

DEPARTMENT OF THE INTERIOR**Bureau of Indian Affairs****Indian Gaming**

AGENCY: Bureau of Indian Affairs,
Interior.

ACTION: Notice of approved tribal-State
compact.

SUMMARY: Pursuant to 25 U.S.C. 2710, of
the Indian Gaming Regulatory Act of
1988 (Pub. L. 100-487), the Secretary of

the Interior shall publish, in the Federal
Register, notice of approved Tribal-State
Compacts for the purpose of engaging in
Class II (casino) gambling on Indian
reservations. The Assistant Secretary-
Indian Affairs, Department of the
Interior, through his delegated authority

has approved a Tribal-State Gaming
Compact between the Crow Creek Sioux
Tribe and the State of South Dakota

executed on October 4, 1991.

DATES: This action is effective April 15,
1992.

ADDRESSES: Office of Tribal Services, ee
Bureau of Indian Affairs, Department of
the Interior, MS/MIB 4603, 1849 "C" e
Street, NW., Washington, DC 20240.

FOR FURTHER INFORMATION CONTACT:
Joyce Grisham, Bureau of Indian Affairs,
Washington, DC 20240, (202) 208-7445.

Dated: April 9, 1992.

William D. Bettenberg,

Acting Assistant Secretary—Indian Affairs.

[FR Doc. 92-8724 Filed 4-14-92; 8:45 am]

BILLING CODE 4310-02-M



United States Department of the Interior

OFFICE OF THE SECRETARY
Washington, D.C. 20240

APR 09 1992

Honorable Nelson Blaine, Jr.
Chairman, Crow Creek Tribe
P.O. Box 658
Ft. Thompson, South Dakota 57339

Dear Chairman Blaine:

On April 7, 1992, we received the tribal-state compact, dated October 4, 1991, between the Crow Creek Sioux Tribe and the State of South Dakota, accompanied by Tribal Resolution Number CC-91-12-30-05 authorizing the tribal chairman to enter into the compact. Pursuant to my delegated authority and Section 11 of the Indian Gaming Regulatory Act (IGRA), (P.L. 100-497; 25 U.S.C. 2710 et seq.) we approve the compact.

The compact shall take effect when notice of our approval, pursuant to section 11(d)(3)(B) of the IGRA, is published in the FEDERAL REGISTER.

We note that poker is included as a Class III game. Under the IGRA, poker games are governed by the tribes and the National Indian Gaming Commission (Commission) rather than the states. Therefore, we question the appropriateness of its inclusion to the Class III compact.

For your information, section 11(d) of the IGRA requires the Chairman of the Commission to approve tribal ordinances authorizing Class III gaming. The Commission does not yet have final regulations governing such approvals. When those regulations are issued, you must submit the tribal ordinance to the Commission.

We wish the Tribe and the state success in this economic endeavor.

Sincerely,

(sgd) William D Bettenberg

acting Assistant Secretary - Indian Affairs

Enclosure

Similar letter to: Honorable George S. Mickelson
Governor of South Dakota
500 E. Capitol Avenue
Pierre, South Dakota 57501

cc: Aberdeen Area Director with copy of approved compact
Crow Creek Agency Superintendent with copy of approved compact
National Indian Gaming Commission with copy of approved compact
Penny Coleman, SOL
Twin Cities Field Solicitor
South Dakota United States Attorney

GAMING COMPACT
BETWEEN THE
CROW CREEK SIOUX TRIBE
AND THE
STATE OF SOUTH DAKOTA

This Agreement is made and entered into as of the -4th- day of -OCTOBER-, 1991, by and between the Crow Creek Sioux Tribe (Tribe), and the State of South Dakota (State).

WHEREAS, the Tribe is a federally recognized Indian Tribe whose reservation is located in Buffalo, Hughes and Hyde Counties, South Dakota; and

WHEREAS, Article III of the Constitution of the Tribe provides that the governing body of the Tribe shall be the Tribal Council; and

WHEREAS, Article VI of the Constitution grants to the Tribal Council the power to negotiate contracts with state governments; 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 intends to operate gaming activities on the Crow Creek Sioux Reservation at a location to be identified pursuant to paragraph 8.7 of this Compact; 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 in 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 ensure 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 gaming on the Crow Creek Sioux Reservation pursuant to this Compact. 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 ensure fair operation of the games, and that will minimize the possibility of corruption.

3. Type of Gaming Permitted

3.1 The Tribe shall operate blackjack, poker 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.

3.2 For the purposes of this compact, the terms "blackjack," "poker" and "slot machines" are defined in South Dakota Codified Laws 42-7B-4(3), (18) and (21), respectively, except that the term "slot machines" does not include "video lottery machines" as defined by SDCL 42-7A-1(13).

4. Operation of Gaming

4.1 The Tribe shall operate its gaming activities pursuant to this Compact and the ordinances and regulations enacted by the Tribe's Executive Committee which ordinances and regulations shall be at least as stringent as those adopted by the State of South Dakota in SDCL ch. 42-7B and ARSD 20:18, et seq. All such ordinances and regulations shall be made available to the State.

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. This Commission shall consist of

an Executive Director and four members who shall be appointed by the Tribal Council.

4.3 The Crow Creek Sioux Tribal Gaming Commission shall have primary responsibility for the supervision and regulation of gaming conducted under the authority of this Compact. 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 or this compact shall be immediately reported to the Tribal Gaming Commission and the South Dakota Commission on Gaming for appropriate action by the Tribal Gaming Commission pursuant to the terms of this Compact.

4.4 Disciplinary action for misconduct by licensees

Any suspected violation of any law or rule relating to gaming conducted pursuant to this Compact, shall be reported to the Tribal Gaming Commission and the South Dakota Gaming Commission. 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. If the Executive Director of the South Dakota Gaming Commission concludes that the disciplinary action undertaken by the Tribal Gaming Commission is inadequate, a more severe penalty shall be imposed by the Tribal Gaming Commission as requested by the Executive Director of the South Dakota Gaming Commission.

5. Law Enforcement

5.1 Criminal proceedings against defendants who are members of the Crow Creek Sioux Tribe shall occur in tribal court. Criminal proceedings against defendants who are nonmembers shall occur in South Dakota state court except as consistent with State v. Larson, (1990). Nothing contained in this provision shall deprive the federal courts of any jurisdiction which they might otherwise have.

5.2 It is understood by the parties that the provisions of paragraph 5.1 are limited to criminal cases arising from transactions related to or arising from gaming conducted on the Crow Creek Reservation pursuant to or in violation of this compact.

5.3 The Tribe has adopted and agrees to adopt gaming ordinances and regulations to regulate gaming in an establishment to be identified pursuant to paragraph 8.7 of this Compact 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 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 commi

6.1 Cases involving only tribal members shall be heard in tribal court. Cases involving one or more persons who are not tribal members shall be heard in state court, unless all parties stipulate the action shall be heard in tribal court.

6.2 It is understood by the parties that the provisions of this paragraph are limited to civil cases arising from transactions related to or arising from gaming conducted on the Crow Creek Sioux Reservation pursuant to this Compact. This provision shall not be construed to be a waiver of the sovereign immunity of the Crow Creek Sioux Tribe.

7. Licensing of Gaming Operators and Employees

7.1 All individuals who operate or manage a gaming operation under the authority of this Compact shall be licensed by the Tribal Gaming Commission. All individuals employed to work directly with the gaming operation shall be licensed by the Commission.

7.2 The Crow Creek Sioux 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 first submit an application to the Tribal Commission which application shall include a written release by the

applicant authorizing the State to conduct a background investigation of the applicant on behalf of the Tribal Gaming Commission. The State shall agree to conduct an investigation of the applicant on behalf of the Commission, upon receipt of the executed release and payment of the fee as provided in the South Dakota Commission on Gaming rules and regulations for such investigations. The State shall provide the Commission with a written report regarding each applicant within 30 days of the receipt of the request and fee or as soon thereafter as practical.

- 7.3 The Commission shall not issue a license to any unsuitable applicant. A suitable applicant is one who is determined suitable 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.
- 7.4 Because each licensee must, in any case, be relicensed annually, the State agrees not to require additional relicensing of any person to operate, manage or be employed in any gaming operation conducted under the authority of this Compact, provided that the person has obtained the applicable license to operate, manage or be employed in any gaming operation in Deadwood, South Dakota or any gaming operation conducted under the authority of a compact between the State of South Dakota and any Indian tribe.
- 7.5 Should the Tribal Gaming Commission disagree with the State's determination on suitability, the Tribal Gaming Commission may invoke the following arbitration procedure:

The dispute shall be determined by a three-person binding Arbitration Board. One member of the Board shall be selected by the Tribal Gaming Commission, one member shall be selected by the State Gaming Commission, and one member shall be jointly selected by the State Gaming Commission and the Tribal Gaming Commission. Within thirty (30) days of the signing of this Agreement, the parties hereto shall appoint the members to the Arbitration Board for a three-year term. In the event of death, resignation, or expiration of a term, new members shall be appointed on the same basis as the original members. The Arbitration Board shall determine whether the applicant is deemed suitable,

taking into consideration the ordinances and regulations adopted by the Tribal Gaming Commission and the statutes and rules adopted by the State of South Dakota. The Arbitration Board shall further decide the suitability issue in the best interest of the public. If permitted by law, either the State or the Tribe may appeal the arbitration decision to federal district court.

8. Regulatory Standards for Gaming

8.1 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 gaming establishment to be identified pursuant to paragraph 8.7 of this Compact.

8.2 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 with 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 or currency 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 with the State.

8.3 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.

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

8.5 Technical Standards for Gaming Devices

All gaming machines operated and played within the Crow Creek 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.

8.6 Approval of Gaming Devices

No gaming device shall be operated on the Crow Creek Sioux Reservation in the gaming establishment to be identified pursuant to paragraph 8.7 of this Compact 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.

8.7 Number of Gaming Devices

The Tribe shall be authorized to operate 180 gaming devices in a tribal gaming establishment to be located on trust land within the exterior boundaries of the Crow Creek Indian Reservation. The parties further agree that the tribal gaming establishment will not be opened for business until the legal description of the land on which the establishment is located is fixed by written agreement between the state and the tribe.

- 8.8 It is acknowledged between the parties hereto that the gaming device limitation of 180 constitutes two times the number of gaming devices permitted per individual in State law. Any increase or decrease of this gaming device limitation

contained in State law will automatically result in a proportional increase or decrease in the gaming device limitation of 180 set forth in this agreement.

8.9 It is further understood and agreed that 70 additional gaming devices shall be authorized in the tribal gaming establishment provided the following conditions are met:

a) At least nine months have elapsed since the tribal gaming establishment was open for business; and

b) That within the last 60 consecutive business days from the date of determining whether these conditions have been met, 75 percent of the projected adjusted gross revenue (as defined by the South Dakota Commission on Gaming rules and regulations) per device per day has been realized on the average on all 180 devices. The projected adjusted gross revenue, for purposes of this calculation, shall be \$85.00 per device per day.

8.10 The Tribe shall be entitled to have up to five gaming devices to be used to replace gaming 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 not be operated in addition to the maximum number of devices authorized by this provision. Further, these additional devices shall meet the requirements of paragraph 8.5 of this compact.

8.11 Inspection Procedure

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

8.12 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.

8.13 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. Any violations detected pursuant to this paragraph shall be enforced consistent with the procedure contained in the above section entitled Disciplinary Action for Misconduct by Licensees.

8.14 Remedies for Non-Complying Gaming Devices

Upon inspection pursuant to paragraphs 8.11-8.13, the State may designate gaming devices which it believes do not comply with tribal gaming laws. The machine shall immediately be removed temporarily from play or sealed. Within five days of receipt of such written designation, the Tribe shall either:

- 1) 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; or
- 2) contest the finding of non-compliance before the Arbitration Board as provided in paragraph 7.5 above. In the event the Arbitration Board finds that the gaming device is noncomplying, such device shall be removed 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 8.6 herein.

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.

8.15 Limit on Wagers

The amount of a bet may not be more than five dollars on the initial bet or subsequent bet subject to rules promulgated by the Tribal Gaming Commission. Games operated pursuant to this Compact may in the future offer such higher bet limits as are consistent with South Dakota State statute and regulation and authorized by the Tribal Gaming Commission.

9. Accounting and Audit Procedures

9.1 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.

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

9.3 The Tribe shall engage in 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 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 Buffalo, Hughes or Hyde Counties. Such contributions shall be made without consultation with the State and the State shall bear no obligation or liability for such contributions.

11. Duration

- 11.1 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.
- 11.2 The terms of this Compact shall be subject to review at three-year intervals dating from the date of effectiveness of this Compact. Prior to the expiration of the three-year period, each party to the Compact may give notice to the other party of provisions it believes requires review or 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.
- 11.3 Upon receipt of such notice, the parties shall engage in good faith efforts to resolve the issues identified in the notice. The State and the Tribe may agree to extend the Compact for up to one hundred eighty (180) days without prejudice to the rights of either party.
- 11.4 In the event the parties are unable to resolve the issues identified in the notice upon expiration of the Compact or any extension thereof, this Compact shall terminate and the parties shall be subject to the procedures provided for in the IGRA.
- 11.5 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 until 30 days have elapsed from receipt of notice of noncompliance by the other party.
- 11.6 It is the intent of the parties, at the expiration of this agreement, to extend this agreement in writing for the same duration, or other negotiated duration, in the absence of a notice to the other party as set forth in paragraph 11.2.

11.7 Notwithstanding any other provision of this Compact, it is agreed between the parties that on the day that it becomes illegal as a matter of South Dakota law to operate gaming devices within the State of South Dakota, this Compact shall expire and be of no further force.

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 and 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. Attached hereto is a schedule of costs marked Attachment A which is incorporated herein by reference as though fully set forth.

12.3 Unless otherwise indicated differently, 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 telegram 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:

Crow Creek Sioux Tribe
P.O. Box 658
Ft. Thompson, SD 57339

Notice to the State shall be sent to:

Governor's Office
500 E. Capitol Ave.
Pierre, SD 57501-5070

- 12.4 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.
- 12.5 This agreement 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 Agreement nor any provision herein may be changed, waived, discharged, or terminated orally, but only by an instrument in writing.
- 12.6 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 documents.
- 12.7 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.
- 12.8 Nothing in this Compact shall be construed to limit the rights or remedies available to the parties hereto under the Indian Gaming Regulatory Act, except that the Tribe agrees not to bring suit under the Federal Indian Gaming Act during the life of this Compact for failure of the State to compact for gaming other than as specified in this Compact. However, the State agrees to negotiate in good faith with the Tribe to enter into a Compact with regard to other Class III gaming activities which are permitted by State statute and regulation for any purpose by any person, organization or entity.

12.9 This compact shall not be construed to waive or diminish the sovereignty of the Crow Creek Sioux Tribe or the State of South Dakota, except as specifically provided by the terms of the compact set forth above.

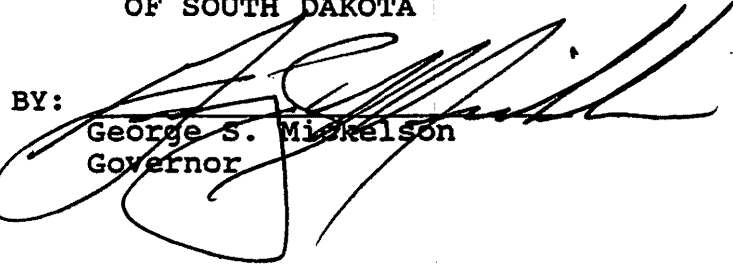
12.10 This agreement may be amended or modified in writing at any time subject to any federal approval of such amendment or modification required by the Federal Indian Gaming Regulatory Act.

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

10-4-1991

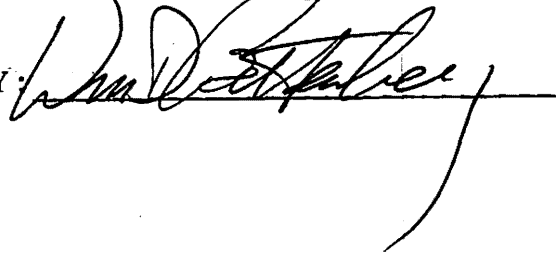
OF SOUTH DAKOTA

10-4-91

BY: 
George S. Mickelson
Governor

Acting ASSISTANT SECRETARY INDIAN AFFAIRS

(DATE)

BY: 

ATTACHMENT A

The hourly rate to be paid to the State for its services pursuant to paragraph 12.2 of the attached Compact is thirty dollars (\$30). 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 shall likewise be altered.