

**THIRD AMENDMENT TO TRIBAL-STATE COMPACT
FOR TECHNICAL CHANGES TO CLASS III VIDEO GAMES OF CHANCE ON
THE RED LAKE BAND OF CHIPPEWA RESERVATION**

WHEREAS, the State of Minnesota (hereinafter "State") and the Red Lake Band of Chippewa Indians (hereinafter "Band") are separate sovereigns, and each respects the laws of the other sovereign; and

WHEREAS, the Band and the State executed a Class III Video Games of Chance Compact in 1991 and made two subsequent amendments in 1992 and 1998; and

WHEREAS, under the terms of the Compact, Section 6.12 permits amendments to the hardware and software of the sections 6.09 and 6.10; and

WHEREAS, innovations to gaming hardware have produced a cashless ticket mechanism to be used in Class III Video Games of Chance which is an highly desired improvement by casino customers and by Red Lake Casino management for cash and coin management; and

WHEREAS, such technical changes must be mirrored in supportive sections of the Compact and therefore these sections are included; and

NOW THEREFORE, in consideration of the mutual undertakings and agreements hereinafter set forth, the Band and the State agree to the following technical changes:

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

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, and cashless ticket acceptor/dispensers for denominations determined by the Band. Prior to operation within the Band, all models of coin and bill acceptors and cashless ticket acceptor/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:

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

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

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 accounting 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 Band. Video games of

chance utilizing coin drop hoppers and that accept cashless tickets and issue cashless tickets are permitted, provided they are monitored by a slot accounting system replace globally 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 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. Section 6.9(17) is a new section to the compact and shall read as:

6.9 (17) Technical Standards for Gaming Devices That Accept Coin, Currency or Cashless Tickets and Issue Cashless Tickets.

Cashless Gaming Devices

The following technical standards are applicable for video games of chance that accept coin, tokens, currency, or cashless tickets and issue cashless tickets. Cashless video games of chance and the associated equipment must be tested and approved by gaming test laboratory as provided in Section 6. In order to ensure that the cashless systems 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. Nothing contained in this provision is intended to, nor does, modify or otherwise restrict the authority of the State of Minnesota, through its Commission 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 Red Lake Reservation in Minnesota.

a. Credit Redemption

Available credits may be collected from the 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 increments, 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 accounting system that records the following information regarding each payout ticket printed. The information listed below can be obtained from the gaming device, validation terminal, the slot accounting system or other means;

1. Value credits in U.S. Currency; presented in numerical format;

2. Time of day the ticket was printed in twenty-four (24) hour format showing hours and minutes;
3. Date, in any recognized format, indicating the day, month and year;
4. Gaming device number or machine number, and
5. Unique validation number and/or bar code.

The gaming device shall either keep a duplicate copy or print only one (1) copy to the player. Each gaming device shall have two dedicated logs that will record ticket histories at a minimum of (i) thirty-five (35) tickets printed and (ii) thirty-five (35) tickets redeemed. In addition, the slot accounting system shall be used to validate the payout ticket and the ticket information on the central system shall be retained at least as long as the ticket is valid at that location.

d. Printer Location

The printer shall be located in a locked area of the gaming device (e.g. require opening of the main door access) but not in the logic area or the drop box. This requirement ensures that changing the paper does not require access to the drop (cash) or logic areas.

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).

f. 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 accounting 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 accounting system, which allows

validation of the printed ticket. Validation approved or information shall come from the host system in order to validate tickets. Tickets may be validated at the gaming device or at any validation terminal as long as it meets the standards of this section. The video gaming device must contain a mechanism insuring an alternate method of payment which will be utilized if communication is lost and validation information cannot be sent to the slot accounting system.

- i. Information Retained by slot accounting system:
The slot accounting 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 accounting system must readily and accurately identify duplicate tickets.
- l. Inoperability of Slot Accounting System
If the slot accounting system is temporarily down, regardless of 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;
 - 4. Issuing slot machine number.
 - 5. Marking cashless ticket paid and
 - 6. Ticket shall remain in cashier's bank for reconciliation purposes.
- m. Cashless Tickets
Shall be validated as expeditiously as possible when the host validation computer system is restored.

6. Section 6.10 (7) is a new section to the compact and shall read as:

6.10 (7) 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 accounting 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 separated 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.

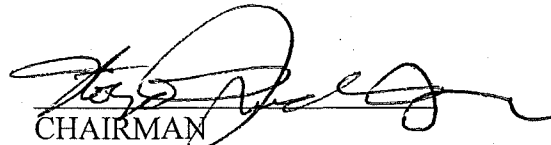
Dated: 1-12-2009

Dated: _____

STATE OF MINNESOTA

RED LAKE BAND OF CHIPPEWA INDIANS


COMMISSIONER OF PUBLIC SAFETY


CHAIRMAN