions set forth in Article XXVIII.

18.2 State. Nothing in this Compact shall be deemed to be a waiver of the sovereign immunity of the State, except as specifically provided in the dispute resolution provisions set forth in Article XXVIII.

XIX. QUALIFICATIONS OF PROVIDERS OF CLASS III GAMING EQUIPMENT OR SUPPLIES.

19.1 Purchase of Equipment and Supplies.

A. No Class III games of chance, gaming equipment or supplies may be purchased, leased or otherwise acquired by the Tribe unless the Class III equipment or supplies are purchased, leased or acquired from a manufacturer or distributor licensed by the Tribe to sell, lease, or distribute Class III gaming equipment or supplies pursuant to federal law, the IGRA and applicable NIGC regulations.

19.2 Required Information. Prior to entering into any lease or purchase agreement for Class III gaming equipment or supplies, the Tribal Commission shall obtain sufficient information and identification from the proposed seller or lessor, and all

persons holding any direct or indirect financial interest in the lessor or the lease/purchase agreement, to permit the Tribal Commission to conduct a background check on those persons.

19.3 No Business Dealings with Disqualified Parties. The Tribe shall not enter into any lease or purchase agreement for Class III gaming equipment or supplies with any person or entity if the Tribal Commission or the State determines that the lessor or seller, or any manager or person holding a direct or indirect financial interest in the lessor/seller or the proposed lease/purchase agreement, has been convicted of a felony or any gambling related crime or whose gaming license has been suspended or revoked because of misconduct through administrative action in any other state or jurisdiction, within the previous five (5) years, or who is determined to have participated in or have involvement with organized crime.

19.4 Receipt of Gaming Equipment. All sellers, lessors, manufacturers and/or distributors shall provide, assemble, and install all Class III games of chance, gaming equipment and supplies in a manner approved and licensed by the Tribe.

XX. REGULATION AND PLAY OF AN ELECTRONIC GAME.

20.1 Electronic Game – Definition. “Electronic Game” means a microprocessor controlled device that allows a player to play games of chance, which the outcome may or may not be affected by the player’s skill. A game is activated by inserting a token, coin, currency, or other object, or use of a credit, and which awards credit, cash, tokens, replays, or a written statement of the player’s accumulated credits and that is redeemable for cash.

20.2 Display. Game play may be displayed by video facsimile, or mechanical rotating reels that stop in positions that display the presence, or lack of, a winning combination and pay out and which are predetermined by the software of the game.

20.3 Testing.

- A. Designation of a Gaming Test Laboratory. A Tribe may not operate an electronic game, including a bill acceptor, unless the game (or prototype) and bill acceptor have been tested and approved or certified by an independent gaming test laboratory that they comply with the most recently updated accepted gaming test industry standards. A laboratory operated by or under contract with any State of the United States to test electronic games may be designated.
- B. Providing Documentation and Model of an Electronic Game (or Prototype). As requested by a gaming test laboratory, a manufacturer shall provide the laboratory with a copy of an electronic game’s (or prototype’s) illustrations, schematics, block diagrams, circuit analysis, technical and operation manuals, program object and source codes, hexadecimal dumps (the compiled computer program represented in base-16 format), and any other information.

As requested by the laboratory, the manufacturer shall transport one or more working models of the electronic game (or prototype) and related equipment to a location designated by the laboratory. The manufacturer shall pay for all costs of transporting, testing, and analyzing the model. As requested by the laboratory, the manufacturer shall provide specialized equipment or the services of an independent technical expert to assist the laboratory.

- C. Report of Test Results. At the end of each test, the gaming test laboratory shall provide the State and Tribe a report containing the findings, conclusions, and a determination that the electronic game (or prototype) and related equipment conforms or does not conform to the hardware and software requirements of this Compact. If the electronic game (or prototype) or related equipment can be modified so it can conform, the report may contain recommended modifications. If the laboratory determines that an electronic game (or prototype) conforms, that determination will apply for all Tribes under this Compact.
- D. Modification of an Approved Electronic Game. The Tribe may not modify the assembly or operational functions of an electronic game or related equipment, including logic control components, after testing an installation, unless a gaming test laboratory certifies to the State and Tribe that the modification conforms to the requirements and standards of this Compact.
- E. Identification. A non-removable plate(s) must be affixed to the outside of each electronic game period. The plate must contain the machine's serial number, manufacturer, and a unique identification number assigned by the Tribe.

20.4 Tribal Reports to the State.

- A. Installation, Upgrade, or Conversion of Electronic Game. Within seven calendar days of installation, upgrade or conversion, the Tribe shall report this information to the State for each game:
 - (i) Type of game;
 - (ii) Serial number;
 - (iii) Manufacturer;
 - (iv) Source from whom the game was acquired, how the game was transported into the State, and name and street address of the common carrier or person that transported the game;
 - (v) Certification,
 - (vi) Unique identification number assigned by the Tribe;

- (vii) Logic control component identification number(s);
- (viii) Gaming facility or site where the game will be placed; and
- (ix) Date of installation.

B. Removal of Electronic Game. Upon removal of an electronic game from a gaming site, the Tribe shall provide the State, in writing and within seven calendar days of removal, the following information related to the removal of an electronic game from a gaming facility or site:

- (i) Information for items i, ii, and iii of subsection A;
- (ii) Date on which it was removed;
- (iii) Destination of the game; and
- (iv) Name of the person to whom the game is to be transferred, including the person's street address, business and home telephone numbers, how the game is to be transported, and name and street address of the common carrier or person transporting the game.

20.5 Hardware Requirements.

A. Management Information System.

- (i) The electronic game must be interconnected to a central on-line computer management information system, approved by the gaming test laboratory, that records and maintains essential information on machine play. This information must be retained for at least thirty (30) days. The State may inspect such records at an onsite inspection.
- (ii) The Tribe shall maintain accurate and complete records of the identification number of each logic control component installed in each electronic game.

B. Cabinet Security. The cabinet or interior area of an electronic game must be locked and not readily accessible, subject to controls or regulations established by the Tribe.

C. Repairs and Service. An authorized agent or employee of the Tribe may open a cabinet to repair or service the game, but may do it only in the presence of another Tribal agent or employee or when the access is recorded by a video surveillance system.

D. Microprocessor Compartment. Logic boards and other logic control components must be located in a separate microprocessor compartment within the electronic game. This compartment must be sealed and locked with a key or combination different than the key or combination used for the main cabinet door and cash compartment. The microprocessor compartment may be opened only in the presence of a tribal official or security officer appointed by the Tribe. The key to the microprocessor compartment must be kept by the Tribe in a secure place. "Logic control components" means all types of program storage media used to maintain the executable program that causes the game to operate. Such devices include hard disk drives, PCMCIA cards, EPROMs, EEPROMs, CD-ROMs and similar storage media.

- (i) The storage media must be disabled from being able to be written to by a physical or hardware write disable feature when it is in the machine. It must be impossible to write any contents to the storage media at any time, from an internal or external source.
- (ii) The Tribe shall affix a strip of numbered security tape to each logic control component or to the lock of the microprocessor compartment within the electronic game. The security tape must be numbered, physically secured, and available to only authorized personnel of the Tribe.
- (iii) Logic control components must be able to be inspected in the field. The components must be able to be verified for authenticity by using signatures, hash codes, or other secure algorithm, and must be able to be compared on a bit for bit basis.
- (iv) The supplier of an electronic game shall provide the State and Tribe with necessary field test equipment at no charge for carrying out tests required in (iii) above. Also, if requested by the State or Tribe, the supplier shall provide training on how to use the equipment.

E. Cash Compartment. The coin in currency compartment must be locked separately from the main cabinet area, and secured with a key or combination different than the key or combination used for the main cabinet door. However, a separate cash compartment is not required for coins that are necessary to pay prizes through a drop hopper. The keys must be kept in a secure location. Except as provided in this section, the compartment into which coins and bills are inserted must be locked. An employee or official of the Tribe may open the cash compartment to collect the cash and shall record the amount collected.

F. Hardware Switches. No hardware switch may be installed on an electronic game or associated equipment that may alter the game's pay table or payout

percentage. Any other hardware switch must be approved by the State and Tribe.

- G. **Printing of Written Statement of Credits.** For an electronic game that awards credits or replays, but not coins or tokens, a player, on completing play may prompt the game to print a written statement of credits. The game's interior printer must either retain an exact, legible copy of the statement produced within the game or print only one copy to the player and have the ability to retain the information electronically.
- H. **Network.** The Tribe may operate an electronic game as part of a network of games with an aggregate prize; provided:
 - (i) An electronic game capable of bi-directional communication with external associated equipment must use communication protocol, which ensures that erroneous data will not adversely affect the operation of the game. The local network must be approved by a gaming test laboratory; and
 - (ii) If the network links the Tribe's progressive electronic games to another Tribe's progressive games that are located on the other Tribe's Indian Reservation, each participating tribe must have a Class III gaming compact that authorizes the Tribe's gaming to be operated as part of a multi-location network. All segments of the network must use security standards agreed to between the State and Tribe and which are as restrictive as those used by the Tribe for its on-line games.

20.6 Software Requirements.

- A. **Randomness Testing.** Each electronic game must have a true random number generator that will determine the occurrence of a specific card, symbol, number, or stop position to be displayed on a video screen or by mechanical rotating reels. An occurrence will be considered random if it meets all of the following requirements:
 - (i) **Chi-Square Analysis.** Each card, symbol, number, or stop position, which is wholly or partially determinative, satisfies the 99 percent confidence limit using the standard chi square analysis.
 - (ii) **Runs Test.** Each card, symbol, number, or stop position does not, as a significant statistic, produce predictable patterns of game elements or occurrences. Each card, symbol, number, or stop position will be considered random if it meets the 99 percent confidence level with regard to the "runs test" or any generally accepted pattern testing statistic.

- (iii) Correlation Analysis. Each card, symbol, number, or stop position is, independently chosen without regard to any other card, symbol, number or stop position, drawn within that game play. Each pair of cards, symbols, numbers, or stop positions are considered random if they meet the 99 percent confidence level using standard correlation analysis.
 - (iv) Serial Correlation Analysis. Each card, symbol, number, or stop position is independently chosen without reference to the same card, number, or stop position in the previous game. Each card, number, or stop position is considered random if it means the 99 percent confidence level using standard serial correlation analysis.
 - (v) Live Game Correlation. An electronic game that represents a live game must fairly and accurately depict the play of the live game.
- B. Software Requirements for Percentage Payout. Each electronic game must meet the maximum and minimum theoretical percentage payouts as specified in the par sheets provided by the manufacturer.
- C. Software Requirements for Continuation of Game After Malfunction. Each electronic game must be capable of continuing the current game with all the current game's features after a game malfunction is cleared. This provision does not apply if a game is rendered totally inoperable; however, the current wager and all player credits before the malfunction must be returned to the player.
- D. Software Requirements for Play Transaction Records. Each electronic game must maintain an electronic, electro-mechanical, or computer system, approved by a gaming test laboratory, to generate external reports. The system must record and maintain essential information associated with machine play. This information must be retained for at least thirty (30) days, regardless of whether the machine has electrical power.
- E. No Automatic Clearing of Accounting Meters. No electronic game may have a mechanism by which an error will cause the electronic accounting meters to automatically clear.
- F. Display of Information. The information displayed must be kept under glass or other transparent material. No sticker or other removable item may be placed on the machine face or cover game information.
- G. Display of Rules. The machine must display: 1) the rules of the game before each game is played; 2) the maximum and minimum wagers, amount of credits which may be won for each winning hand or combination of numbers or symbols; and 3) the credits the player has accumulated. However, for an

electronic game with a mechanical display, this information must be permanently affixed on the game in a conspicuous location.

XXI. AMENDMENTS TO REGULATORY AND TECHNICAL STANDARDS FOR ELECTRONIC GAMES OF CHANCE.

The State and the Tribe acknowledged the likelihood that technological advances are other changes will occur during the duration of this Compact that may make it necessary or desirable that the regulatory and technical standards set forth in Sections 20.5 and 20.6 for electronic games of chance be modified to take advantage of such advances or other changes in order to maintain or improve game security and integrity. Therefore any of the regulatory or technical standards set forth in Sections 20.5 and 20.6 may be modified for the purposes of maintaining or improving game security and integrity by mutual agreement of the North Dakota Office of Attorney General and the Tribal Council or its Chairperson, upon the written recommendation and explanation of the need for such change made by either party.

XXII. REGULATION OF PLAY OF TABLE GAMES.

All regulation and play of table games shall be conducted in conformity and in compliance with the Indian Gaming Regulatory Act and applicable federal provisions (25 U.S.C. 2701, et seq.).

XXIII. MINIMUM INTERNAL CONTROL STANDARDS AND NEW GAMES.

The Tribe shall abide with such applicable Minimum Internal Control Standards as are adopted, published, and finalized by the National Indian Gaming Commission and as may be in current effect.

If the Tribe offers new games utilizing new technologies, such as mobile gaming or online gaming, the State and the Tribe agree to cooperate in good faith to negotiate procedures and protocols for the regulation of the new games, guided by best practices from other jurisdictions.

XXIV. INSPECTION.

24.1 Inspection and Testing. State and Tribe wish to recognize the Tribe's successful history of self-regulation, the staffing of the Tribal regulatory agency, the Tribe's compliance with federal standards, reporting obligations, and inspections, and express a commitment not to unnecessarily duplicate regulatory activities. Agents of the State of North Dakota shall conduct an inspection of any tribally licensed electronic games of chance, and internet gaming platform, at least once per calendar year. Any such inspection and testing shall be carried out in a manner and at a time, which will cause minimal disruption of gaming activities. The Tribal Commission shall be notified immediately of all such inspection and testing and the results thereof.

- 24.2 Receipt of Reports of Non-compliance. The Tribe shall provide for the receipt of information by the State as to machines believed to not be in compliance with this Compact or not to be in proper repair. Upon its receipt of such information the Tribe shall reasonably inspect or arrange for the inspection of any identified machine and shall thereafter undertake and complete, or commission the undertaking and completion of such corrective action as may be appropriate.
- 24.3 State Inspection of Operations. Agents of the State of North Dakota, or their designated representatives, shall upon the presentation of appropriate identification, have the right to gain access, without notice during normal hours of operation, to all premises used for the operation of games of chance, or the storage of games of chance or equipment related thereto, and may inspect all premises, equipment, daily records, documents, or items related to the operation of games of chance in order to verify compliance with the provisions of this Compact. Agents of the State making inspection shall be granted access to non-public areas for observations upon request. The Tribe reserves the right to accompany State inspectors within non-public areas. The Tribe shall cooperate as to such inspections. Inspections will be conducted, to the extent practicable, to avoid interrupting normal operations. Reasonable and actual costs associated with time at property as well as travel, lodging, and time spent reviewing documents associated with such inspection will be reimbursed in full by the Tribe for one visit per Calendar year. The Tribe may, at its discretion and in agreement with State, request inspection by the State at any time. The cost of inspections requested by the Tribal shall be reimbursed by the Tribe.
- 24.4 Inspection of Electronic Games of Chance. The State may cause any electronic game of chance offered by the Tribe to be inspected by an independent gaming test laboratory. The State will provide documentation to the Tribe that relates to the cause. Inspections shall be conducted, to the extent practicable, to avoid interrupting normal operations. The Tribe shall cooperate in such inspection. Upon completion of such testing, test results must be provided to both the State and the Tribe.
- 24.5 Removal and Correction. Any machine confirmed to be in non-compliance with this Compact shall be removed from play by the Tribe and brought into compliance before reintroduction.
- 24.6 Sharing Reports. On a quarterly basis, the Tribal regulatory agency shall send copies to the State Attorney General's Office of any requested gaming regulatory reports deemed necessary by the State to gaming operations.
- 24.7 Sharing Complaints. The State shall share any complaints from patrons it receives concerning the Tribe's gaming operations within ten (10) days of receiving such complaints. The State may annually request a copy of unresolved documented complaints from patrons received by the Tribal regulatory agency.

XXV. REIMBURSEMENT OF STATE EXPENSES.

25.1 State Expenses. The State shall be reimbursed for the reasonable, necessary, and actual costs of the State regulatory activities provided for in this Compact including but not limited to, equipment, on-site inspection expenses, document review of annual audits, and quarterly review of federal reports. The State reimbursement shall not exceed Ten Thousand (\$10,000.00) dollars in any calendar year, subject to an annual inflation rate as determined in 25.2, below.

25.2 Procedure. On a quarterly basis, the State shall invoice the Tribal Commission with a reasonably specific description of the activities for which the State is requesting reimbursement pursuant to this Compact. State and Tribe shall agree on an hourly billing rate for actual costs of regulatory activities required by this Compact. Such actual costs may be adjusted annually based on inflation or COLA rate as determined by the State of North Dakota and generally applicable for all of its employees.

25.3 Tribal Challenge. Should the Tribe believe that any expenses for which the State has billed the Tribe under this section, or actions which the State proposes to undertake and charge the Tribe for, are unnecessary, unreasonable or beyond the scope authorized by this Compact, the Tribe may invoke any of the Dispute Resolution procedures specified in Section XXVIII below. In such event, the provisions set forth above shall remain in full force and effect pending resolution of the complaint of the Tribe. If the State unreasonably delays or fails to respond to such a complaint, after one hundred eighty (180) days the Tribe may withhold such expenses as are considered not necessary, not reasonable and/or unrelated to this Compact.

XXVI. IGRA REMEDIES RESERVED.

26.1 Nothing in this Compact shall be construed to limit the rights or remedies available to the parties hereto under the IGRA.

XXVII. WORKER'S COMPENSATION AND UNEMPLOYMENT INSURANCE.

27.1 Unemployment Insurance. In order to provide protection to the employees of the Tribe from unemployment, the Tribe and the State agree that all employees engaged in gaming activities as provided herein, whose coverage would be mandated under North Dakota law in the case of a non-Tribal employer, shall be covered by the North Dakota Unemployment Insurance Fund (hereinafter referred to as the "Fund"), and to that extent, the Tribe agrees as an employer to participate in those funds as provided herein. The Tribe will pay premiums for such employees to the Fund as any other employer in the State of North Dakota. The Tribe and its employees that are employed in gaming activities shall have all rights and remedies, as any employer or employee covered by the Fund. To that end, the Tribe and the State agree that any dispute with respect to the aforementioned funds, the coverage and benefits provided thereby, and premiums assessed and collected, if related to a specific employee, shall be in the Courts of the State of North Dakota, and for that limited purpose, the Tribe and the State, each respectively, make a limited waiver of sovereign immunity. All

other disputes arising out of this Section shall be resolved pursuant to the Dispute Resolution procedures specified in Section XXVIII below.

- 27.2 Worker's compensation. In order to provide protection to the employees of the Tribe from injury, the Tribe and the State agree that all employees engaged in gaming activities, as provided herein, whose coverage would be mandated under North Dakota law in the case of a non-Tribal employer, shall be covered by worker's compensation insurance comparable to that provided under North Dakota state law to employees covered thereby. The Tribe may elect to obtain coverage from the North Dakota Worker's Compensation Bureau or from one or more private insurers certified to provide insurance coverage for any purpose within the State of North Dakota.

Should the Tribe elect to obtain coverage from the North Dakota's Worker's Compensation Bureau, the Tribe will pay premiums for such employees to the Bureau as any other employer in the State of North Dakota, with the Tribe and its employees that are employed in gaming activities having all rights and remedies as any employer covered under North Dakota state law. To that end, the Tribe and the State agree that any dispute with respect to the coverage and benefits provided under North Dakota state law and premiums assessed and collected by the North Dakota Worker's Compensation Bureau related to a specific employee shall be in the courts of the State of North Dakota, and for that limited purpose, the Tribe and the State, each respectively, make a limited waiver of sovereign immunity. All other disputes arising out of this Section shall be resolved pursuant to the Dispute Resolution procedures specified in Section XXVIII below.

XXVIII. DISPUTE RESOLUTION.

- 28.1 If either party believes that the other party has failed to comply with any requirement of this Compact, it shall invoke the following procedure:
- A. The party asserting the non-compliance shall serve written notice on the other party. The notice shall identify the specific statutory, regulatory or Compact provision alleged to have been violated and shall specify the factual basis for the alleged noncompliance. The State and the Tribe shall thereafter meet within thirty (30) days in an effort to resolve the dispute.
- a. If the dispute is not resolved to the satisfaction of the parties within ninety (90) days after service of the notice set forth, the parties agree to first try to settle the dispute by mediation. The parties shall mutually agree on the selection of a mediator. If the parties cannot mutually agree upon a mediator within fourteen (14) days, the parties shall agree to mediation administered by the American Arbitration Association, under its Commercial Mediation Procedures. The mediation shall take place in Bismarck, North Dakota, at a mutually agreed upon time and location.

- b. If the dispute is not resolved to the satisfaction of the parties by mediation, or one hundred eighty (180) days after the service of the notice set forth has passed, each party provides to the other a limited waiver of immunity, solely for the purposes of enforcing the terms of this Compact and its addenda, and only for commencement of an action in the United States District Court for the District of North Dakota, the enforcement of any judgement thereof, and any post judgment proceedings supplemental thereto consistent with the terms and provisions hereof.

28.2 In the event an allegation by the State asserting that a particular gaming activity by the Tribe is not in compliance with this Compact, where such allegation is not resolved to the satisfaction of the State within ninety (90) days after service of notice, the State may serve upon the Tribe notice to cease conduct of such gaming. Upon receipt of such notice, the Tribe may elect to stop the gaming activity specified in the notice or invoke one or more of the additional dispute resolution procedures set forth above and continue gaming pending final determination.

XXIX. COOPERATION BY PARTIES.

- 29.1 **Gambling Addiction Programs.** The parties hereto wish to proclaim their joint support of effective programs to address gambling addiction. Past donations in support of such efforts by the Tribe are acknowledged. In an effort to facilitate support of statewide gambling disorder prevention and treatment. The Tribe commits to continuing contributions of \$25,000 per year to most effectively support gambling addiction treatment, education and prevention programs.
- 29.2 **Government-to-Government Issues.** The parties acknowledge that there exists many Government-to-Government issues of concern between them and pledge to cooperate with each other in addressing such issues within ninety (90) days after notification by one of the parties.
- 29.3 **Local Jurisdictions.** The Tribe and Local Jurisdictions shall in good faith negotiate relative to the provision by the local jurisdiction of such services to the Tribe as may be requested by the Tribe, and as to a reasonable contribution from the Tribe for such services. The Tribe and Local Jurisdictions shall in good faith negotiate as to a reasonable contribution from the Tribe for services by local jurisdictions necessitated by the presence of a Tribal casino.

XXX. CONSULTATION.

The Tribe and State shall in good faith periodically inform each other of issues associated with the implementation of this Compact and at the request of either party shall meet and discuss matters of concern. A status review meeting shall be had at least bi-annually in even numbered years between the Tribe, other compacting Tribes within the state of North Dakota and state officials, including, but not limited to representatives of the Governor, Attorney General and legislative leaders. The State and the Tribe are concerned about the long term

impact to the people of North Dakota (tribal and non-tribal alike) and are committed to implementing this Compact, making every effort during the term thereof, to provide economic opportunities and deal appropriately with any consequences resulting from gambling.

XXXI. EFFECTIVE DATE.

This Amended Compact shall become effective, and shall supersede the terms of the parties' Gaming Compact approved by the Secretary of the Interior in 2013, upon execution by the Chairperson of the Tribe and the Governor of the State, approval by the Secretary of the Interior, and publication of such approval in the Federal Register pursuant to the IGRA.

XXXII. DURATION.

32.1 Term. This Compact shall be in effect, following its effective date, term of 10 years.

32.2 Automatic Extension. The duration of this Compact shall thereafter be automatically extended for terms of ten (10) years, unless the Tribe or the Governor serves written notice of non-renewal within the final year of the Compact, or unless the North Dakota Legislature directs notice of non-renewal, by Bill or Resolution, passed with two-thirds (2/3) majority in each house during the legislative session immediately prior to the expiration of the Compact.

32.3 Operation. The Tribe may operate Class III gaming only while this Compact, including any amendment or restatement thereof, is in effect.

32.4 Successor Compact. In the event that written notice of non-renewal of this Compact is given by one of the parties above, the Tribe may, pursuant to the procedures of the IGRA, request the State to enter into negotiations for a successor compact governing the conduct of Class III gaming activities to become effective following the expiration of this Compact. Thereafter the State shall negotiate with the Tribe in good faith concerning the terms of a successor compact (see § 2710(d)(3)(A) of the Act) and the State waives its Eleventh Amendment sovereign immunity for enforcement of this good faith negotiation requirement.

32.5 Interim Operation. If a successor compact is not concluded by the expiration date of this Compact, or any extension thereof, and should either party request negotiation of a successor compact, then this Compact shall remain in effect until the procedures set forth in Section 2710(d)(7) of the IGRA are exhausted and the State and Tribe agree to accept the final results of the Section 2710(d)(7) procedures.

32.6 Cessation of Class III Gaming. In the event written notice of non-renewal is given by either party as set forth in this section, the Tribe shall cease all Class III gaming under this Compact only when a successor compact is concluded and in effect.

32.7 Addenda. The duration specified above shall also be applicable to any addenda to this Compact between the Tribe and the State.

XXXIII. GEOGRAPHIC SCOPE OF COMPACT.

This Compact shall only govern the conduct of Class III games by the Tribe on lands within the Lake Traverse Reservation as established in the Treaty of February 19, 1867, 15 Stat. 505, which are in compliance with the IGRA, at 25 U.S.C. § 2719, including such navigable waters as may be within the exterior boundaries of the reservation. The execution of this Compact shall not in any manner be deemed to have waived the rights to the State pursuant to that section. This Compact shall not be construed to limit the authority of the Tribe to offer mobile gaming within its reservation.

XXXIV. AMENDMENT.

The State or the Tribe may at any time and upon proper notification request amendment or negotiations for the amendment of this Compact. Both parties shall negotiate any requested amendment in good faith and reach a determination thereon within ninety (90) days. Amendments to this Compact shall not become applicable until agreed to by both parties and, if necessary, approved by the United States Secretary of Interior.

XXXV. NOTICES.

Unless a party advises otherwise in writing, 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 sent by 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:

Chairperson, Tribal Council
Sisseton-Wahpeton Oyate of the Lake Traverse Reservation
P.O. Box 509
Agency Village, South Dakota 57262

Notice to the State shall be sent to:

Governor, State of North Dakota
Office of the Governor
600 East Boulevard Avenue
Bismarck, ND 58505

Attorney General, State of North Dakota
Office of the Attorney General
600 East Boulevard Avenue
Bismarck, ND 58505

Each notice, payment, request, report, 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.

XXXVI ENTIRE AGREEMENT.

This Compact is the entire agreement between the parties and supersedes all prior agreements whether written or oral, with respect to the subject matter hereof. Neither this Compact nor any provision herein may be changed, waved, discharged, or terminated orally, but only by an instrument in writing.

XXXVII NO ASSIGNMENT.

Neither the State nor the Tribe may assign any of its respective right, title, or interest in this Compact, nor may either delegate any of its respective obligations and duties except as expressly provided herein. Any attempted assignment or delegation in contravention of the foregoing shall be void.

XXXVIII SEVERABILITY.

Each provision, section, and subsection of this Compact shall stand separate and independent of every other provision, section, or subsection. In the event that a court of competent jurisdiction shall find any provision, section, or subsection of this Compact to be invalid, the remaining provisions, sections and subsections of the Compact shall remain in full force and effect.

IN WITNESS WHEREOF, the parties hereto have caused this Compact to be executed as of the day and year first above written.

STATE OF NORTH DAKOTA


By: Governor

Dated this 2nd day of December, 2022

SISSETON-WAHPETON OYATE OF THE LAKE TRAVERSE RESERVATION


By: Chairman

Dated this 2nd day of December, 2022

DEPARTMENT OF INTERIOR


By: Assistant Secretary

Dated this 13 day of DEC, 2022