MINNESOTA DEPARTMENT OF PUBLIC SAFETY

Alcohol and Gambling Enforcement Division

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Alcohol & Gambling Enforcement

Bureau of Criminal Apprehension

Capitol Security

Center for Crime Victim Services

Driver & Vehicle Services

Drug Policy & Violence Prevention

Emergency Management/ Emergency Response Commission

State Fire Marshal/ Pipeline Safety

State Patrol

Traffic Safety

September 20, 2002

Stanley Crooks
Tribal Chair
Shakopee Mdewakanton Sioux Community
2330 Sioux Trail NW
Prior Lake, MN 55372

Re: Completed Technical Amendment

Dear Chairman Crooks,

Enclosed is a signed original of the completed technical amendment to the Tribal – State Class III Video Games of Chance Compact. I believe everything that is needed to complete this process has been done.

If I can be of further assistance concerning this matter, please do not hesitate to contact me.

Sincerely,

Norm Pint
Special Agent in Charge

SECOND AMENDMENT TO TECHNICAL STANDARDS IN TRIBAL-STATE COMPACT FOR CONTROL OF CLASS III VIDEO GAMES OF CHANCE ON THE SHAKOPEE MDEWAKANTON SIOUX (DAKOTA) COMMUNITY IN MINNESOTA

Pursuant to Section 6.12 of the Tribal-State Compact for control of Class III video games of chance on the Shakopee Mdewakanton Sioux (Dakota) Community in Minnesota (hereinafter "Community"), the State of Minnesota, by and through its Commissioner of Public Safety, and the Community agree to amend the Compact as follows, for the express and limited purpose of permitting use of cashless ticket devices by the Community:

1. Section 6.9(6) is amended to read:

Approved Coin and Bill Acceptors. At least one electronic or mechanical coin acceptor must be installed in or on each video game of chance, with the exception of cashless ticket devices. The video games of chance may also contain token or bill acceptors, or cashless ticket acceptors and cashless ticket dispensers, for denominations determined by the Community. Prior to operation within the Community, all models of coin, token, bill, or cashless ticket acceptors and cashless ticket dispensers installed must have been tested and approved in writing by a gaming test laboratory as provided in Section 6.

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

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

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

Printed Record of Credits and Payouts Required. A single printing mechanism, which must be capable of printing an original ticket and retaining an exact legible copy (either within the game or in a slot management/reporting system approved by the gaming test laboratory), and which provides permanent sequential tracking, and which permits monitoring of error conditions on a printed medium for future use, and which records the following information: (a) the number of credits; (b) the value of the credits in dollars and cents; (c) the cash paid by the device, and (d) any other data required by the Community, shall be permitted to be installed in each device. Video games of chance utilizing coin drop hoppers and that accept and issue cashless tickets are permitted, provided they are monitored by a slot management/reporting system of the type described in this paragraph which has been approved by an independent gaming test laboratory as provided in Section 6.

4. Section 6.9(16) is amended to read:

No Credit Card Meters Permitted. No video game of chance may be equipped with a device which permits the player to use a credit card rather than currency, tokens, coins, or cashless tickets to activate the game.

5. A new section 6.9(17) is hereby added:

Cashless Video Games of Chance. The following technical standards are applicable for video games of chance that accept coins, tokens, currency, or cashless tickets and issue cashless tickets. These video gaming devices and the associated equipment must be tested and approved by a gaming test laboratory as provided by Section 6. In order to ensure that the cashless system, and the cashless video games of chance, are properly functioning prior to public play, the State of Minnesota, through its Commissioner of Public Safety, will test and certify the cashless video games of chance operated as part of an initial installation of the cashless system. This requirement shall apply only to the those video games of chance which are part of the initial installation of devices on a cashless system, and shall not apply to subsequent additions of video gaming devices to such a cashless system. Nothing contained in this provision is intended to, nor does, modify, alter or otherwise restrict the authority of the State of Minnesota, through its Commissioner of Public Safety, to conduct those inspections contemplated by Section 4.4 of the Tribal-State Compact for control of Class III Video Games of Chance on the Shakopee Mdewakanton Sioux (Dakota) Community in Minnesota.

(a) Credit Redemption

Available credits may be collected from the video gaming device by the player pressing the "COLLECT" button at any time other than during:

(1) A game being played;

(2) Audit mode;

(3) Any door open;

(4) Test mode;

(5) A Credit Meter or Win Meter incrementation, unless the entire amount is placed on the meters when the collect button is pressed; or

(6) An error condition.

(b) Cancel Credit

If credits are collected, and the total credit value is greater than or equal to a specific limit (e.g. Printer Limit for printer games), the games shall lock up until the credits have been paid, and the handpay is cleared by an attendant.

(c) Printers

The printer shall print on a ticket and provide the data to a slot management/reporting system that records the following information regarding each payout ticket printed. The information listed below can be obtained from the video game of chance, validation terminal, the slot management/reporting system or other means;

(1) Value of credits in U.S. currency, presented in numerical format;

(2) Time of day the ticket was printed, presented in twenty-four (24) hour format showing hours and minutes;

(3) Date, in any commonly accepted format, indicating the day, month and year;

(4) Gaming device number or machine number; and

(5) Unique validation number, or bar code.

The video game of chance shall either keep a duplicate copy or print only one (1) copy to the player. Each video game of chance shall have two dedicated logs which will record and retain a ticket history consisting of, at a minimum (I) thirty-five (35) tickets printed, and (ii) thirty-five (35) tickets redeemed. In addition, an approved system shall be used to validate the payout ticket, and information pertaining to the ticket shall be retained by the slot management/reporting system at least as long as the ticket is valid for redemption at that location.

(d) Printer Location

In order to ensure that changing the paper does not require access to the drop (cash) or logic areas, the ticket printer shall be located in a locked area of the video gaming device (e.g., require opening the main door to access the ticket printer), but shall not be located in the logic area or in the drop cabinet.

(e) Error Conditions

A printer shall have mechanisms to allow software to interpret and act upon the following

conditions:

(1) Out of paper/paper low;

(2) Printer jam/failure; and

(3) Printer disconnected (this may only be detected when the software tries to print).

These conditions shall trigger an error condition to indicate the error has occurred.

(f) Cashless Ticket Information

The cashless ticket at a minimum shall contain the following printed information:

(1) Casino location;

(2) Machine number and location;

(3) Date and time;

(4) Alpha and numeric dollar amount of the cash-out;

(5) Cashless ticket serial number;

(6) Validation number;

(7) Bar code;

(8) Type of transaction; and

(9) A phrase stating the voucher's expiration period.

(g) Period for Which Tickets Shall be Valid

The cashless ticket shall be valid for a period of sixty (60) days, commencing from the time of issuance by the video gaming device. Tickets may be redeemed for payment or inserted in another gaming device and wagered.

After the sixty (60) day period expires, an unredeemed cashless ticket shall have no cash value. If payment is made on the expired cashless ticket, an override to the slot management/reporting system must be processed by an authorized supervisor or management personnel.

(h) Ticket Validation

Payment by ticket printer as a method of credit redemption is only permissible where the gaming device is linked to an slot management/reporting system, which allows validation of the printed ticket. Validation approval or information must come from the host system and shall be validated by a cashier. Tickets may be validated at the gaming device or at any validation terminal as long as it meets the standards in this section. The video gaming device must contain a mechanism ensuring an alternate method of payment which will be utilized if communication is lost and validation information cannot be sent to the slot management/reporting system.

(i) Information Retained by Slot Management/Reporting System

The slot management/reporting system shall maintain the following information for each redeemed cashless ticket:

(1) Machine number and location;

(2) Operator number;

(3) Serial number;

(4) Issue date and time;

(5) Paid date and time; and

(6) Dollar amount.

(j) Daily Reports

Reports shall be generated on a daily basis containing the total of cashless tickets issued, redeemed and unredeemed.

(k) Duplicate Tickets

If the gaming device is capable of printing duplicate tickets, each duplicate ticket printed by the device must clearly indicate on its face that it is a duplicate. In order to prevent fraud by reprinting and redeeming a ticket that was previously issued by the gaming device, the slot management/reporting system must readily and accurately identify duplicate tickets.

(l) Inoperability of Slot Management/Reporting System

If the slot management/reporting system is temporarily down, regardless the period of time for which the system is non-functional, management shall be immediately notified, and cashless tickets may be redeemed only after the following information is reviewed by a cashier:

(1) Serial number of the cashless ticket;

(2) Date and time;

(3) Dollar amount; and

(4) Issuing slot machine number.

6. A new section 6.10(7) is hereby added:

Meter Modifications for Cashless Video Games of Chance. To account for cashless tickets accepted by a gaming device, information recorded by the electronic gaming device meters or the slot management/reporting system shall include:

(a) Total value of all items accepted;

(b) Total number of all items accepted;

(c) The "drop" meter, which shall maintain a cumulative count of the number of coins that have been diverted into a drop bucket and credit value of all bills or cashless tickets inserted into the bill acceptor for play. It is acceptable to have both a coins-dropped meter and a bills-dropped meter. The game shall have a separate meter that accumulates the number of cashless tickets accepted, not including bills; and

(d) A separate meter that accumulates and increments the total value of cashless tickets accepted, not including bills which are included in section (c) above.

7. There is hereby added a new section which reads as follows:

Prior to public use of those video gaming devices activated by cashless tickets installed by the Community in its gaming facilities, the Community shall adopt minimum internal control standards ("MICS") governing the use by the Community of such video gaming devices. The controls imposed by the MICS adopted by the Community on the operation and use of video gaming devices activated by cashless tickets shall be no less stringent than those proposed by the National Indian Gaming Commission for use of cashless technology. The MICS adopted by the

Community will be provided to the State of Minnesota for its review and comment. Five business days before the implementation of any proposed changes to the MICS, such changes will be provided to the State for its review and comment.

Dated: 9/17/02

STATE OF MINNESOTA

Charlie Weaver
Commissioner of Public Safety

Dated: September 3, 2002

SHAKOPEE MDEWAKANTON SIOUX (DAKOTA) COMMUNITY

Stanley R. Crooks
Chairman