

ARTICLE 20:04

GAMING COMMISSION -- RACING

Chapter

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CHAPTER 20:04:20

ASSOCIATION OFFICIALS AND EMPLOYEES

Section

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20:04:20:22	Restrictions on qualifications for officials.
20:04:20:23	Wagering by officials prohibited.
20:04:20:24	Repealed.
20:04:20:25	Official's buying and selling of contracts upon jockeys prohibited.
20:04:20:26	Solicitation of horse insurance by officials prohibited.
20:04:20:27	Each official to report violations of rules.
20:04:20:28	Clerk of the scales to weigh jockeys out and in.
20:04:20:29	Clerk of scales to record and publish changes.
20:04:20:30	Clerk of the scales to report infractions of the rules.
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20:04:20:34	Handicapper to append day and hour to the weights.
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20:04:20:36	Handicapper to rectify omissions.
20:04:20:37	Jockey room custodian to maintain order.

20:04:20:38 Jockey room custodian to assist the clerk of the scales.
 20:04:20:39 Jockey room custodian to control access to the jockey room.
 20:04:20:40 Jockey room custodian to oversee the care of all racing colors.
 20:04:20:41 Jockey room custodian to oversee the jockey attendants.
 20:04:20:42 Jockey room custodian to prevent unlicensed attendants from assisting jockeys.
 20:04:20:43 Jockey room custodian to report irregularities.
 20:04:20:44 Jockey room custodian to oversee the appearance of the jockeys.
 20:04:20:45 Paddock judge to exclude unnecessary persons from paddock.
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 20:04:20:72 Racing secretary to deliver copy of stakes program to commission.
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 20:04:20:74 Starter in case of emergency.
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 20:04:20:77 Starter assistants.
 20:04:20:78 Heading or tailing permitted.
 20:04:20:79 Use of abusive language prohibited.
 20:04:20:80 Receipt of benefits by starter prohibited -- Wager by starter prohibited.

20:04:20:81	Excuse of injured horse from starting post.
20:04:20:82	Right of starter to scratch unruly horses.
20:04:20:83	Delay in alignment of horses at the post.
20:04:20:84	Starter to notify stewards when a horse is locked in the gate.
20:04:20:85	Starter to load horses into starting gate.
20:04:20:86	Starter to report cause of delay.
20:04:20:87	Starter to maintain schooling list.
20:04:20:88	Horse on schooling list ineligible until stricken from list.
20:04:20:89	Authority of starter and stewards to designate schooling list.
20:04:20:90	Starter to file schooling list.
20:04:20:91	Starter to report when horse on schooling list is permitted to start.
20:04:20:92	Starter's orders to be obeyed.
20:04:20:93	Approval of the starting ability of all two-year-olds required.
20:04:20:94	Approval required for older horses which have never started.
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20:04:20:96	Timers to determine official time.
20:04:20:97	Use of electrical timing devices.
20:04:20:98	Announcement of official time.
20:04:20:99	Timer to report official time to clerk of scales.
20:04:20:100	Timer to follow rules provided by the American Quarter Horse Racing Association.
20:04:20:101	Repealed.
20:04:20:102	Safety vests.
<u>20:04:20:103</u>	<u>Duties of the Outriders.</u>

20:04:20:17. Officials of the race. The officials of a race meeting are as follows: three stewards, two of whom are state stewards; assistant state stewards, as needed; clerk of scales; starter; assistant starter; handicappers; timers; paddock judges; identifier; veterinarian; racing secretary; mutuel manager; ~~and~~ custodian of the jockey room; and not less than two outriders.

Source: 5 SDR 87, effective April 15, 1979; transferred from § 20:04:04:03, 9 SDR 122, effective March 31, 1983; 12 SDR 151, 12 SDR 155, effective July 1, 1986; 13 SDR 95, effective January 11, 1987; 16 SDR 129, effective February 4, 1990; 17 SDR 113, effective February 5, 1991; 23 SDR 126, effective February 13, 1997; 33 SDR 63, effective October 18, 2006.

General Authority: SDCL 42-7-56(13).

Law Implemented: SDCL 42-7-56(13).

20:04:20:103. Duties of the Outriders. The outriders shall instruct the jockeys and pony riders to proceed directly to the starting gate when so ordered by the stewards.

In the event that a jockey becomes unseated or is unable to control a horse the outriders shall take whatever action, in the outrider's sole discretion, is appropriate to protect the health and safety of persons and horses on the race track.

All jockeys, owners, trainers, grooms and pony riders must obey the orders of the outriders while horses are on the race track except during the loading of the starting gate and the starting of the race when those persons must obey the orders of the starter as required in ARSD 20:04:20:92. Persons who do not comply with the outriders' orders may be fined or suspended or both.

Outriders may not use abusive or profane language while in the conduct of the outrider's duties.

Source:

General Authority: SDCL 42-7-56(13).

Law Implemented: SDCL 42-7-56(13).

Cross Reference: Starter's orders to be obeyed, § 20:04:20:92.

CHAPTER 20:04:24

ENTRIES, STARTS, DECLARATIONS, AND SCRATCHES

Section

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20:04:24:11	Computing the value of a series of races.
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20:04:24:29	Use of stable name for advertising purposes prohibited.
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20:04:24:31	Entering ineligible horse prohibited.
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20:04:24:33.01	Transfer of horse ownership during race meet.
20:04:24:34	Restrictions on the entries of a horse.
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 20:04:24:74 Refund of money for a horse prevented from racing.
 20:04:24:75 Liability of nominator for stakes.
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 20:04:24:79 Closing of entries after designated or undesignated hour.
 20:04:24:80 Proof of miscarriage of entry required.
 20:04:24:81 Racing secretary to compile entries.

20:04:24:82	Determining starters and post positions.
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20:04:24:84	Scratching a horse from an overnight event.
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20:04:24:99	Fees to be paid before a horse may start.
20:04:24:100	Alterations after close of entries forbidden.
20:04:24:101	Entry of horse excused for illness.
20:04:24:102	Name of jockey required.
20:04:24:103	Appointing a jockey when none named.
20:04:24:104	Change of jockeys.
20:04:24:105	“Also eligible” horses.
20:04:24:106	Effect of not declaring a horse from the also eligible list.
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20:04:24:108	Effect of no declarations on also eligible horses.
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20:04:24:122	When matches are not allowed or are void.
<u>20:04:24:123</u>	Ineligible list.
<u>20:04:24:124</u>	Workout required for eligibility.

20:04:24:124. Workouts required for eligibility. Any horse which has not previously raced is not eligible for entry in a race until the horse has at least two workouts ~~which have~~ at least one of which has been timed by a disinterested person and the times have been reported to the racing secretary. A minimum of one of the workouts shall be from the starting gate in which at least ~~two other horses are~~ one other horse is started at the same time.

Source: 43 SDR 79, effective December 5, 2016.

General Authority: SDCL 42-7-56(13).

Law Implemented: SDCL 42-7-56(13).

CHAPTER 20:04:33
MULTI-JURISDICTIONAL HUBS

Section

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20:04:33:07.02	Uninterruptible power supply (UPS).
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20:04:33:26	Operating plan.
20:04:33:27	Changes in operating plan.
20:04:33:28	Penalty for failure to follow operating plan, commission order, or other rules and laws.
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20:04:33:30	Term of license.

20:04:33:31 Application and audit fees.
20:04:33:32 Background investigation fee.
20:04:33:33 Bond.
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20:04:33:35 Hub employee licensing.
20:04:33:36 Prohibition against licensure of law enforcement officials.
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20:04:33:55 Racing rules apply.
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20:04:33:61 Accounts nontransferable.
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20:04:33:72 Manner of wagers approved by commission.
20:04:33:73 Closing hub wagering.
20:04:33:74 Refusal of wagers.

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20:04:33:77 Errors in accounts.
20:04:33:78 Monthly account statements.
20:04:33:79 Account holder's principal residence address.
20:04:33:80 Wager information confidential -- Disciplinary action for violations.

20:04:33:03. Deposit of money. The multi-jurisdictional totalizator hub shall deposit all money received from account holders in a state or federally chartered bank ~~located in South Dakota~~ by the next banking day.

Source: 32 SDR 32, effective August 30, 2005.

General Authority: SDCL 42-7-56(15)(16).

Law Implemented: SDCL 42-7-56(15)(16), 42-7-58.1.

ARTICLE 20:18

GAMING COMMISSION -- DEADWOOD GAMBLING

Chapter

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Appendix A Gaming Internal Control and Revenue Reporting Manual.

CHAPTER 20:18:15

BLACKJACK

Section

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20:18:15:30.09	Variations of the play -- Blackjack Switch.
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20:18:15:30.17. Variations of the play – TriLux Bonus Blackjack with Super 3.

TriLux Bonus Blackjack with Super 3 is an optional wager for use with the standard game of blackjack. The TriLux Bonus Blackjack wager considers the first two cards and the dealer's up-card. Additionally, if the TriLux Bonus Blackjack wager is made, there is an optional secondary wager known as Super 3 that gives the patron the chance to win even higher payouts. The Super 3 wager also considers the first two player cards along with the dealer's up-card. Both the TriLux Bonus Blackjack wager and the Super 3 wager pay if the player's two cards and the dealer's up-card make a qualifying hand based on the game's paytables. All payouts are against a paytable.

(1) TriLux Bonus Blackjack with Super 3 may be played with one, two, four, five, six, or eight standard decks;

(2) TriLux Bonus Blackjack and Super 3 are both optional bonus bets for blackjack with one exception;

(a) The player must make the TriLux Bonus wager to be eligible to make the TriLux Super 3 wager. This rule only applies if the casino offers the TriLux Super 3 bonus wager;

(3) To begin each round, players must make the standard blackjack wager. A player may optionally make the TriLux Bonus wager and (if offered) the TriLux Super 3 bonus wager;

(4) The dealer then follows house procedures for dealing blackjack;

(5) Once players and the dealer have two cards, the dealer settles TriLux Bonus and (if offered) TriLux Super 3 wagers in one of two ways;

(a) When the cards are dealt face up, the TriLux Bonus and (if offered) TriLux Super 3 wagers will be settled immediately after all players and the dealer receive the first two cards. Winning TriLux Bonus and (if offered) TriLux Super 3 bets will be paid and losing bets will be picked up in order of placement from the dealer's right to left. Then, standard blackjack play will resume.

(b) When the cards are dealt face down, the TriLux Bonus and (if offered) TriLux Super 3 wagers will be settled on a hand-to-hand basis, as the dealer goes from left to right asking for hit/stand determinations.

(6) TriLux Blackjack also offers the Lucky George (dealer envy) TriLux Bonus payable. The Lucky George payout is paid directly to the dealer or dealer toke pool when

applicable paytables are being offered. When the player hits a corresponding hand, the dealer will get a payout based on the applicable paytables;

(7) A TriLux Bonus Blackjack wager will be paid in accordance with one of the following paytables:

<u>TriLux Bonus Paytables</u>			
<u>Paytable</u>	<u>TRI-01</u>	<u>TRI-02</u>	<u>TRI-03</u>
<u>Number of Decks</u>	<u>4D-8D BJ</u>	<u>DD BJ</u>	<u>DD-8D BJ</u>
<u>Hand</u>	<u>Pays</u>	<u>Pays</u>	<u>Pays</u>
<u>Mini Royal (A,K,Q, Suited)</u>	<u>NA</u>	<u>NA</u>	<u>100 to 1</u>
<u>Three of a Kind</u>	<u>9 to 1</u>	<u>2.5 to 1</u>	<u>33 to 1</u>
<u>Straight Flush</u>	<u>9 to 1</u>	<u>2.5 to 1</u>	<u>35 to 1</u>
<u>Straight</u>	<u>9 to 1</u>	<u>2.5 to 1</u>	<u>10 to 1</u>
<u>Flush</u>	<u>9 to 1</u>	<u>2.5 to 1</u>	<u>5 to 1</u>
<u>Pair</u>	<u>NA</u>	<u>2.5 to 1</u>	<u>NA</u>

(8) A TriLux Bonus Blackjack with dealer envy will be paid in accordance with one of the following paytables:

<u>TriLux Blackjack with Lucky George Paytables</u>								
<u>Paytable</u>	<u>TRILG-01</u>		<u>TRILG-02</u>		<u>TRILG-03</u>		<u>TRILG-04</u>	
<u>Number of Decks</u>	<u>1D-8D</u>		<u>1D-8D</u>		<u>1D-8D</u>		<u>1D, 2D, 6D, 8D</u>	
<u>Hand</u>	<u>Pays</u>	<u>LkyGrg*</u>	<u>Pays</u>	<u>LkyGrg*</u>	<u>Pays</u>	<u>LkyGrg*</u>	<u>Pays</u>	<u>LkyGrg*</u>
<u>Straight Flush</u>	<u>8 to 1</u>	<u>\$1</u>	<u>25 to 1</u>	<u>\$10</u>	<u>25 to 1</u>	<u>\$10</u>	<u>25 to 1</u>	<u>\$10</u>
<u>Three of a Kind</u>	<u>8 to 1</u>	<u>\$1</u>	<u>15 to 1</u>	<u>\$5</u>	<u>15 to 1</u>	<u>\$5</u>	<u>15 to 1</u>	<u>\$5</u>
<u>Straight</u>	<u>8 to 1</u>	<u>\$1</u>	<u>8 to 1</u>	<u>\$2</u>	<u>10 to 1</u>	<u>\$2</u>	<u>10 to 1</u>	<u>\$2</u>
<u>Flush</u>	<u>8 to 1</u>	<u>\$1</u>	<u>5 to 1</u>	<u>\$1</u>	<u>5 to 1</u>	<u>NA</u>	<u>5 to 1</u>	<u>\$1</u>

*Payouts are fixed dollar pays

(9) A Super 3 Blackjack wager will be paid in accordance with one of the following paytables:

<u>TriLux Super 3 Paytables</u>	
<u>Paytable</u>	<u>SUP-01*</u>
<u>Number of Decks</u>	<u>4D – 8D BJ</u>
<u>Hand</u>	<u>Pays*</u>
<u>Three of a Kind (Suited)</u>	<u>270 to 1</u>
<u>Straight Flush</u>	<u>180 to 1</u>
<u>Three of a Kind</u>	<u>90 to 1</u>

*TriLux bet must be made to bet Super 3 bet.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-4(3), 42-7B-7, 42-7B-15.

CHAPTER 20:18:16

POKER

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20:18:16:11. The play -- Texas hold'em. Texas hold'em must be played according to the following rules:

(1) The dealer must deal two cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player assigned the button. After each player has received two cards, there is a betting round and the players may bet an amount not more than the posted table limit. The player to the left of the button opens and each following player may call, raise, or fold;

(2) The dealer deals three community cards from the deck and turns the cards face upward, in the center of the table. Community cards are common to the hand of every active player in the pot;

(3) After the flop, the betting continues for another round. The player sitting left of the player assigned the button opens. After the opening, a player may call, raise, or fold;

(4) The dealer deals another community card face upward in the center of the table. Another betting round occurs. The dealer deals another community card face upward in the center of the table for the final betting round. If there are two or more players remaining in the game after all bets are made, there is a showdown; ~~and~~

(5) In high Texas hold'em, the highest hand wins the pot. In high-low split Texas hold'em, the highest hand and the lowest hand split the pot. A player who wins in one direction (high or low) and ties a player for the other direction, receives three-quarters of the pot. A player who wins in both directions without a tie receives all of the pot. Aces may be used for either high or low; and

(6) In Texas hold'em, players may elect to play the remaining cards in their hands twice for half the pot each time if the following conditions exist:

- (a) The opportunity must be allowed in the current game,
- (b) Only two players are remaining in the pot,
- (c) One player must be all in and called,
- (d) Both players agree,
- (e) The players must notify the dealer prior to the remaining cards being dealt, and
- (f) Both players' remaining hands must be turned face up.

This option is not allowed in tournament play and only the first board is eligible for any bad beat or other promotional jackpots.

Source: 16 SDR 57, effective October 1, 1989; 40 SDR 101, effective December 2, 2013.

General Authority: SDCL 42-7B-4(18), 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-4(18), ~~42-7B-4~~, 42-7B-7, 42-7B-11(13), ~~42-7B-14~~, 42-7B-15.

20:18:16:15.22. The play – Cover All Bonus. Cover All Bonus is an optional side bet for select poker games. The Cover All Bonus can be used in conjunction with Caribbean Stud, Four Card Poker, Let it Ride, Mississippi Stud, Three Card Poker, and Ultimate Texas Hold'em. The wager pays if the wagering player, another player, or the dealer (if applicable; Caribbean Stud, Four Card Poker, Three Card Poker and/or Ultimate Texas Hold'em) receives one of the qualifying hands. Payouts are based on the highest hand only. Payouts are against a payable.

- (1) The i-Deal Shuffler must be set to the appropriate game being played;

(2) Players making a Cover All Bonus wager must place their wager before the start of the round;

(3) The bet wins if the highest hand at the table (if applicable; Caribbean Stud, Four Card Poker, Three Card Poker and/or Ultimate Texas Hold'em) is a qualifying hand based on the payable associated with the game;

(4) Payouts are dynamic. The payouts will change based on the number of players in a round, including the dealer's (if applicable; Caribbean Stud, Four Card Poker, Three Card Poker and/or Ultimate Texas Hold'em);

(5) After the dealer removes the last hand (the dealer's if Caribbean Stud, Four Card Poker, Three Card Poker and/or Ultimate Texas Hold'em) from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and displays the payouts on its front screen;

(6) Only the highest qualifying hand pays;

(7) The dealer resolves the game according to the house procedures with a few changes:

(a) When the dealer comes across a qualifying hand, even if it's the dealer's hand (if applicable; Caribbean Stud, Four Card Poker, Three Card Poker and/or Ultimate Texas Hold'em) the dealer will leave the cards exposed on the table.

(b) If the dealer comes to a higher qualifying hand, the dealer will leave those cards exposed and remove any previous cards left on the table.

(8) Once the dealer has finished reconciling all player bets, any Cover All Bonus wagers will be reconciled;

(9) A Cover All Bonus wager will be paid in accordance with one of the following paytables:

<u>Cover All Bonus for use with Caribbean Stud Poker</u>							
<u>Highest Hand Rank</u>	<u>8 Total Hands</u>	<u>7 Total Hands</u>	<u>6 Total Hands</u>	<u>5 Total Hands</u>	<u>4 Total Hands</u>	<u>3 Total Hands</u>	<u>2 Total Hands</u>
<u>Royal Flush</u>	<u>100</u>	<u>125</u>	<u>150</u>	<u>200</u>	<u>250</u>	<u>300</u>	<u>500</u>
<u>Straight Flush</u>	<u>40</u>	<u>70</u>	<u>80</u>	<u>90</u>	<u>100</u>	<u>125</u>	<u>200</u>
<u>Four of a Kind</u>	<u>7</u>	<u>15</u>	<u>17</u>	<u>20</u>	<u>30</u>	<u>40</u>	<u>60</u>
<u>Full House</u>	<u>6</u>	<u>9</u>	<u>12</u>	<u>15</u>	<u>20</u>	<u>30</u>	<u>40</u>
<u>Flush</u>	<u>5</u>	<u>7</u>	<u>9</u>	<u>10</u>	<u>15</u>	<u>20</u>	<u>35</u>
<u>Straight</u>	<u>4</u>	<u>5</u>	<u>7</u>	<u>8</u>	<u>10</u>	<u>17</u>	<u>25</u>
<u>Three of a Kind</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>9</u>

All pays are TO 1

<u>Cover All Bonus for use with Four Card Poker</u>						
<u>Highest Hand Rank</u>	<u>7 Total Hands</u>	<u>6 Total Hands</u>	<u>5 Total Hands</u>	<u>4 Total Hands</u>	<u>3 Total Hands</u>	<u>2 Total Hands</u>
<u>Four Aces</u>	<u>100</u>	<u>100</u>	<u>125</u>	<u>150</u>	<u>200</u>	<u>250</u>
<u>Royal Flush</u>	<u>50</u>	<u>50</u>	<u>80</u>	<u>90</u>	<u>100</u>	<u>125</u>
<u>Four of a Kind (Other)</u>	<u>35</u>	<u>30</u>	<u>50</u>	<u>60</u>	<u>80</u>	<u>90</u>
<u>Straight Flush</u>	<u>20</u>	<u>15</u>	<u>30</u>	<u>30</u>	<u>50</u>	<u>70</u>
<u>Three of a Kind</u>	<u>3</u>	<u>4</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>8</u>

All pays are TO 1

<u>Cover All Bonus for use with Let It Ride (Dealer's Hand included)</u>							
<u>Highest Hand Rank</u>	<u>7 Total Hands</u>	<u>6 Total Hands</u>	<u>5 Total Hands</u>	<u>4 Total Hands</u>	<u>3 Total Hands</u>	<u>2 Total Hands</u>	<u>1 Total Hand</u>

<u>Royal Flush</u>	<u>90</u>	<u>100</u>	<u>150</u>	<u>200</u>	<u>250</u>	<u>300</u>	<u>00</u>
<u>Straight Flush</u>	<u>40</u>	<u>50</u>	<u>60</u>	<u>70</u>	<u>80</u>	<u>100</u>	<u>200</u>
<u>Four of a Kind</u>	<u>20</u>	<u>30</u>	<u>35</u>	<u>40</u>	<u>50</u>	<u>80</u>	<u>150</u>
<u>Full House</u>	<u>10</u>	<u>15</u>	<u>17</u>	<u>20</u>	<u>25</u>	<u>40</u>	<u>100</u>
<u>Flush</u>	<u>7</u>	<u>10</u>	<u>11</u>	<u>15</u>	<u>20</u>	<u>30</u>	<u>70</u>
<u>Straight</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>8</u>	<u>10</u>	<u>15</u>	<u>30</u>
<u>Three of a Kind</u>	<u>3</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>7</u>	<u>11</u>	<u>20</u>

All pays are TO 1

<u>Cover All Bonus for use with Mississippi Stud Poker (Dealer's Hand included)</u>						
<u>Highest Hand Rank</u>	<u>6 Total Hands</u>	<u>5 Total Hands</u>	<u>4 Total Hands</u>	<u>3 Total Hands</u>	<u>2 Total Hands</u>	<u>1 Total Hand</u>
<u>Royal Flush</u>	<u>100</u>	<u>125</u>	<u>150</u>	<u>200</u>	<u>250</u>	<u>500</u>
<u>Straight Flush</u>	<u>50</u>	<u>60</u>	<u>70</u>	<u>80</u>	<u>100</u>	<u>200</u>
<u>Four of a Kind</u>	<u>30</u>	<u>35</u>	<u>40</u>	<u>50</u>	<u>80</u>	<u>150</u>
<u>Full House</u>	<u>20</u>	<u>20</u>	<u>25</u>	<u>35</u>	<u>50</u>	<u>100</u>
<u>Flush</u>	<u>10</u>	<u>11</u>	<u>15</u>	<u>20</u>	<u>30</u>	<u>60</u>
<u>Straight</u>	<u>6</u>	<u>8</u>	<u>10</u>	<u>12</u>	<u>20</u>	<u>40</u>
<u>Three of a Kind</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>7</u>	<u>10</u>	<u>20</u>

All pays are TO 1

<u>Cover All Bonus for use with Three Card Poker</u>							
<u>Highest Hand Rank</u>	<u>8 Total Hands</u>	<u>7 Total Hands</u>	<u>6 Total Hands</u>	<u>5 Total Hands</u>	<u>4 Total Hands</u>	<u>3 Total Hands</u>	<u>2 Total Hands</u>
<u>Royal Flush</u>	<u>40</u>	<u>50</u>	<u>60</u>	<u>70</u>	<u>80</u>	<u>90</u>	<u>100</u>
<u>Straight Flush</u>	<u>12</u>	<u>15</u>	<u>20</u>	<u>25</u>	<u>30</u>	<u>40</u>	<u>60</u>
<u>Three of a Kind</u>	<u>9</u>	<u>12</u>	<u>15</u>	<u>20</u>	<u>25</u>	<u>35</u>	<u>50</u>

<u>Straight</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1.5</u>	<u>2</u>	<u>3</u>	<u>5</u>
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All pays are TO 1

<u>Cover All Bonus for use with Ultimate Texas Hold'em</u>						
<u>Highest Hand Rank</u>	<u>7 Total Hands</u>	<u>6 Total Hands</u>	<u>5 Total Hands</u>	<u>4 Total Hands</u>	<u>3 Total Hands</u>	<u>2 Total Hands</u>
<u>Royal Flush</u>	<u>70</u>	<u>80</u>	<u>100</u>	<u>125</u>	<u>150</u>	<u>200</u>
<u>Straight Flush</u>	<u>30</u>	<u>40</u>	<u>40</u>	<u>70</u>	<u>80</u>	<u>100</u>
<u>Four of a Kind</u>	<u>20</u>	<u>30</u>	<u>35</u>	<u>40</u>	<u>50</u>	<u>70</u>
<u>Full House</u>	<u>4</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>8</u>	<u>12</u>

All pays are TO 1

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-4(18), 42-7B-7, 42-7B-15.

**CHAPTER 20:18:33
CRAPS**

Section

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20:18:33:12	Variation of the Play – Bonus Craps
<u>20:18:33:12.01</u>	<u>Variation of the Play – Sharp Shooter.</u>

20:18:33:12.01. Variation of the Play – Sharp Shooter. Sharp Shooter is a variation of craps. This game offers an optional wager that can be made before the “come out” roll of a new shooter. Sharp Shooter may be played on an existing craps table. None of the existing features of the craps table may be eliminated. Once a point is established by a new shooter – 4, 5, 6, 7, 9, or 10 – then no more Sharp Shooter wagers will be accepted. Once a Sharp Shooter wager is made, it cannot be taken down or “called off” once a new shooter established the initial point. A Sharp Shooter wager shall be paid according to the number of consecutive successful points made before the dice “seven-out.”

Players making a Sharp Shooter wager must place their wager on the appropriate Sharp Shooter area on the layout directly below the player’s gaming position. Once a Sharp Shooter wager is made, the base dealer will be instructed by the box person to bring the bets in. If the wager is more than one cheque high, the base dealer must then “splash” the Sharp Shooter wager

to confirm the exact amount of the wager. Once all bets have been proved, they should be brought up and placed on the corresponding “numerical betting circles” located in front of the box person at the top of the layout. Sharp Shooter wagers will remain in these numeric betting circles until the bet is either lost or paid. Additional requirements include:

- (1) Players may only make a Sharp Shooter wager prior to a point being established by a new shooter;
- (2) Sharp Shooter limits and payouts shall be posted at each table;
- (3) The Sharp Shooter wager may not be called off or taken down once a new shooter has established the initial point;
- (4) The Sharp Shooter wager is paid according to the number of consecutive points the shooter successfully makes before the dice “seven-out;”
- (5) Points do not have to be in any specific order;
- (6) Winning or losing in the come out roll will not affect this bonus wager. Only the “seven out” will terminate the bet;
- (7) The stickman or boxman will use a lammer to keep track of the number of passes;
- (8) Players win if the shooter makes at least three points before a “seven out.” The more consecutive points the shooter makes, the higher the payouts. If a shooter makes 10 points, the Sharp Shooter bet pays the top award and the sequence ends.

Any dealer tip delivered as a Sharp Shooter wager is placed at the top of the Sharp Shooter numbering area or piggy-backed (dealer bet sits on top of the player’s bet slightly pushed forward) on top of the player’s Sharp Shooter numbering spot wager.

A Sharp Shooter wager is paid in accordance with one of the following paytables:

<u>Points</u>	<u>SS-01</u>	<u>SS-02</u>	<u>SS-03</u>	<u>SS-04</u>	<u>SS-05</u>	<u>SS-06</u>
<u>10</u>	<u>300 for 1</u>	<u>300 for 1</u>	<u>500 for 1</u>	<u>299 to 1</u>	<u>299 to 1</u>	<u>500 to 1</u>
<u>9</u>	<u>200 for 1</u>	<u>200 for 1</u>	<u>200 for 1</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>
<u>8</u>	<u>100 for 1</u>	<u>50 for 1</u>	<u>100 for 1</u>	<u>100 to 1</u>	<u>50 to 1</u>	<u>100 to 1</u>
<u>7</u>	<u>50 for 1</u>	<u>40 for 1</u>	<u>50 for 1</u>	<u>50 to 1</u>	<u>40 to 1</u>	<u>50 to 1</u>
<u>6</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>5</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 to 1</u>	<u>20 to 1</u>	<u>15 to 1</u>
<u>4</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>9 to 1</u>	<u>9 to 1</u>	<u>9 to 1</u>
<u>3</u>	<u>6 for 1</u>	<u>7 for 1</u>	<u>6 for 1</u>	<u>5 to 1</u>	<u>6 to 1</u>	<u>5 to 1</u>

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-4(5A), 42-7B-7, 42-7B-15.