



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

NOTICE OF ADMINISTRATIVE HEARING PUBLIC HEARING ON PROPOSED RULE CHANGE AND QUARTERLY BUSINESS MEETING

NOTICE IS HEREBY GIVEN that the South Dakota Commission on Gaming will hold an administrative hearing, a public hearing on a proposed rule change and its quarterly business meeting on March 27, 2019 beginning at 9:00 MDT in the City Commission Chambers at Deadwood City Hall, 102 Sherman Street, Deadwood, South Dakota.

AGENDA

Call to Order

Conflicts of Interest Disclosure

ADMINISTRATIVE HEARINGS

Declaratory Ruling **Pages 3-9**

Blue Sky Gaming d/b/a Tin Lizzie

Public Hearing on Proposed Rule Change **Pages 13-21**

Variations of the play – Triple Win 20

Variations of the play – Blazing 7's Progressive

QUARTERLY BUSINESS MEETING

Minutes of Quarterly Meeting of November 15, 2018 **Pages 71-76**

Report on Legislative Session

Remarks by Jim Terwilliger, Secretary of Revenue

Report on GLI Round Table **Pages 77-78**

Stipulation of Assurance and Voluntary Compliance, Wooden Nickel **Pages 79-81**

Approval of voting representatives for the ARCI annual meeting **Page 82**

Bond for New Racing Operators **Pages 83-84**

2019 Live Horse Racing allocations Pages 85-87

2019 State Horse Racing Officials Page 88

Professional services lab and vet contracts
Commission Officials

2019 Track Officials

North East Area Horse Racing officials Page 89

Verendrye Benevolent officials Page 90

Deadwood Licensing Matters Page 91

Next Meeting Date

Public Comment

Executive Session pursuant to SDCL 1-25-2 (1) (3) and (4) and 42-7B-8.1 (4)

Decisions on Administrative Hearings

Adjournment

SUSAN CHRISTIAN, CIA
Acting Executive Secretary

For access, persons with special needs may call the Commission office (605) 578-3074.

**DEMERSSEMAN JENSEN
TELLINGHUISEN & HUFFMAN, LLP**

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March 12, 2019

Susan Christianson
Executive Secretary
South Dakota Gaming Commission
87 Sherman Street
Deadwood, SD 57732

Re: Tin Lizzie Amended Petition for Declaratory Ruling

Dear Susan:

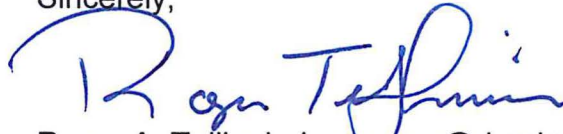
During my conversation today with Mike Shaw in regard to Tin Lizzie's pending Petition for Declaratory Ruling, it was suggested that I file an Amended Petition which clarifies some of the questions that Mike and I discussed during our conversation. Accordingly, enclosed please find an Amended Petition for Declaratory Ruling.

There is really no substantive change to the specific requests that are made. The purpose of the amendment is to simply clarify for the benefit of the Commission what is the current state of Tin Lizzie's floor plans and what it is requesting approval of from the Commission.

March 12, 2019
Page 2

If you have any questions, please don't hesitate to contact me.

Sincerely,



Roger A. Tellinghuisen roger@demjen.com
DEMERSSEMAN JENSEN
TELLINGHUISEN & HUFFMAN, LLP

RT:ca
Enclosure
Cc: Chris Walker
Mike Shaw

AMENDED PETITION FOR DECLARATORY RULING

TO: STATE OF SOUTH DAKOTA, SOUTH DAKOTA COMMISSION ON GAMING

Pursuant to the provisions of SDCL 1-26-15 and ARSD 20:18:04:01, Roger A. Tellinghuisen, as counsel for Tin Lizzie Gambling Halls, Inc., d/b/a Tin Lizzie's and Garden Café, 555 Main Street, Deadwood, South Dakota 57732, hereby petitions the South Dakota Commission on Gaming for its declaratory ruling in regard to the following:

1. THE STATE STATUTE, SOUTH DAKOTA COMMISSION ON GAMING RULE OR ORDER, OR ORDER OF THE SECRETARY OF THE SOUTH DAKOTA COMMISSION ON GAMING IN QUESTION IS:

- A)** SDCL 42-7B-18 which addresses the number of gaming devices which may be located in each approved building.
- B)** ARSD 20:18:25:02 which addresses inner access between buildings.
- C)** ARSD 20:18:25:05 which addresses alterations of existing buildings.

2. THE FACTS AND CIRCUMSTANCES WHICH GIVE RISE TO THE ISSUE TO BE ANSWERED BY THE COMMISSION'S DECLARATORY RULING ARE:

The Petitioner currently licenses and operates a total of eleven (11) buildings for gaming purposes at 555 Main Street, Deadwood, South Dakota. Petitioner requests authorization to make alterations to a number of the buildings for life safety and/or aesthetic purposes. Each of the proposed alterations are described below and shown on the attached Exhibit A. Each building will be referred to as "TL-____" followed by the specific building number.

TL-1: Removal of a wall identified on Exhibit A with the letter G. The current opening width is 5'6". The wall to be removed between TL-1 and TL-13 is five feet. The current length of the separation wall is 42'. The length of the new opening will exceed 25% of the linear length of the area separation wall between TL-1 and TL-13 and will be protected by a water curtain if approved. Petitioner believes that the increased width of the opening is justified for life safety purposes.

TL-2: There are one opening enlargement and one opening relocation proposed for this gaming room. The first is to remove a fire door and enlarge the opening to a total width of eight feet as shown on the attached Exhibit A. The opening would be protected by a water curtain and the new width of the opening would not exceed 25% of the linear length of the separation wall which is 32'.

The other alteration to TL-2 is to open up a wall and add a wall. The proposed opening would be five feet wide and the wall to be added would be five feet for a net zero effect⁵ on the width of the opening in the linear length of the area separation wall.

In addition, Petitioner proposes to remove a wall in TL-2 as shown on Exhibit A. This wall is not an area separation wall.

TL-3: Petitioner proposes to demolish the existing restrooms and IT room, and also remove a fire door that currently exists between TL-3 and TL-4, thereby enlarging the opening vertically. The opening, upon removal of the fire door, would be increased vertically by 2'5", which Petitioner believes would make the opening safer for patrons to use. Petitioner proposes to protect the opening with a water curtain.

Relocation of Bathrooms: Petitioner also proposes to relocate their existing bathrooms and in doing so will be adding a wall as shown in Exhibit A ("close this opening") above TL-2 and TL-3.

TL 7 and TL-8: Currently there is an opening between TL-7 and TL-8. The length of the current wall between the two buildings is 13'. Petitioner proposes to remove an additional 12' of wall between them and protecting the entire length of the opening by a water curtain. Given the location of TL-8 in relationship to TL-7 and the ramp coming into these buildings, Petitioner believes that for life safety reasons the removal of the section of wall as shown on Exhibit A is justified. The proposed removal of the wall would provide a direct route of egress from TL-8 to the doors exiting to the outside of the building.

TL-9 and TL-10: Petitioner proposes to remove the entire area separation wall between TL-9 and TL-10, thereby creating one gaming building in place of two gaming buildings.

3. THE PRECISE ISSUE TO BE ANSWERED BY THE COMMISSION'S DECLARATORY RULING IS:

Issue One: Whether the existing fire door between buildings TL-1 and TL-2 can be removed and replaced with a water curtain in order to protect the life and safety of the occupants while maintaining the separate building status?

Issue Two: Whether the alteration of TL-2 by adding an opening and a wall, for a net zero change in the opening of the existing wall as proposed, can be approved?

Issue Three: Whether the removal of the wall which currently splits TL-2 can be removed?

Issue Four: Whether the existing fire door located between TL-3 and TL-4 may be removed and replaced with a water curtain in order to protect the life and safety of the occupants while maintaining the separate building status?

Issue Five: Whether the removal on non-separation walls in buildings TL-1, TL-2 and TL-13 and the relocation of bathrooms as proposed on Petitioner's Ex. A can be approved?

Issue Six: Whether the wall between TL-7 and TL-8 can be removed and protected with a water curtain and a variance granted from the 25% rule regarding area separation walls for life safety reasons?

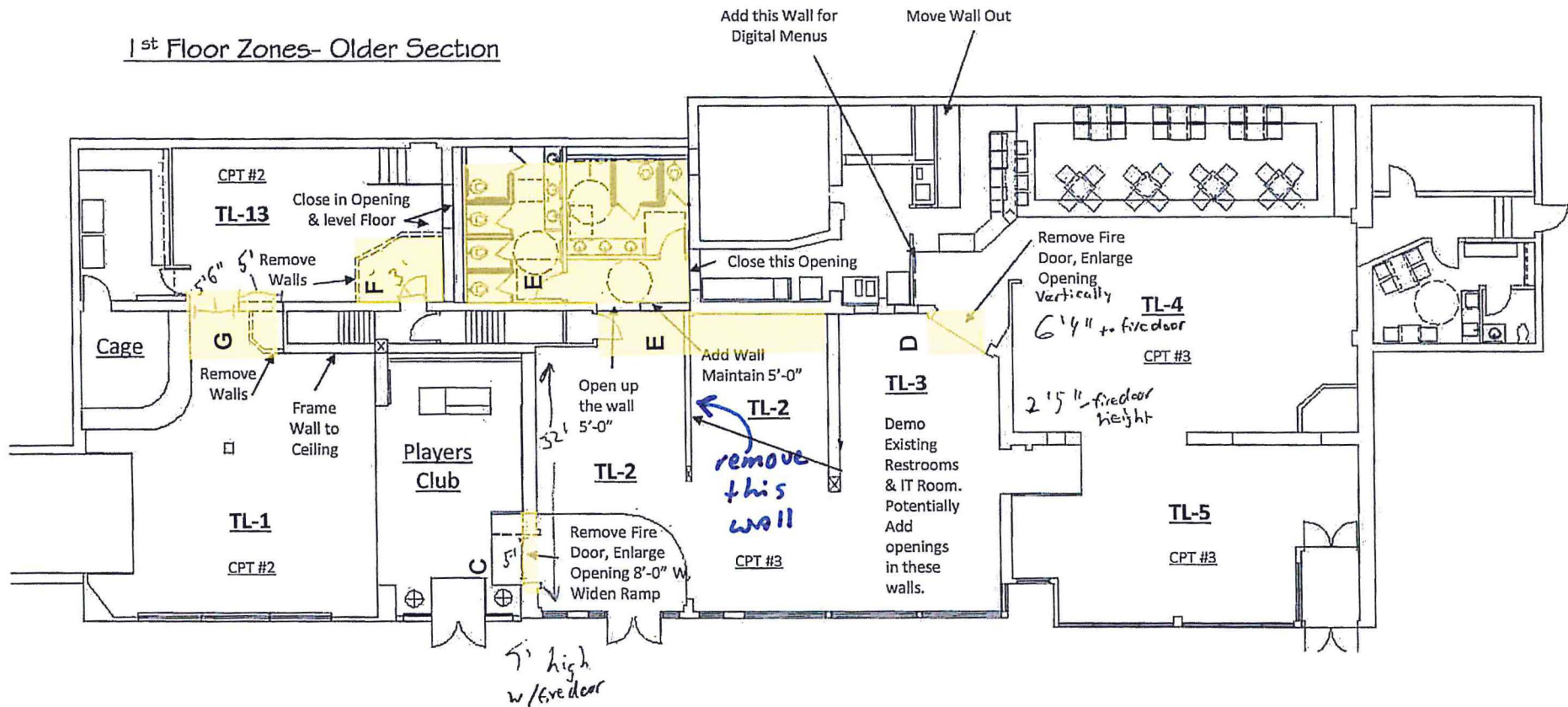
Issue Seven: Whether the wall between TL-9 and TL-10 can be removed, thereby eliminating one building for gaming purposes?

Dated this 12th day of March, 2019.

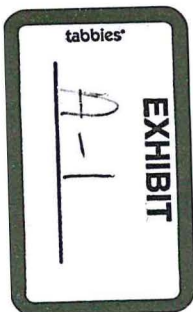


Roger A. Tellinghuisen
Attorney for Tin Lizzie Gaming Halls, Inc.

1st Floor Zones- Older Section

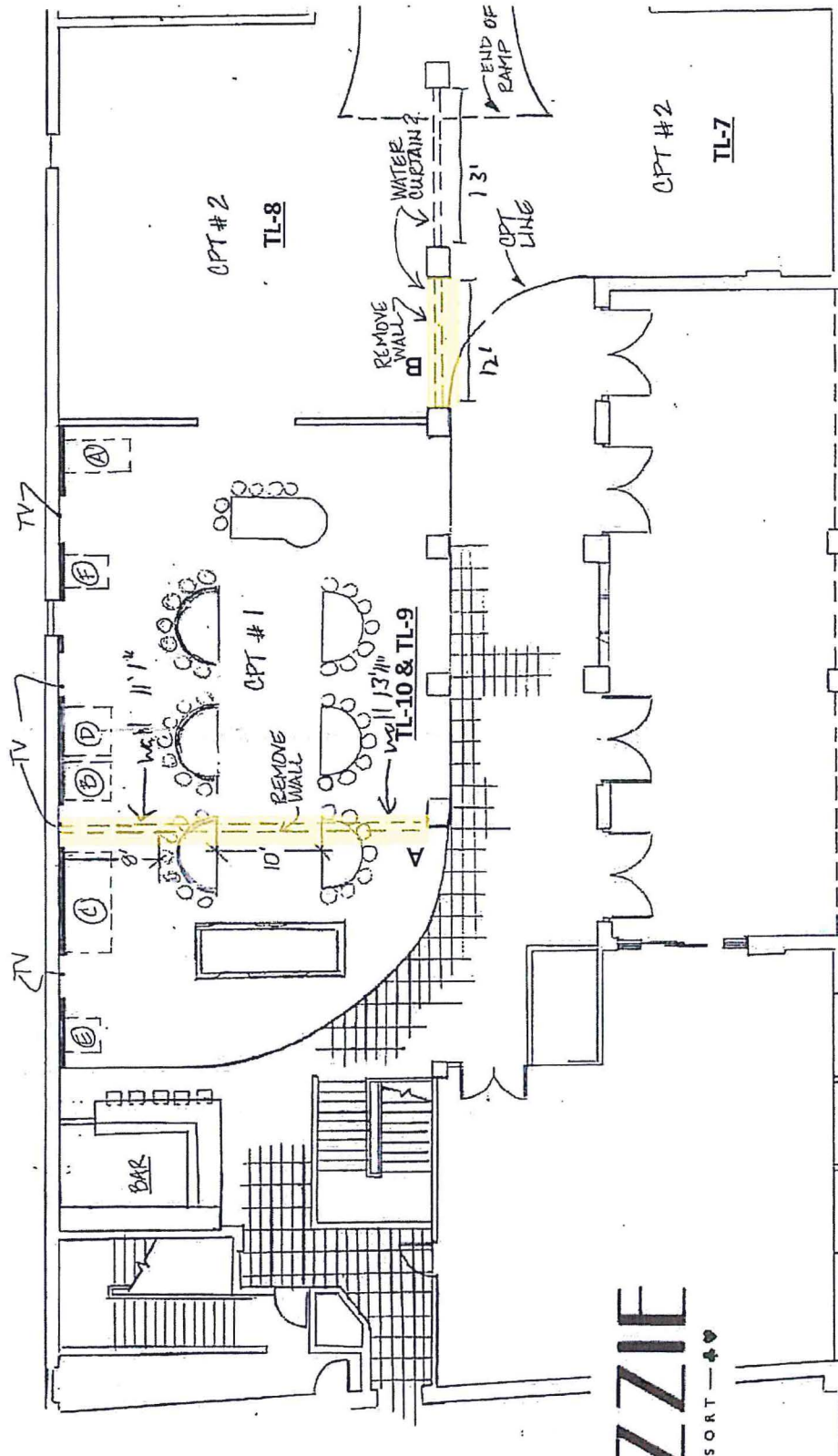


TIN LIZZIE fire door is 2'3" high
 ♦♦— GAMING RESORT —♦♦



1st Floor Zones- Hampton Inn Section

- A. 3D MACHINE
- B. GAMESCARE MACHINE
- C. LIGHTNING UNIBANK W/ SIGN
- D. BEHEMOTH GAME
- E. FLAME CAB
- F. FLAME CAB



TIN LIZZIE
 ♦♦—GAMING RESORT—♦♦

ARTICLE 20:18

GAMING COMMISSION -- DEADWOOD GAMBLING

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20:18:20.02	Promotional items.
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BLACKJACK

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20:18:15:05	Wagering rules.
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20:18:15:01.01. Types of blackjack authorized. The retail licensee may conduct the following blackjack games:

- (1) Rainbow 21;
- (2) Ten sticks 21;
- (3) 21 + 3;
- (4) Lucky ladies blackjack;
- (5) Progressive blackjack;
- (6) STREAK blackjack;
- (7) Buster blackjack;

- (8) Winners option blackjack;
- (9) Blackjack switch;
- (10) Dealer Bust 21;
- (11) Dead Man's Hand blackjack;
- (12) War blackjack;
- (13) Lucky Lucky blackjack;
- (14) Free Bet blackjack;
- (15) Bonus Spin Counts Kustom blackjack;
- (16) Bust Bonus;
- (17) TriLux Bonus blackjack with Super 3; ~~and~~
- (18) Triple Win 20; and
- (19) Blazing 7's Progressive.

Source: 37 SDR 131, effective January 10, 2011; 40 SDR 101, effective December 2, 2013; 42 SDR 77, effective November 30, 2015; 42 SDR 146, effective May 3, 2016; 44 SDR 151, effective April 30, 2018.

General Authority: SDCL 42-7B-4(3), 42-7B-7.

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

20:18:15:30.18. Variations of the play - Triple Win 20. Triple Win 20 is a variation of blackjack which may only be played on tables displaying the Triple Win 20 table layout.

The game is dealt and played following the standard rules of blackjack in this chapter, except as follows:

(1) Triple Win 20 may be played using two to six decks of playing cards. At the beginning of each round, in addition to the regular blackjack bet, the player may also place an optional "Bonus" bet;

(2) No insurance wagers are allowed on Triple Win 20;

(3) The player's first two cards ~~are~~ may be dealt face up or down. The dealer's first card is dealt face up and the dealer's second card is dealt face down. Any remaining cards dealt to the player or dealer are dealt face up;

(4) ~~After the first card is dealt to the player and the dealer, the player and the dealer shall inspect their card for a winning hand~~ If the first card dealt to the player is an ace, the player wins their bet and is paid before any cards are dealt to the dealer;

(5) ~~Either the dealer or the player is considered to have won if the dealer or player's first card dealt is an ace or if the dealer or player's first two cards total 20~~ If the first card dealt to a player is not an ace, a card is dealt to the dealer. If the dealer's first card is an ace, the dealer wins the hand;

(6) ~~All winning hands are turned face up and are paid immediately~~ If the first two cards dealt to a player total 20, the player wins their bet and is paid before the second card is dealt to the dealer;

(7) ~~The dealer may not take any additional cards once the cards have reached a hard total of 16~~ If the second card dealt to a player does not result in a winning hand for the

player, a second card is dealt to the dealer. If the dealer's second card results in a value of 20, the dealer wins the hand;

(8) Either the dealer or the player is considered to have busted and lost the hand if the value of their cards exceeds a value of 20;

(9) ~~Any hand can be a push with the dealer if the card values are the same.~~
~~This result is a tie with no win or loss for either the player or the dealer~~ Any hand can be a push with the dealer if the card values are the same, except in the case of a first card ace or a two card 20 as stated above in 4, 5, 6 and 7. A push results in a tie with no win or loss for either the player or the dealer; and

(10) Triple Win 20 and Bonus wagers are paid in accordance with the following pay schedules which shall be displayed on the table layout or on signage at the table:

Paytable - 2 to 6 Decks	
1 card total of 11	1 to 1
2 cards total of 20	1 to 1
2 cards total of 20 (Suited Kings)	3 to 2
2 cards total of 20 (Suited Queens)	3 to 2
2 cards total of 20 (Suited Jacks)	3 to 2
Beat dealer's total without busting	1 to 1

Bonus Payout	
First card Ace	7 to 1
2 card pair Jacks, Queens, Kings	10 to 1
2 card suited pairs Jacks, Queens	20 to 1
2 card suited pair Kings	50 to 1

Source: 44 SDR 151, effective April 30, 2018.

General Authority: SDCL 42-7B-7.

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

20:18:15:30.19. Variations of the play— Blazing 7's Progressive. Blazing 7's

Progressive must be dealt and played following the standard rules of blackjack in this chapter with the following exceptions:

(1) Blazing 7's Progressive may be played only on approved tables equipped with the necessary electronic equipment and signage which display the Blazing 7's Progressive on the table. Six or eight 52-card decks must be used;

(2) To begin each round, players must make their standard blackjack wager. Players may also place an optional progressive wager. Players must place the progressive wager on the sensor in front of the player's position;

(3) The optional wager allows the player to participate in play for a progressive jackpot;

(4) Once all players place their wagers, the dealer will press the appropriate button on the dealer display. The sensors will light up, indicating a progressive wager. The dealer will remove all progressive wagers on the table. As wagers are accepted, the progressive meter will advance by a predetermined amount for each wager placed on the sensor;

(5) The dealer will work in a clockwise fashion to deliver the blackjack cards according to house rules. Once all starting cards have been delivered to the players and the dealer, the dealer will evaluate each hand in a counter-clockwise fashion for a progressive winner. If a player has at least one 7 in their initial two cards the dealer will pay the progressive jackpot according to the following schedule, which shall be displayed by table signage or on the table layout;

(a) The Blazing 7's Progressive only considers both the player's initial two cards and the dealer's up card.

(b) Paytables without Dealer Envy:

<u>Paytable 1</u>	<u>Pays</u>
<u>Three 7's - Same Suit</u>	<u>100%</u>
<u>Three 7's - Same Color</u>	<u>10%</u>
<u>Three 7's</u>	<u>200 for 1</u>
<u>First Two Cards - 7</u>	<u>25 for 1</u>
<u>Either of the First Two Cards - 7</u>	<u>2 for 1</u>

<u>Paytable 2</u>	<u>Pays</u>
<u>Three 7's - Same Suit</u>	<u>100%</u>
<u>Three 7's - Suited (Other)</u>	<u>10%</u>
<u>Three 7's - Same Color</u>	<u>500 for 1</u>
<u>Three 7's</u>	<u>200 for 1</u>
<u>First Two Cards - 7</u>	<u>25 for 1</u>
<u>Either of the First Two Cards - 7</u>	<u>2 for 1</u>

<u>Paytable 3</u>	<u>Pays</u>
<u>Three 7's - Diamonds</u>	<u>100% Mega</u>
<u>Three 7's - Suited (Other)</u>	<u>100% Major</u>
<u>Three 7's - Same Color</u>	<u>100% Minor</u>
<u>Three 7's</u>	<u>200 for 1</u>
<u>First Two Cards - 7</u>	<u>25 for 1</u>
<u>Either of the First Two Cards - 7</u>	<u>2 for 1</u>

(c) Paytables with Dealer Envy:

<u>Paytable 1</u>	<u>\$1 Pays</u>	<u>\$1 Lucky George</u>	<u>\$5 Pays</u>	<u>\$5 Lucky George</u>
<u>Three 7's - Same Suit</u>	<u>100%</u>	<u>\$100</u>	<u>100%</u>	<u>\$100</u>
<u>Three 7's - Same Color</u>	<u>10%</u>	<u>\$25</u>	<u>10%</u>	<u>\$25</u>
<u>Three 7's</u>	<u>200 for 1</u>	<u>\$5</u>	<u>200 for 1</u>	<u>\$5</u>
<u>First Two Cards - Both 7's</u>	<u>25 for 1</u>	<u>\$2</u>	<u>25 for 1</u>	<u>\$2</u>
<u>Either First Two Cards - One 7</u>	<u>2 for 1</u>	<u>N/A</u>	<u>2 for 1</u>	<u>\$1</u>
<u>Paytable 2</u>	<u>\$1 Pays</u>	<u>\$1 Lucky George</u>	<u>\$5 Pays</u>	<u>\$5 Lucky George</u>
<u>Three 7's - Diamonds</u>	<u>100%</u>	<u>\$100</u>	<u>100%</u>	<u>\$100</u>
<u>Three 7's - Other Suited</u>	<u>10%</u>	<u>\$25</u>	<u>10%</u>	<u>\$25</u>
<u>Three 7's - Same Color</u>	<u>500 for 1</u>	<u>\$10</u>	<u>500 for 1</u>	<u>\$10</u>
<u>Three 7's</u>	<u>200 for 1</u>	<u>\$5</u>	<u>200 for 1</u>	<u>\$5</u>
<u>First Two Cards - Both 7's</u>	<u>25 for 1</u>	<u>\$2</u>	<u>25 for 1</u>	<u>\$2</u>
<u>Either First Two Cards - One 7</u>	<u>2 for 1</u>	<u>N/A</u>	<u>2 for 1</u>	<u>\$1</u>

(6) The original progressive wager is not returned to the player.

(a) A progressive wager shall be paid to the player as follows:

- i. The percentage pays are paid from the progressive jackpot shown on the progressive meter;
- ii. Other hands are paid from the tray; the payment does not come off the meter;
- iii. If more than one progressive hand payable from the progressive meter hits at the same table during the same time, house procedures are then followed for paying the jackpot;
- iv. If a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning

progressive hand. The dealer will then press the appropriate hand button on the dealer display. If the button is pressed by accident, pressing it again shall turn the button off;

- v. The dealer shall then contact a supervisor;
- vi. Once the casino verifies the progressive win, the supervisor will press the confirm button on the dealer display. To complete the action, a supervisor or executive card (depending on jackpot level) swipe is required. This records the win onto the Progressive computer and adjusts the meter appropriately for the prize won;
- vii. The 100% award will reset the meter to the seed amount, plus any reserve amount; and
- viii. When the dealer reconciles all actions, the dealer presses the appropriate button on the dealer display. This resets the system to begin the next hand and be logged into the progressive system.

(7) When using one of the paytables that includes the Lucky George option, this envy payout is paid directly to the dealer's tip pool when a qualifying hand is won by the player;

(8) Once the progressive has been resolved, the standard blackjack game will resume per house rules; and

(9) A licensee may not discontinue offering a Blazing 7's Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the executive secretary for permission to either reduce the qualifications or criteria for winning the

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award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the executive secretary for permission to transfer the award liability, along with the award fund, to another retail licensee offering a comparable jackpot award.

Source:

General Authority: SDCL 42-7B-7.

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



February 14, 2019



Craig Sparrow
Deputy Executive Secretary
South Dakota Commission on Gaming
87 Sherman Street
Deadwood, SD 57732

VIA: UPS

RE: New Blackjack Side Bet – **Blazing 7's Progressive**

Dear Mr. Sparrow,

Scientific Games is requesting your review and approval of the Blackjack table game side bet **Blazing 7's Progressive** for use in South Dakota casinos. In the event the game(s) or associated game features is/are the subject of intellectual property rights (including patent rights) Scientific Games owns or is a licensee of such rights. The Cadillac Jack's Gaming Resort is the sponsor location that would like to have this side bet installed in their casino.

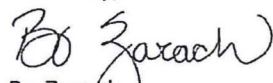
Basic Rules: **Blazing 7's Progressive** game follows the standard rules of blackjack or variations of blackjack. This optional side bet considers the players initial two cards and the dealer's up card. If the player does not have at least one 7 in their hand, the progressive bet will lose. The more 7's in the player's hand, the more the player wins.

Enclosed please find the following documentation for your evaluation:

- New Game Application
- Exhibit 2 – Game Description
- Exhibit 3 – SD Format Game Rules and Bally Rules of Play with Paytables
- Exhibit 4 – Sample Table Layout and Player Spot
- Exhibit 5 – List of approved jurisdictions
- Exhibit 6 – Casino Letter of Interest
- Exhibit 7 – Progressive Equipment
- Exhibit 8 – Trademark Information
- Exhibit 9 – GLI Math Analyses
- Check 321031 in the amount of \$2,000

If you have any questions or require additional information regarding this submission, please contact me at 702-532-7140 or Bo.Zarach@scientificgames.com.

Sincerely,


Bo Zarach
Compliance Product Manager

22

6601 S. Bermuda Road
Las Vegas, NV 89119
Las Vegas Office: 702.532.7700, Fax 702.532.7582
Reno Office: 775.532.1500, Fax 702.532.9045

www.BallyTech.com

South Dakota Commission on Gaming

445 East Capitol Ave
Pierre, S. D. 57501
Phone (605) 773-6050 Fax (605) 773-6053

APPLICATION FOR NEW GAME OR GAME VARIATION

Name of New Game or Variation of the game(s) of poker, blackjack, craps or roulette.

Blazing 7's Progressive

Name of Person or Corporation Proposing the game or variation

Bo Zarach

Address 6601 Bermuda Las Vegas, NV 89119

Telephone 702-532-7140

email bo.zarach@scientificgames.com

- **Attach as Exhibit 1** personal information on the Person proposing the game or variation or, if a corporation or partnership the following information for all persons owning 10% or more of the stock in the business entity;

- ✓ Name,
- ✓ Maiden Name (if any)
- ✓ Aliases, (if any)
- ✓ Date of Birth
- ✓ Place of Birth
- ✓ Current residence address and telephone number
- ✓ Current office or business address and telephone number

- **Attach as Exhibit 2** a complete and comprehensive description of the proposed variation or modification to the standard game.
- **Attach as Exhibit 3** the proposed rules of the game or variation in the format set forth in ARSD 20:18:15 for Blackjack , 20:18:16 for poker, 20:18:33 for Craps or 20:18:34 for Roulette.
- including pay tables.
- **Attach as Exhibit 4** a full color scale drawing or photograph depicting the table layout.
- **Attached as Exhibit 5** a list of all jurisdictions in which the game or variation has been approved and the date(s) of approval in each jurisdiction.
- **Attach as Exhibit 6** a letter from a person in a management position of the casino in Deadwood or a tribal casino in South Dakota which states unequivocally that the casino will offer the game for play for a period of at least 30 days if the rules are approved by the South Dakota Commission on Gaming.
- **Attach as Exhibit 7** a description of any specialized equipment used in conjunction with the play of the variation or modification.
- **Attach as Exhibit 8** proof of ownership of the intellectual property regarding the game or variation (trademark, patent, etc.) or in the alternative a notarized statement that the game, variation or modification is not known to infringe upon any intellectual property rights of any other person or business entity.
- **Attach as Exhibit 9** an evaluation of the game which has been prepared by an independent gaming testing laboratory which has current International Organization of Standardization (ISO) certification and accreditation.
- **Attach a check or money order** in the amount of \$2,000.00 payable to the South Dakota Commission on Gaming unless the

request is only for approval of a pay table change in which case no fee is required.

I, Bo Zarach, declare and affirm under penalties of perjury that this application and any statements, attachments and supporting documents have been examined by me and to the best of my knowledge and belief are in all things true and correct. I understand that any person who signs such a statement knowing the same to false or untrue in whole or in part shall be guilty of perjury.

This statement is executed with the knowledge that any misrepresentation or failure to reveal information that may be requested may be deemed sufficient cause for refusal by the South Dakota Commission on Gaming to approve the rules for the game or variation.

Further I am aware that later discovery of an omission or misrepresentation may be grounds for the revocation of approval of the proposed rules for the game or variation and possible criminal prosecution. I further consent to any background investigation necessary to determine my present and continuing suitability.

Bo Zarach
Signature of person submitting
this application

2/14/19
Date



EXHIBIT 2

Game Description

Exhibit 2 – Game Description

Blazing 7's Progressive game follows the standard rules of blackjack or variations of blackjack. This optional side bet considers the players initial two cards and the dealer's up card. If the player does not have at least one 7 in their hand, the progressive bet will lose. The more 7's in the player's hand, the more the player wins.

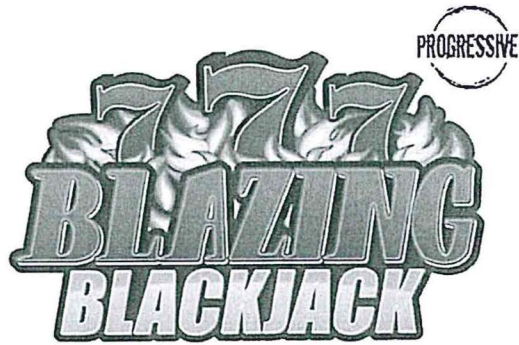


EXHIBIT 3

Game Rules (SD Format) and
Bally Rules of Play with Paytables

20:18:15:30.17 Variations of the play – Blazing 7's Progressive.

Blazing 7's Progressive must be dealt and played following the standard rules of blackjack in this chapter with the following exceptions:

- (1) Blazing 7's Progressive may be played only on approved tables equipped with the necessary electronic equipment and signage which display the Blazing 7's Progressive on the table. Six or eight 52-card decks must be used;
- (2) To begin each round, players must make their standard blackjack wager. They may also place an optional progressive wager. Players must place the progressive wager on the sensor in front of the player's position;
- (3) The optional wager allows the player to participate in play for a progressive jackpot.
- (4) Once all players place their wagers, the dealer will press the appropriate button on the dealer display. The sensors will light up, indicating a progressive wager. The dealer will remove all progressive wagers on the table. As wagers are accepted, the progressive meter will advance by a predetermined amount for each wager placed on the sensor;
- (5) The dealer will work in a clockwise fashion to deliver the blackjack cards per their house rules. Once all starting cards have been delivered to the players and the dealer, the dealer will evaluate each hand in a counter-clockwise fashion for a progressive winner. If a player has at least one 7 in their initial two cards the dealer will pay these progressive jackpot according to the following schedule, which shall be displayed by table signage or on the table layout:
 - (a) The Blazing 7's Progressive only considers both the player's initial two cards and the dealer's up card.

(b) Paytables without Dealer Envy

Paytable 1	Pays
Three 7's – Same Suit	100%
Three 7's – Same Color	10%
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards – 7	2 for 1

Paytable 2	Pays
Three 7's – Same Suit	100%
Three 7's – Suited (Other)	10%
Three 7's – Same Color	500 for 1
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards – 7	2 for 1

Paytable 3	Pays
Three 7's – Diamonds	100% Mega
Three 7's – Suited (Other)	100% Major
Three 7's – Same Color	100% Minor
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

(c) Paytables with Dealer Envy

Paytable 1	\$1 Pays	\$1 Lucky George	\$5 Pays	\$5 Lucky George
Three 7's – Same Suit	100%	\$100	100%	\$100
Three 7's – Same Color	10%	\$25	10%	\$25
Three 7's	200 for 1	\$5	200 for 1	\$5
First Two Cards – Both 7's	25 for 1	\$2	25 for 1	\$2
Either First Two Cards – One 7	2 for 1	N/A	2 for 1	\$1

Paytable 2	\$1 Pays	\$1 Lucky George	\$5 Pays	\$5 Lucky George
Three 7's – Diamonds	100%	\$100	100%	\$100
Three 7's – Other Suited	10%	\$25	10%	\$25
Three 7's – Same Color	500 for 1	\$10	500 for 1	\$10
Three 7's	200 for 1	\$5	200 for 1	\$5
First Two Cards – Both 7's	25 for 1	\$2	25 for 1	\$2
Either First Two Cards – One 7	2 for 1	N/A	2 for 1	\$1

(6) The original progressive wager is not returned to the player.

(a) A progressive wager shall be paid to the player as follows

- i. The percentage pays are paid from the progressive jackpot shown on the progressive meter;
- ii. Other hands are paid from the tray; the payment does not come off the meter;
- iii. If more than one progressive hand payable from the progressive meter hits at the same table during the same time, house procedures are then followed for paying the prize;
- iv. If a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the dealer display. If the button is pressed by accident, pressing it again shall turn the button off;
- v. The dealer shall then contact a supervisor.
- vi. Once the casino verifies the progressive win, the supervisor will press the confirm button on the dealer display. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Progressive computer and adjusts the meter appropriately for the prize won.
- vii. The 100% award will reset the meter to the seed amount, plus any reserve amount.
- viii. When the dealer reconciles all actions, the dealer presses the appropriate button on the dealer display. This resets the system to begin the next hand and be logged into the progressive system.

- (7) When using one of the paytables that includes the Lucky George option, this envy payout is paid directly to the dealer's tip pool when a qualifying hand is won by the player.
- (8) Once the progressive has been resolved, the standard blackjack game will resume per house rules.
- (9) A licensee may not discontinue offering a Blazing 7's Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the executive secretary for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the executive secretary for permission to transfer the award liability, along with the award fund, to another retail licensee offering a comparable jackpot award.



Rules and Dealing Procedures

1. Blazing 7's Progressive is an optional progressive side bet for blackjack.
2. Players must make a standard blackjack bet in order to make a Blazing 7's progressive bet.
3. The Blazing 7's Progressive considers both the player's initial two cards and the dealer's up card. If the player does not have at least one 7 in the player's initial two cards, the progressive bet will lose.
4. Sample paytables:

Hand	Pays
Three 7's - Diamonds	100% Mega
Three 7's - Suited (Other)	100% Major
Three 7's - Same Color	100% Minor
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1

*The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.

5. To begin each round, players must make their standard blackjack wager. They may also place an optional progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
6. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive bets on the table.

7. The dealer will then follow standard dealing procedures for blackjack.
8. The player's Blazing 7's wager will win if the player has any 7's in their initial two cards (see payable)
9. If the player has two 7's in the first two cards and the dealer's up card is a 7, the player will qualify for one of the Three 7's payouts
 - a. Note – the "Two 7's" payout is based only upon the player's first two cards.
10. After the dealer has completed the initial deal and revealed their up card, they may resolve the progressive wager immediately.
11. Once all bets have been reconciled and there are no progressive winners the dealer will hit "END GAME." If there are progressive pays, follow the procedures in the following steps.
12. Progressive Winner:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray: they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize.
 - g. Once the dealer has reconciled all action, they press "END GAME." This resets the system to begin the next hand.



Rules of Play

1. Blazing 7's Progressive is an optional progressive side bet for blackjack.
2. Players must make a standard blackjack bet in order to make a Blazing 7's progressive bet.
3. The Blazing 7's Progressive considers both the player's initial two cards and the dealer's up card. If the player does not have at least one 7 in the player's initial two cards, the progressive bet will lose.
4. Sample paytables:

Hand	Payouts	Dealer Envy	Hand	Payouts	Dealer Envy
3 Suited 7's	100%	\$100	3 7's - Diamonds	100%	\$100
3 Same Color 7's	10%	\$25	3 7's - Other	10%	\$25
Three 7's	200 for 1	\$5	3 7's - Same Color	500 for 1	\$10
First Two Cards - 7's	25 for 1	\$2	3 7's	200 for 1	\$5
First Two Cards - One 7	2 for 1	\$1	First 2 Cards - 7's	25 for 1	\$2
			First 2 Cards - one 7	2 for 1	\$1
House Advantage	21.62%		House Advantage	20.47%	
Hit Frequency	14.8%		Hit Frequency	14.8%	

*The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.

5. To begin each round, players must make their standard blackjack wager. They may also place an optional progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.

6. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive bets on the table.
7. The dealer will then follow standard dealing procedures for blackjack.
8. The player's Blazing 7's wager will win if the player has any 7's in their initial two cards (see payable)
9. If the player has two 7's in the first two cards and the dealer's up card is a 7, the player will qualify for one of the Three 7's payouts
 - a. Note – the "Two 7's" payout is based only upon the player's first two cards
10. After the dealer has completed the initial deal and revealed their up card, they may resolve the progressive wager immediately.
11. Once all bets have been reconciled the dealer will hit "END GAME. "
12. Paying a Progressive Winner:
 - a. The percentage pays (%) are paid from the progressive jackpot shown on the progressive meter.
 - b. When a player has a winning percentage pays (%), the dealer shall press the appropriate hand button on the keypad.
 - c. The dealer will contact a supervisor
 - d. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize.
 - e. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
13. **Dealer Envy:** Envy payouts are paid directly to the dealer's tip pool when a qualifying hand is won by the player.

Blazing 7's Progressive

1	
Hand	Pays
Three 7's - Same Suit	100%
Three 7's - Same Color	10%
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
	6 Deck 8 Deck
House Advantage	24.78% 24.00%
Hit Frequency	14.82% 14.81%

2	
Hand	Pays
Three 7's - Diamonds	100%
Three 7's - Suited (Other)	10%
Three 7's - Same Color	500 for 1
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
	6 Deck 8 Deck
House Advantage	23.59% 23.06%
Hit Frequency	14.82% 14.81%

3 (ML01)	
Hand	Pays
Three 7's - Diamonds	100% Mega
Three 7's - Suited (Other)	100% Major
Three 7's - Same Color	100% Minor
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
	6 Deck
House Advantage	22.39%
Hit Frequency	14.82%

Hand	P1 - \$5 6 Decks	P1 - \$5 8 Decks	Lucky George	P1- \$1 6 Decks	P1- \$1 8 Decks	Lucky George
Three 7's - Same Suit	100%	100%	\$100	100%	100%	\$100
Three 7's - Same Color	10%	10%	\$25	10%	10%	\$25
Three 7's	200 for 1	200 for 1	\$5	200 for 1	200 for 1	\$5
First Two Cards - Both 7's	25 for 1	25 for 1	\$2	25 for 1	25 for 1	\$2
Either First Two Cards - One 7	2 for 1	2 for 1	\$1	2 for 1	2 for 1	N/A

Hand	P2 - \$5 6 Decks	P2 - \$5 8 Decks	Lucky George	P2 - \$1 6 Decks	P2 - \$1 8 Decks	Lucky George
Three 7's - Diamonds	100%	100%	\$100	100%	100%	\$100
Three 7's - Other Suited	10%	10%	\$25	10%	10%	\$25
Three 7's - Same Color	500 for 1	500 for 1	\$10	500 for 1	500 for 1	\$10
Three 7's	200 for 1	200 for 1	\$5	200 for 1	200 for 1	\$5
First Two Cards - Both 7's	25 for 1	25 for 1	\$2	25 for 1	25 for 1	\$2
Either First Two Cards - One 7	2 for 1	2 for 1	\$1	2 for 1	2 for 1	N/A



EXHIBIT 4

Sample Table Layout
and Player Spot



BLACKJACK PAYS 3 TO 2
Dealer Must Hit Soft 17
Pays 2 to 1
• INSURANCE •
Pays 2 to 1

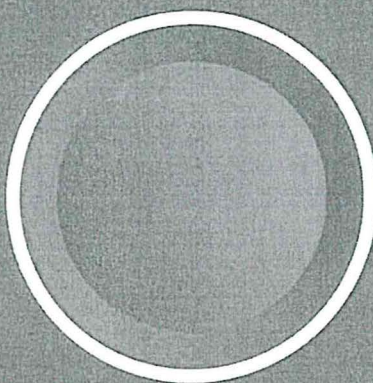
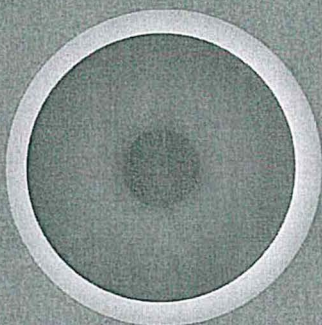




EXHIBIT 5

List of approved jurisdictions

Exhibit 5 – List of Approved Jurisdictions

Alberta (Field Trial)

Colorado

Illinois

Indiana

Iowa

Louisiana

Maine

Massachusetts

Michigan

Mississippi

Missouri

Nevada

New Jersey

New York

Ontario

Pennsylvania

Washington



EXHIBIT 6

Casino Letter of Interest



Cadillac Jack's Gaming Resort
360 Main Street
Deadwood SD 57732
Phone: 605.578.1500
Fax: 605.722.7080

Attn: Ryan Pullington

RE: Blazing 7 Progressive

Cadillac Jack's would like to sponsor the addition of the Blazing 7's Progressive as a table game addition to the state of South Dakota. With this letter, we will guarantee the game will be at Cadillac Jack's for no less than 1 month.

Thank you,

Josh Thurmes
Blackjack Manager
Cadillac Jack's Casino
Ph: 605.787.8774

A handwritten signature in black ink, appearing to read "J. Thurmes".

2-6-2019



EXHIBIT 7

Progressive Equipment



Date of Report:

May 23, 2017

Issued To:

WEBSITE COPY

This report was sent to the
Tribes and State of South Dakota

Issued By:

Gaming Laboratories World Headquarters
Christine M. Gallo
Vice President of Technical Compliance and Quality
Assurance
600 Airport Road, Lakewood, NJ 08701
(732) 942-3999
www.gaminglabs.com

Certification of:

One New Bally Gaming, Inc. Nexus Command Table
Controller v2.7.1 SP1 and Game Manager 2 v2.7.1

GLI File Numbers: SY-10-SHU-17-01

MO-73-SHU-16-07 (Game Manager 2)

Standards Tested Against and the Test Results:

Standards Tested Against	Test Results
The Rules and Regulations of the South Dakota Commission on Gaming	Pass

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CERTIFICATION DOCUMENT

46



**Product Certification Summary:**

Product ID
Bally.PTG.RngLibrary.dll
Bally.PTG.RngService.exe
DoorLockMonitor.dll
DoorLockMonitorService.exe
SHFL.Progressive.GameManager.Client.Interfaces.dll
SHFL.Progressive.GameManager.Client.Logic.dll
SHFL.Progressive.GameManager.Client.Service.exe
SHFL.Progressive.WebGM.Business.dll
SHFL.Progressive.WebGM.DAL.dll
SHFL.Progressive.WebGM.Web.dll
ShuffleMaster.Progressive.GM.PrintReportsService.exe
Nexus Command Table Controller

SYSTEM**System Software Descriptions:****Nexus Command Table Controller v2.7.1 SP1**

The Nexus Command Table Controller runs the progressive interface that monitors coin-acceptor spots, controls the dealer terminal and the progressive display. When the dealer presses the Start Game option on the dealer terminal, the Nexus Command Table Controller sends coin-in information to the Game Manager computer. When a player has a winning hand, the dealer assigns the corresponding jackpot button on his terminal. The jackpot-hit information is sent to the Game Manager computer and the current jackpot value is then displayed on the dealer terminal and progressive display to be seen by the players. The dealer (or pit boss, in the case of a progressive win) is required to swipe an assigned card to pay the jackpot and start a new game.





The progressive display functionality displays video content on a video monitor. The Nexus Command Table Controller receives messages from a progressive controller. The messages contain information about the value of a current progressive jackpot and any level win event. The Nexus Command Table Controller displays the current progressive jackpot and a set of video animations related to the game, the game's paytable and the current venue. If a message provides a meter value different than what is currently displayed, the application will adjust the value on the meter by scrolling the meter counter to the target value. If a message provides information about a pending jackpot or a jackpot win, the application presents the appropriate information or displays a win animation or presents the value of a winning prize.

Game Manager 2 v2.7.1

Bally Technologies Game Manager 2 (GM2) progressive system provides an operator with the ability to link multiple gaming tables within a single venue to a local progressive network. Multi-site progressive functionality is also supported when used with the OWAP 2 system.

Players who choose to participate in the jackpot by placing a chip on the progressive coin spot are eligible to win fixed amounts, a percentage of the jackpot or the entire progressive amount. The GM2 system receives the coin-in and jackpot information from the tables, calculates the progressive amount and sends the amount to the tables where it is shown on a meter visible to all players at the tables. When a player has a winning hand, the GM2 sends a jackpot celebration message that identifies the winning table, jackpot amount and the new progressive amount.

The Infinilink feature is an optional feature which allows progressives to be configured with a bonus progressive pool. This feature can be enabled or disabled upon installation. During rounds of play, progressives configured with this Infinilink feature may randomly select which base award(s) are eligible for an additional progressive payout from the bonus progressive pool. The Infinilink feature is only enabled/functional when used with the Crypto RNG, which is installed separately onto Game Manager. To ensure added security, a lockable enclosure is put in place when the Infinilink feature is utilized.





Local game data is stored in a database within the GM2 computer and accessed by way of a web-based graphical user interface (GUI). Site management, statistical reporting, progressive configurations and regular operations are managed through this web interface.

Game Manager 2 v2.7.1 Components

SHFL.Progressive.GameManager.Client.Service.exe

The Windows service that performs the startup configuration, verification and checkups as well as hosts working services.

SHFL.Progressive.GameManager.Client.Interfaces.dll

The reusable component which provides the interfaces for the services, such as the Dealer Terminal, money handling, maintenance and outside meter values queries.

SHFL.Progressive.GameManager.Client.Logic.dll

The reusable component which provides the jackpot and coin processing logic, provides data such as game type and bet limits to be displayed on the sign visible to the player and provides the business logic to handle signals from terminals.

SHFL.Progressive.WebGM.Business.dll

The component which encapsulates the business logic behind the web application.

SHFL.Progressive.WebGM.DAL.dll

The component containing a set of classes to facilitate the back-end database communication for the web app.





ShuffleMaster.Progressive.GM.PrintReportsService.exe

The Windows service that hosts the files needed for printing and database communication.

SHFL.Progressive.WebGM.Web.dll

The reusable component which contains the code behind each web page and deals with how data is presented on the page and the user's interaction with page elements.

DoorLockMonitor.dll

The component which monitors whether the enclosure housing the Infinilink feature's crypto RNG is locked or not.

DoorLockMonitorService.exe

The Windows service that enables the Infinilink feature's crypto RNG enclosure's door lock monitoring.

Bally.PTG.RngService.exe

The Windows service that enables the Infinilink random bonus rounds.

Bally.PTG.RngLibrary.dll

The component which encapsulates the logic behind the Infinilink crypto RNG.





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GLI-3

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System Software Being Certified:

File Name	Module Name	Version	Kobe4 Signature	SHA-1 Signature	CDCK Signature
Game Manager 2 v2.7.1					
Bally.PTG.RngLibrary.dll	RNG Service	2.7.1	2U2U	B096A96969A0E9C 13C2052F63580AE EA55ADD814	6DDE
Bally.PTG.RngService.exe	RNG Service	2.7.1	16A8	D3C63C721CC91D D82A42935F420FF 7EFD76A768E	AB32
DoorLockMonitor.dll	Door Lock Service	2.7.1	7H7P	D38E6CD7A0814D EE3FC533F6ACC4 F3D9BEF092E3	E103
DoorLockMonitorService.exe	Door Lock Service	2.7.1	F4C7	6181675A0C14711B 781F14344C4368A8 E3C35D4A	9551
SHFL.Progressive.GameManager.Client.Interfaces.dll	GM2 Client Services	2.7.1	43F9	0687A01B959BAA7 12A90975FE09575 DDF2166EA4	7065
SHFL.Progressive.GameManager.Client.Logic.dll	GM2 Client Services	2.7.1	69H7	82B402D15C18E9C 56CE763EA6DF329 780942C9D5	CEA0
SHFL.Progressive.GameManager.Client.Service.exe	GM2 Client Services	2.7.1	1C41	A6D7C6C05D7E4F C53D67404B307BA 64E83035025	BA2D
SHFL.Progressive.WebGM.Business.dll	GM2 - Web	2.7.1	C8C1	E2245C4B211EF83 49B725F1A511DF1 FCEF959C57	B9E5
SHFL.Progressive.WebGM.Business.dll	GM2 - Schedule Reports Service	2.7.1	56UH	926FB18331FBECD FB647592FFDF7F8 1F7D167FAA	7B94



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CERTIFICATION DOCUMENT**51**



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File Name	Module Name	Version	Kobe4 Signature	SHA-1 Signature	CDCK Signature
SHFL.Progressive.WebGM.DAL.dll	GM2 - Schedule Reports Service	2.7.1	446A	CEC397E0EEB5E3740F85412E5C2B895BAAD594A9	E3CC
SHFL.Progressive.WebGM.DAL.dll	GM2 - Web	2.7.1	H3CC	3C9BBE4F1FFAB44AD65E2AD748811D836D5281F5	404D
SHFL.Progressive.WebGM.Web.dll	GM2 - Web	2.7.1	1UAH	8B78C552A497F433926132D834A4CF F2CEE058E0	01B6
ShuffleMaster.Progressive.GM.PrintReportsService.exe	GM2 - Schedule Reports Service	2.7.1	2ACF	59D4C4C523423A01CCC66899FA3EF10502BAFCB5	1D84
Nexus Command Table Controller v2.7.1 SP1					
Nexus Command Table Controller	Nexus Command Table Controller 2 (DT2)	2.7.1 SP1	P300	9A68494FD0729177A728B87D9DF8F52B55738E5F	F57E

System Software Modifications:

The Nexus Command Table Controller v2.7.1 SP1 software is MODIFYING to the previously approved Nexus Command Table Controller v2.5.4 software. The modifications are as follows:

1. Previously, the application responsible for displaying the progressive signage may have stopped responding after a progressive was hit and would require the dealer terminal to be restarted in order to continue operation. Modifications have been made in this version to address the timing of the videos displayed following a progressive hit in order to avoid a potential scenario which would cause the display application to stop responding.
2. Added support to allow the Dealer Terminal to restart the Remote Logging Service if it was stopped for a long duration.
3. Added support for Malaysia jurisdiction and currency.

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4. Added support for a jackpot receipt printer.
5. Added support for GAT protocol and verification.
6. Previously, when canceling a jackpot the Dealer Terminal would sometimes display an incorrect seat number. The software has been modified to correctly display the seat number when cancelling a jackpot.
7. Communications between the Dealer Terminal and Game Manager server have been improved.
8. Added in a "Big Button Enabled" option that allows the operator to initiate and end games with a physical button, when enabled.
9. Added in options for "Seat Order", "Starting Seat Number", "Sensor Order" and "Show 4 Seat" in the configuration menu. The "Seat Order" displays the configured seat numbers for the table in ascending order. The "Starting Seat Number" displays the first seat number. The "Show 4 Seat" displays or hides the fourth seat number.
10. Added in functionality to display the status of the remote and local loggers in the configuration menu.
11. Previously, in rare circumstances, if the local logger was unable to open the local file the dealer terminal would display multiple error messages. Now, the dealer terminal correctly responds to the error with one message.
12. Previously, when the up button was pressed immediately after entering the configuration menu the dealer terminal would crash. Now, the dealer terminal does not crash after the up button is pressed.

The Game Manager 2 v2.7.1 software is MODIFYING the previously approved Game Manager 2 v2.5.4 software. The modifications are as follows:

1. Added support for a jackpot receipt printer.
2. Added additional reports for the Game Manager.
3. Previously, users were unable to edit a property name once it had been created. The software has been modified to allow this field to be edited by authorized users.
4. The Maximum Table Bet Limit has been increased to be able to be configured for up to 20 million.





5. Previously, if the table progressive amount reached 1 million the sign would no longer display the amount of cents. The software has been modified to display two decimals after the dollar amount after 1 million is reached.
6. Previously, the Sites listing would display an incorrect date for the Site Sync. The software has been modified to correctly display the Site Sync date in the Sites listing.
7. Previously, when entering in winner information that exceeded the system's capacity the error was not clear. The software has been modified to display more specific error messages.
8. Communications between the Dealer Terminal and Game Manager server have been improved.
9. Communication improvements between the Game Manager and OWAP servers.
10. Added support for the Service Monitor.
11. Previously, when running reports before and after Daylight Savings Time the reports would show different values. The software has been modified to correctly handle Daylight Savings Time.
12. Added additional Game Manager Archive reports.
13. Added support to duplicate tables.
14. Previously, archiving and purging tasks could only be run via Windows or SQL jobs. The software has been modified to include the ability to run these tasks.
15. Previously, in rare situations the Game Manager Coin-In would differ from the amount shown on the OWAP server due to processing a round cancellation during server communication. The software has been modified to correct this situation.
16. Previously, the dollar amount shown on the Average Theoretical Win Per Table report would truncate cents ending in "0". The software has been modified to show the correct dollar amount.

Note: Modified software does not have to be removed from the field. The changes were cosmetic or enhancements to the previously approved version. This software, in addition to the previously approved version, will be listed on your Approved Report.



**System Software Notes:**

Please note this Certification Report serves as a Phase I Certification of the Bally Gaming, Inc. Nexus Command Table Controller v2.7.1 SP1 and Game Manager 2 v2.7.1 product(s) only. Phase II testing or field inspection is recommended.

GLI Verify® and Verify+ by Kobetron™ - Verification Procedure for Nexus Command Table Controller:

While provided on one physical flash device, this software is divided into separate logical units referred to as 'partitions'. These partitions are being individually controlled and certified. Please understand that while these partitions will be delivered to you on one physical flash card, the approval for all partitions on the card may span across multiple **Gaming Laboratories International, LLC** (GLI) certification reports. GLI Verify® and Verify+ by Kobetron™ have the ability to verify each of these unique partitions. Please pay special attention to the verification procedures provided within this certification report.

1. Open Verify+ by Kobetron™ or GLI Verify®
2. Select the "Device" option
3. Click the "Browse" option to browse and select the partition disk and part that has 12MB to be signed
4. Click the "Verify" button
5. The program will generate the aforementioned signatures and display the results





GLI Verify® and Verify+ by Kobetron™ - Verification Procedure for
Game Manager 2 v2.7.1:

1. Open Verify+ by Kobetron™ or GLI Verify®
2. Select the 'File' radio button
3. Click "Browse", specify the file you wish to signature and click the "Open" button
4. If a different seed is needed, click the 'Options', then 'General Options' and enter a new seed
5. If needed, other File options can be found by clicking 'Options' then 'File Options'
6. Click the "Verify" button
7. The current file being checked will be displayed in the window
8. The program will generate the aforementioned signatures and display the results

Compatible Item(s):

The item(s) certified in this report was evaluated for use with the following compatible components:

Component
GM1663

Please note, the fielded environment is not limited to the above listed components. It is anticipated that the item(s) certified within this report may be used with previously and/or subsequently certified and compatible components.





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If you should have any questions regarding this information, please feel free to contact our office.

Sincerely,
GAMING LABORATORIES INTERNATIONAL, LLC

Christine M. Gallo
Vice President of Technical Compliance and Quality Assurance

c: Ms. Tina Kilmer, Bally Gaming, Inc.

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EXHIBIT 8

Trademark Information

[TSDR](#)[ASSIGN Status](#)[TTAB Status](#)*(Use the "Back" button of the Internet Browser to return to TESS)*

BLAZING 7s BLACKJACK

Word Mark	BLAZING 7S BLACKJACK
Goods and Services	IC 041. US 100 101 107. G & S: Entertainment services, namely, live table games of chance and online table games of chance
Standard Characters Claimed	
Mark Drawing Code	(4) STANDARD CHARACTER MARK
Serial Number	86394442
Filing Date	September 15, 2014
Current Basis	1B
Original Filing Basis	1B
Owner	(APPLICANT) Bally Gaming, Inc. DBA Bally Technologies CORPORATION NEVADA 6601 South Bermuda Road Las Vegas NEVADA 89119
Attorney of Record	Michele McShane
Type of Mark	SERVICE MARK
Register	PRINCIPAL
Live/Dead Indicator	LIVE

[TESS HOME](#) [NEW USER](#) [STRUCTURED](#) [FREE FORM](#) [BROWSE DCT](#) [SEARCH OG](#) [TOP](#) [HELP](#) [PREV LIST](#) [CURR LIST](#) [NEXT LIST](#) [FIRST DOC](#) [PREV DOC](#) [NEXT DOC](#) [LAST DOC](#)



EXHIBIT 9

GLI Math Analyses (3)



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GLI Italy
GLI South America

August 22, 2016

Ms. Jacqueline Hunter
Director of Technical Compliance – Gaming Division
Bally Gaming, Inc.
6601 South Bermuda Road
Las Vegas, Nevada 89119

Re: Mathematical Analysis of *Blazing 7's Progressive Version 3*
(**Gaming Laboratories International, LLC** Proposal #LO-
20160729-02 dated July 29, 2016)

REF: LO-00-SHU-16-08

Dear Ms. Hunter,

As per Bally Gaming, Inc.'s request, please find **Gaming Laboratories International, LLC's (GLI)** math analysis for the table game side bet, *Blazing 7's Progressive Version 3*.

This report only verifies the mathematical aspects of this game and DOES NOT offer an opinion as to whether or not this game is currently authorized for use in any jurisdiction.

Game Description

Blazing 7's Progressive Version 3 is an optional progressive side bet for Blackjack-style games using six or eight decks. At the beginning of the round, the player may optionally place a *Blazing 7's Progressive Version 3* bet of either \$1.00 or \$5.00, depending on the configuration, in addition to the underlying Blackjack wager.

After all bets are placed, the dealer will deal each player two cards and the dealer will receive one up card and one down card, which is in accordance with the underlying game rules. The player's *Blazing 7's Progressive Version 3* bet will win if the player has at least one seven in their initial two-card hand. The player only qualifies for the "Two 7's" payout based on the initial two-card hand. The dealer's up card acts as the player's third card for resolving other pays. All payouts are paid in accordance with one of the paytables listed in Table 1.

Table 1. *Blazing 7's Progressive Version 3* Paytable

Outcome	P1	P2
Three Suited 7's - Diamonds	100% of Progressive	100% of Progressive
Three Suited 7's - Other	100% of Progressive	10% of Progressive
Three Same Color 7's	10% of Progressive	500 for 1
Three 7's	200 for 1	200 for 1
Two 7's	25 for 1	25 for 1
One 7	2 for 1	2 for 1

The progressive value is seeded by the house with an initial value and each *Blazing 7's Progressive Version 3* wager placed contributes to the progressive amount as shown in [Table 2](#).

Table 2. *Blazing 7's Progressive Version 3* Configurations

Configuration	Seed Value	Contribution Rate
\$1.00	\$2,000.00	24%
\$5.00	\$10,000.00	24%

Mathematical Analysis

The math analysis of *Blazing 7's Progressive Version 3* was performed theoretically using combinatorics. The probability of each possible outcome was calculated, and using these results the overall Return to Player (RTP) and House Edge (HE) were computed for each configuration. A summary of the results can be found in [Table 3](#) through [Table 5](#).

Table 3. *Blazing 7's Progressive Version 3* Probabilities

Outcome	6 Decks	8 Decks
Three Suited 7's - Diamonds	0.000004	0.000005
Three Suited 7's - Other	0.000012	0.000014
Three Same Color 7's	0.000072	0.000075
Three 7's	0.000316	0.000322
Two 7's	0.005285	0.005330
One 7	0.142468	0.142354
Lose	0.851843	0.851900

Ms. Hunter
Blazing 7's Progressive Version 3
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Table 4. *Blazing 7's Progressive Version 3* 6 Deck Summary

Configuration	P1		P2	
	RTP	HE	RTP	HE
\$1.00	75.22%	24.78%	76.41%	23.59%
\$5.00	75.22%	24.78%	76.41%	23.59%

Table 5. *Blazing 7's Progressive Version 3* 8 Deck Summary

Configuration	P1		P2	
	RTP	HE	RTP	HE
\$1.00	76.00%	24.00%	76.94%	23.06%
\$5.00	76.00%	24.00%	76.94%	23.06%

Summary

Individuals who place the *Blazing 7's Progressive Version 3* side bet will observe the greatest Return to Player (RTP) of 76.94%, corresponding to a House Edge (HE) of 23.06%, when playing the 8 deck configuration using payable P2 for either bet configuration. The house will observe the best HE of 24.78%, equating to a RTP of 75.22%, when playing the 6 deck configuration using payable P1 at either bet configuration.

It should be noted that this evaluation does not cover the review or use of the progressive equipment itself.

Please refer to the attached Terms and Conditions which apply to the information being provided within this report.

Should you have any questions, please feel free to contact our office.

Sincerely,
GAMING LABORATORIES INTERNATIONAL, LLC



Christine M. Gallo
Vice President of Technical Compliance and Quality Assurance

Enclosure

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Terms and Conditions

This Report has been prepared and submitted at the request of the "Recipient" is issued solely for the benefit of the Recipient and no other party and may not be relied upon for any reason by any person or entity other than the Recipient.

In this regard, the Recipient will be deemed to have acknowledged that nothing in this Report is intended to create, nor shall it be deemed or construed to create, any relationship between **Gaming Laboratories International, LLC (GLI)** and the Recipient other than that of independent entities contracting with each other solely for the purpose of the preparation and submission of the Report. Neither GLI nor the Recipient, nor any of their respective employees or representatives, shall be construed to be an agent, employer or representative of the other.

Any report produced by GLI is proprietary to GLI and the Client, because it contains confidential information of commercial value, the exposure of which to third parties could adversely affect both GLI and the Client. Accordingly, such confidential information is supplied in confidence, on the strict condition that no part of it will be reprinted or reproduced or transmitted to any parties external to the original contract without the prior written approval of the Parties. In particular, it will not be exposed to any person or organization which may be in competition with any of the Parties without the prior written approval of that Party. The testing performed by GLI is proprietary to GLI and/or various regulators. No third party may use, rely or refer to a GLI evaluation report, test report, certification document or test results without written permission of GLI and the respective regulator. Notwithstanding the above, the Parties may disclose confidential information if required to do so by regulatory agencies, pursuant to the laws and regulations of an applicable jurisdiction or by an order of a properly designated Court of Law in a relevant jurisdiction. However, in either case the Parties agree to immediately notify the other party of such a request.

Notwithstanding the above, any regulator may reprint, reproduce and transmit any document or information to any party that the regulator, in their sole discretion, deems appropriate.

Ms. Hunter
Blazing 7's Progressive Version 3
LO-00-SHU-16-08-000
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The analysis provided by this Report applies exclusively to tests conducted on the specific hardware and software submitted by the Recipient. It is the responsibility of the manufacturer and/or developer of the subject hardware and software to apply for, obtain and maintain all necessary gaming licensure in each jurisdiction in which they do business, including state and tribal jurisdictions, where applicable. During the course of testing, GLI inspects for marks or symbols indicating that a device has undergone product safety compliance testing. GLI also performs, where practicable, a cursory review of submissions and information contained therein related to Electromagnetic Interference (EMI), Radio Frequency Interference (RFI), Magnetic Interference, Liquid Spills, Power Fluctuations and Environmental conditions. Electrostatic Discharge Testing is intended only to simulate techniques observed in the field being used to attempt to disrupt the integrity of Electronic Gaming Devices. Compliance with any such regulations related to the aforementioned design is the sole responsibility of the device manufacturer; GLI accepts no responsibility, makes no representations and disclaims any liability with respect to all such non-gaming testing. The actual data showing the test performed by GLI, and the excluded tests, are available to the Recipient upon written request.

With respect to analysis of new tables games, new paytables for electronic devices and other undertakings where GLI provides a mathematical review, the Recipient agrees to and acknowledges that due to complex mathematical processes, approximations and rounding errors that necessarily occur during any mathematical review, the results herein shall be understood by the recipient to be approximations and may fall within a range approximating the true mathematical results. Recipient hereby agrees that he is responsible to review such work, analyze it for accuracy and report deficiencies immediately to GLI. GLI has undertaken such work based on our understanding of the game submitted as documented in our report. Should our understanding of the game be incorrect as written in our report, Recipient is required to notify GLI immediately.

Ms. Hunter
Blazing 7's Progressive Version 3
LO-00-SHU-16-08-000
August 22, 2016
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GLI WARRANTS TO THE RECIPIENT THAT ALL SERVICES PROVIDED BY GLI HEREUNDER HAVE BEEN PERFORMED IN ACCORDANCE WITH ESTABLISHED AND RECOGNIZED TESTING PROCEDURES AND WITH REASONABLE CARE IN ACCORDANCE WITH APPLICABLE LAWS. GLI DOES NOT MAKE, AND EXPRESSLY DISCLAIMS, ALL OTHER WARRANTIES OF ANY KIND, EXPRESSED OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY WARRANTIES OF NON-INFRINGEMENT, MERCHANTABILITY, SUITABILITY OR FITNESS FOR A PARTICULAR PURPOSE. WITHOUT LIMITING ANY OF THE FOREGOING, UNDER NO CIRCUMSTANCES SHOULD THE ANALYSIS PROVIDED BY THIS REPORT BE CONSTRUED TO IMPLY ANY ENDORSEMENT OR WARRANTY REGARDING THE FUNCTIONALITY, QUALITY OR PERFORMANCE OF THE SUBJECT HARDWARE OR SOFTWARE, AND NO PERSON OR PARTY SHALL STATE OR IMPLY ANYTHING TO THE CONTRARY. THE LIABILITY AND OBLIGATIONS OF GLI HEREUNDER, AND THE REMEDY OF THE RECIPIENT, UNDER OR IN CONNECTION WITH THIS AGREEMENT SHALL BE LIMITED TO, AT GLI'S OPTION, REPLACEMENT OF THE SERVICES PROVIDED OR THE REFUND BY GLI OF ANY MONIES RECEIVED BY IT FOR THE SERVICES PROVIDED. IN NO EVENT SHALL GLI BE RESPONSIBLE TO THE RECIPIENT OR ANY THIRD PARTY FOR ANY CONSEQUENTIAL, INCIDENTAL, DIRECT, INDIRECT OR SPECIAL DAMAGES, INCLUDING WITHOUT LIMITATION DAMAGES FOR LOST PROFITS OR REVENUE, BUSINESS INTERRUPTION, OR PUNITIVE DAMAGES, EVEN IF GLI HAD BEEN ADVISED OF THE POTENTIAL FOR SUCH DAMAGES AND WHETHER SUCH DAMAGES ARISE IN CONTRACT, NEGLIGENCE, TORT, UNDER STATUTE, IN EQUITY, AT LAW OR OTHERWISE. ALL RIGHTS AND REMEDIES OF THIRD PARTIES RELATING TO THE PRODUCTS AND SERVICES THAT ARE THE SUBJECT OF THE ANALYSIS PROVIDED BY THIS REPORT ARE PROVIDED SOLELY BY THE RECIPIENT AND NOT BY GLI AND GLI EXPRESSLY DISCLAIMS ANY LIABILITY WHATSOEVER IN CONNECTION WITH SUCH THIRD PARTY RIGHTS AND REMEDIES. GLI AND RECIPIENT ACKNOWLEDGE AND AGREE THAT THE SERVICES PROVIDED BY GLI HEREUNDER COULD NOT BE RENDERED BY GLI UNDER THE TERMS PROVIDED HEREIN WITHOUT AN INCREASE IN COST IF GLI WAS REQUIRED TO PROVIDE ANY WARRANTIES IN ADDITION TO, OR IN LIEU OF, OR WAS REQUIRED TO ASSUME ANY LIABILITY IN EXCESS OF, THE FOREGOING.



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December 7, 2017

Ms. Jacqueline Hunter,
Director of Technical Compliance - Gaming Division
Bally Gaming, Inc.
6601 South Bermuda Road
Las Vegas, Nevada 89119

Re: Mathematical Analysis of *Blazing 7's Progressive* (Gaming Laboratories International, LLC Proposal #LO-20171115-4873 dated November 15, 2017)

REF: LO-00-SHU-17-11

Dear Ms. Hunter,

As per Bally Gaming, Inc.'s request, please find **Gaming Laboratories International, LLC's (GLI)** math analysis for the table game side bet, *Blazing 7's Progressive*.

This report only verifies the mathematical aspects of this game and **DOES NOT** offer an opinion as to whether or not this game is currently authorized for use in any jurisdiction.

Game Description

Blazing 7's Progressive is an optional progressive side bet for Blackjack-style games using six or eight decks. At the beginning of the round, the player may optionally place a *Blazing 7's Progressive* bet in addition to the underlying Blackjack wager.

After all bets are placed, the dealer will deal each player two cards and the dealer will receive one up card and one down card, which is in accordance with the underlying game rules. The player's *Blazing 7's Progressive* bet will win if the player has at least one Seven in their initial two-card hand. The player only qualifies for the "Two 7's" payout based on the initial two-card hand. The dealer's up card acts as the player's third card for resolving other pays. All payouts are paid in accordance with the Paytable listed in Table 1.

Table 1. *Blazing 7's Progressive* Paytable

Outcome	Payout
Three Suited 7's - Diamonds	100% of Mega Progressive
Three Suited 7's - Other	100% of Major Progressive
Three Same Color 7's	100% of Minor Progressive
Three 7's	200 for 1
Two 7's	25 for 1
One 7	2 for 1

The progressives may be configured by using fixed seed values for the Mega and Major progressives, or by seeding the Mega and Major progressives from a reserve and/or through manual adjustment. The Minor progressive always makes use of a fixed seed value to reseed itself after it is awarded. The "with fixed seeds" configuration in [Table 2](#) below offers fixed seed values for the Mega and Major progressives, while the "no seeds" configuration in [Table 3](#) below sets the seed values for these two progressives to zero. All seed values below are for a five dollar wager, and must scale linearly with the wager size to maintain the house edge.

Table 2. Progressive Configuration With Fixed Seeds

Progressive	Seed Value	Contribution Rate
Mega	\$10,000	14%
Major	\$5,000	6%
Minor	\$2,500	4%

Table 3. Progressive Configuration With No Seeds

Progressive	Seed Value	Contribution Rate
Mega	\$0	14%
Major	\$0	6%
Minor	\$2,500	4%

Mathematical Analysis

The math analysis of *Blazing 7's Progressive* was performed theoretically using combinatorics. The probability of each possible outcome was calculated, and using these results the overall Return to Player (RTP) and House Edge (HE) were computed for each configuration. A summary of the results can be found in [Table 4](#) through [Table 6](#).

Table 4. *Blazing 7's Progressive* Probabilities

Outcome	6 Decks	8 Decks
Three Suited 7's - Diamonds	0.000004	0.000005
Three Suited 7's - Other	0.000012	0.000014
Three Same Color 7's	0.000072	0.000075
Three 7's	0.000316	0.000322
Two 7's	0.005285	0.005330
One 7	0.142468	0.142354
Lose	0.851843	0.851900

Table 5. *Blazing 7's Progressive* 6 Deck Summary

Configuration	RTP	HE
With Fixed Seeds	77.61%	22.39%
No Seeds	75.62%	24.38%

Table 6. *Blazing 7's Progressive* 8 Deck Summary

Configuration	RTP	HE
With Fixed Seeds	78.35%	21.65%
No Seeds	76.00%	24.00%

Ms. Hunter
Blazing 7's Progressive
LO-00-SHU-17-11-000
December 7, 2017
GLI-1 / GLI-2 / GLI-3
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Summary

Individuals who place the *Blazing 7's Progressive* side bet will observe the greatest Return to Player (RTP) of 78.35%, corresponding to a House Edge (HE) of 21.65%, when playing with 8 decks and using the "with fixed seeds" configuration. The house will observe the best HE of 24.38%, equating to a RTP of 75.62%, when playing with 6 decks and using the "no seeds" configuration.

It should be noted that this evaluation does not cover the review or use of the progressive equipment itself.

Please visit Gaminglabs.com to view the applicable Terms and Conditions.

Should you have any questions, please feel free to contact our office.

Sincerely,
GAMING LABORATORIES INTERNATIONAL, LLC



Christine M. Gallo
Vice President of Technical Compliance and Quality Assurance

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UNAPPROVED MINUTES

South Dakota Commission on Gaming Administrative Hearing, Public Hearing on Proposed Rule Change, and Quarterly Business Meeting Deadwood City Hall, Deadwood, South Dakota

MINUTES

November 15, 2018

At 1:00 p.m. the meeting was called to order. Commissioner Dennis McFarland, Commissioner Karen Wagner, Commissioner Greg Strommen, Commissioner Mike Wordeman, and Commissioner Karl Fischer were present. Staff members present for the meeting were Larry Eliason, Executive Secretary, Mike Shaw, Commission Attorney, and Craig Sparrow, Deputy Executive Secretary.

The meeting was called to order by Commissioner McFarland at 1:00 p.m.

The court reporter for the hearing was Veronica Fish. The following case was scheduled to be heard:

Administrative Hearings

- Petition for Rehearing in the Matter of a Bad Beat Poker Dispute

Petition for Rehearing in the Matter of a Bad Beat Poker Dispute

The purpose of this hearing is to take action on the Petition for Review filed by Louie LaLonde on behalf of the Saloon No. 10. Representing Saloon No. 10 was Richard Pluimer, Attorney, and Marty Nelson, Poker Manager. John Fegueroa represented himself pro se. The Petitioner's request that the Commission reconsider its Decision and Order dated October 15, 2018. The decision on this matter was deferred to Executive Session.

General Meeting

Commissioner McFarland called the general meeting to order at 2:00 p.m.

Approval of Agenda

No changes to the agenda were noted.

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No conflicts of interest to any items on the agenda were noted.

UNAPPROVED MINUTES

September 19, 2018 Meeting

Commissioner Fischer made a motion to adopt the drafted minutes from the September 19, 2018 meeting. Commissioner Wordeman seconded the motion which carried unanimously.

Remarks by Secretary of Revenue Andy Gerlach

Andy Gerlach, Secretary of Revenue, gave a brief report on the recent activities of the Department of Revenue and the transition to the administration of the Governor elect.

Mr. Gerlach presented a proclamation from Governor Daugaard proclaiming that November 15, 2018 is Larry Eliason day.

Craig Sparrow, Deputy Executive Secretary, presented a plaque from the commission to staff to Larry Eliason for his years of service

Report on G2E

Larry Eliason, Executive Secretary, gave a brief report on the G2E conference. Deputy Executive Secretary Craig Sparrow and, Commissioner Wagner and Commissioner Strommen also attended the conference.

Stipulation of Assurance and Voluntary Compliance

August Hewson

A monetary penalty of \$100.00 is to be paid not later than November 30, 2018 was imposed for a complaint which was filed on October 23, 2018 alleging that the Defendant engaged in conduct constituting grounds for disciplinary action by failing to bring his gaming license to work with him and by wearing the gaming license of another employee while on duty at First Gold, a licensed gaming establishment, on October 10, 2018.

Commissioner Wagner made a motion to accept the Stipulation of Assurance and Voluntary Compliance and the imposed monetary penalty. Commissioner Fischer seconded the motion which carried unanimously.

2019 Live Horse Racing Dates

Verendrye Benevolent Association

Racing Dates:

April 27, 2019

April 28, 2019

May 4, 2019

UNAPPROVED MINUTES

May 5, 2019

North East Area Horse Racing, Inc.

Racing Dates:

May 18, 2019

May 19, 2019

May 25, 2019

May 26, 2019

Commissioner Wagner made a motion to grant the 2019 live racing dates as requested in the applications for Verendrye Benvolent Association and North East Area Horse Racing, Inc. Commissioner Fischer seconded the motion which carried unanimously.

2019 Renewal Pari Mutuel Business License Applications

2019 Simulcast Provider

Am West Entertainment, LLC

Commissioner Wagner made a motion to approve the renewal of AmWest Entertainment's simulcast provider license with the condition that on or before March 13, 2019 the company renew or extend the existing bond or replace it with a bond or surety which is acceptable to the Commission's legal counsel. Commissioner Wordeman seconded the motion which carried unanimously.

2019 Simulcast Site

Triple Crown Casino

Commissioner Wordeman made a motion to approve the renewal of Triple Crown's simulcast site license. Commissioner Wagner seconded the motion which carried unanimously.

Extension of Commission Designee on Hub Bond

In anticipation of the retirement of Executive Secretary Larry B. Eliason on January 9, 2019, and in recognition of Resolution No. 11-16-17-01. The Commission confirms that Larry B. Eliason shall continue to be authorized to act as the Commission's designee under Resolution No. 11-16-17-01.

Commissioner Wagner made a motion to approve Resolution No. 11-15-18-01. Commissioner Fischer seconded the motion which carried unanimously.

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A copy of the Resolution is attached to these minutes

UNAPPROVED MINUTES

Next Meeting Date

The next meeting is scheduled for March 27, 2019. Commissioner Wordeman made a motion to approve the March 2019 meeting date. Commissioner Strommen seconded the motion which carried unanimously.

Proposed 2019 Quarterly Meeting Dates

Executive Secretary Eliason recommended the following tentative quarterly meeting dates for 2019:

Wednesday, March 27, 2019

Wednesday, June 12, 2019

Wednesday, September 18, 2019

Wednesday, November 13, 2019

Commissioner Wagner made a motion to approve the tentative quarterly meeting dates for 2019. Commissioner Fischer seconded the motion which carried unanimously.

Deadwood Licensing Matters

Key Renewals-2019

Deputy Executive Secretary Sparrow recommended the approval of the Key License renewals for 2019 as listed on pages 47-48A of the meeting packet.

Commissioner Wagner made a motion to approve the Key license renewals as recommended by staff. Commissioner Strommen seconded the motion which carried unanimously.

Business License Approval

Deputy Executive Secretary Sparrow recommended the approval of the following Business license:

- ✓ Approval of Avalon Gaming, Inc. as an owner of an Associated Equipment license **(10877-AE)** with the following individual as the Owner:

- Randy Beard **10878-OW**

Commissioner Fischer made a motion to approve the Business license as recommended by staff. Commissioner Wagner seconded the motion which carried unanimously. **74**

Public Comment

Mike Trucano appeared before the Commission to thank Larry Eliason for his service to the Deadwood gaming industry. Mr. Trucano also wanted to comment on the Poker Bad Beat matter, but Commission Counsel objected to comments on that subject because the hearing had been concluded and that the attorney for Saloon # 10 was no longer in the room.

There were no further public comments.

A brief recess was taken at 2:55 p.m. and returned at 3:10 p.m.

Public Hearing on Proposed Rule Change

Variations of Play Triple Win 20

Commissioner Wagner made a motion to adopt the rule change as outlined on pages 49-63 of the meeting packet. Commissioner Wordeman seconded the motion which carried unanimously.

Executive Session

Commissioner Wagner made a motion to go into Executive Session. Commissioner Fischer seconded the motion which carried unanimously.

At 3:15 p.m. the Commission went into Executive Session pursuant to SDCL 1-25-2 (1) (3) and (4) and 42-7B-8.1 (4).

The Executive Session was concluded at 4:48 p.m.

Decision Petition of Rehearing in the matter of Bad Beat Poker Dispute

Commissioner Wagner made a motion to reconsider the order dated October 15, 2018 based on evidence heard during the hearing and to approve the decision made by the Executive Secretary that Saloon No. 10's posting regarding the Bad Beat Jackpot is in compliance. Commissioner Fischer seconded the motion.

On a roll call vote motion carried 3 to 2.

Commissioner Fischer	Aye
Commissioner Wordemen	Nay
Commissioner Strommen	Nay
Commissioner Wagner	Aye
Commissioner McFarland	Aye

75

With no further business to be discussed Commissioner Fischer made a motion to adjourn the meeting. Commissioner Wordeman seconded the motion which carried unanimously.

The meeting was adjourned at 4:50 p.m.

Respectfully Submitted,

Kathy Fredericksen

Dennis McFarland, Chairman

Larry B. Eliason, Executive Secretary



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

DATE: March 13, 2019

TO: SD Commission on Gaming
Susan Christian, Acting Executive Secretary

FROM: Craig Sparrow, Deputy Exec. Secretary

RE: Training-GLI Roundtable

On March 6 & 7, 2018, I attended training presented by Gaming Laboratories International, Inc. (GLI) who is our contracted testing lab. It was attended by approximately 300 state and tribal regulators from gaming jurisdictions throughout the world. The primary theme of this annual training is the discussion of trends in the gaming industry, technology that is being used to improve the industry and its impact on gaming regulation.

The two main topics that were brought forward again this year was again Sports Wagering and the industry's attempt to cash in on the "Millennials". Both these topics have a large impact on our regulations, both in the rules relating to technology and the policies the Commissions develop.

As sports wagering continues to be adopted in new jurisdictions, the feedback coming from these jurisdictions it is that although sports wagering has been around for many years in Nevada, the business of and processes involved in sports wagering is very different than traditional casino gambling. At this point the service providers that have been operating in Nevada and Europe have the advantage when it comes to an understanding of it.

Areas that the Commissions should try to adopt similar operational policies were in licensing systems (who are you going to license), required reserve accounts to cover wagering activity and the definition of mobile gaming. Whether mobile wagering is approved statewide or not, another element of mobile wagering is "on-site" mobile wagering. Regulation should consider whether patrons should be allowed to use personal mobile electronics (smart phones) or require operator provided wagering units.

One misconception relating to statewide mobile wagering is that it hurts brick and mortar casinos which operators from both Nevada and New Jersey who have both have not experienced. They've reported that it has helped strengthen brand loyalty with their casinos.

Due to the popularity of futures wagering such as placing a bet on a team to win the championship before the season starts, bankroll and reserve account requirements become important as the casino is holding monies placed on the outcome of wagers that may not be determined for several months. Nevada regulation requires sports wagering operators to hold \$2 for every \$1 wagered as a way of protecting the customer.

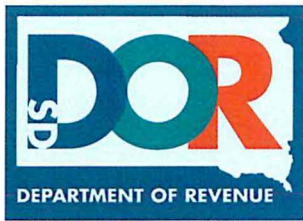
The last items I will mention relating to sports wagering is whether the wagering is Anonymous, Account Based or a combination of the two. Depending on wagering limits, KYC requirements (know your customer) effects how wagering transactions can be placed. Obviously mobile wagering requires setting up of an account, but the use of a kiosk can be completed either way and placing a wager over the counter with an employee with most typical wagers is anonymous unless it's a large amount.

It was the opinion of the several presenters that items like these need to be discussed early in the process of adopting sports wagering to help achieve the desired results whether that be as another revenue source for the state as many jurisdictions have done or simply as another offering for the casino customer.

Manufacturers continue to develop skill-based games attempting to attract a younger generation, but they have had very limited success. The use of virtual reality is an area they continue to work in hoping to give this demographic a familiar setting like their home video gaming experiences.

E-Sports is one area that continues to grow with this younger age group but there is limited opportunity for the casinos to make money from this activity. It is estimated that over \$7 Billion is being wagered on E-Sports, most of it illegally. Casino Properties are developing E-Sport Arenas attempting to capitalize on other revenue sources from these patrons through hotel, food & beverage and other amenities they enjoy.

Wagering through sports books on these events has grown as regulators gain understanding of the technology and ways to verify the fairness of the games. The regulatory bodies that govern these events continue to advance to bring legitimacy to their sport. Even as legal sports wagering increases on these events, it is still sports wagering which provides limited revenue for the sports book operator.



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

TO: Commissioners

FROM: Susan Christian, Acting Executive Secretary
Larry Eliason, Special Assistant

SUBJECT: Stipulation of Assurance and Voluntary Compliance Wooden Nickel

DATE: March 15, 2019

Included in the packet is unsigned Stipulation of Assurance and Voluntary Compliance for the Wooden Nickel. The meeting with the Licensee is scheduled for March 18, 2019 and the signed Stipulation will be provided to you at the March 27, 2019 meeting.



SOUTH DAKOTA COMMISSION ON GAMING

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SOUTH DAKOTA COMMISSION
ON GAMING,

PLAINTIFF

STIPULATION AND ASSURANCE

VS.

OF VOLUNTARY COMPLIANCE

Wooden Nickel Casino
A3016-RT

DEFENDANT

RECITALS

A complaint was filed against the Defendant on January 29, 2019 by Mark Heltzel, an enforcement agent for the South Dakota Commission on Gaming.

The parties wish to resolve the complaint by a Stipulation of Assurance and Voluntary Compliance.

An Informal Consultation was held between the Acting Executive Secretary and the Defendant on March 18, 2019.

I

The complaint filed on January 29, 2019 alleged that the Defendant engaged in conduct constituting grounds for disciplinary action by failing to maintain full view and control of the premise where gaming is conducted which resulted in allowing a patron to break into a slot machine and remove the bill box from the property.

II

The Defendant answered the complaint on or about February 12, 2019. In the licensee's answer Mr. Haverberg, registered Agent, denies that the casino was in violation of SDCL 42-7B-40 that was alleged in the complaint.

80

Mr. Haverberg stated that the casino's intentions are to install an entrance video alarm as well as update the surveillance equipment for a more thorough coverage of the gaming floor.

III

While commission staff acknowledges that licensed employees were on duty within the contiguous premises, the licensed employees failed to maintain full view and control of the gaming devices as required in 42-7B-40 whether through their direct presence in the retail location or by authorized electronic devices or monitoring equipment

For the conduct described in the complaint the Acting Executive Secretary requires the retail licensee to install video alarms at the entrances, update the surveillance equipment as the licensee stated in his response and imposes a monetary penalty of Five Hundred Dollars (\$500.00) to be paid to:

South Dakota Commission on Gaming
87 Sherman Street
Deadwood, SD 57732

not later than April 1,2019.

IV

The Defendant recognizes that this Stipulation of Assurance and Voluntary Compliance will be made a public record.

V

The Defendant recognizes that this Stipulation of Assurance and Voluntary Compliance is subject to the approval of the South Dakota Commission on Gaming and that execution of this document does not prohibit the Commission from re-opening this matter for further investigation which could lead to an administrative hearing before the Commission and further disciplinary action against the Defendant.

DATED at Deadwood, South Dakota, the 18th day of March 2019.

SUSAN CHRISTIAN, CIA
Acting Executive Secretary
South Dakota Commission on Gaming

WOODEN NICKEL CASINO
Defendant
Defendant

By _____

Its _____



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

To: Ed Martin,
President
Association of Racing Commissioners International

From: South Dakota Commission on Gaming

Pursuant to Section 2.4.5 of the Bylaws of the Association of Racing Commissioners International the South Dakota Commission on Gaming hereby designates Dennis McFarland as its voting representative and Karen Wagner and Susan Christian as its alternate voting representatives at the annual meeting of the Association to be held in Arcadia, California, April 3-5, 2019

Dennis McFarland
Chairman
South Dakota Commission on Gaming

Date



445 East Capitol Avenue
Pierre, SD 57501-3185
Phone: 605-773-6050
Fax: 605-773-6053

Background on Bond for Potential New Racing Operator at BCF

The Commission staff has been contacted by an individual from Aberdeen who has stated that he wants to conduct horse racing in Aberdeen. Apparently he is not affiliated with Northeast Area Horse Racing, Inc. (NEAHR) in any manner. It is also unclear from the phone conversations with this individual if he wants to run horse races at a different time in addition to the race meeting conducted by NEAHR or if he wants to run the horse races in May instead of NEAHR.

The Commission has approved racing dates every year at the November but it has been many years since we have had a potential new operator. SDCL 42-7-60 requires in the case of new conditions (which I think applies in the case of a new operator) a bond to cover payments to the commission and "to guarantee proper payout of wagers."

The amount paid to the Commission by NEAHR for the last two years has averaged \$6,630 and the amount paid to winning bettors has averaged \$123,408.

The total of these two amounts is \$130,038. Based on these numbers I recommend that the bond for any new operator at Aberdeen be set at \$150,000. Based on our experience with the Bettor Racing, Inc. bankruptcy and the claims that have been made against that bond I also recommend the form of the bond be a Certificate of Deposit in the name of the South Dakota Commission on Gaming and held in a state or federally chartered financial institution in Pierre or Fort Pierre.

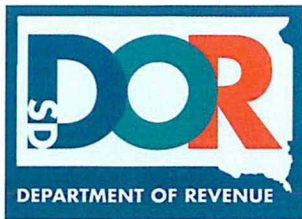
A handwritten signature in cursive script, reading "Larry B. Eliason".

Larry B. Eliason
Special Assistant

42-7-60. Bond required of applicant for license--Waiver--Revocation or suspension of license on nonpayment of fees or taxes. Every person applying for a license under §§ 42-7-58, 42-7-58.1, and 42-7-56(16) shall give bond payable to the State of South Dakota with good security to be approved by the commission. The bond shall be the amount which the commission determines is adequate to protect the amount normally due and owing to the commission in a sixty-day period or, in the case of new or altered conditions, based on the projected revenues and to guarantee proper payout of wagers.

The commission may waive the bond. In such event, the amount of taxes and fees due and owing the state shall be a lien on the license to operate. The lack of timely payment shall be cause for revocation or suspension of the license to operate.

Source: SDC 1939, § 53.0504; SDCL, § 42-7-11; SL 1978, ch 302, § 16; SL 1991, ch 349, § 14; SL 2000, ch 212, § 4; SL 2005, ch 229, § 3.



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

RESOLUTION NUMBER 03-27-19-01

The South Dakota Commission on Gaming hereby makes the following allocations for purse supplements and racing operations for the 2019 live horse racing season:

To the Verendrye Benevolent Association:

\$22,000.00 from the South Dakota bred racing fund for purses for races that are restricted to South Dakota bred horses including stakes races;

\$4,000.00 per racing day from the South Dakota bred racing fund, not to exceed a maximum of \$ 16,000.00 for point money for South Dakota bred horses that compete in races that are not restricted to South Dakota bred horses and on which pari mutuel wagers and are accepted at the Stanley County Fairgrounds

\$53,500 from the special racing revolving fund for racing operations and purses.

All money received and dispersed by the Verendrye Benevolent Association for racing operations and purses, South Dakota Bred Fund point money, and the Horsemen's Bookkeeper's account shall be maintained in segregated bank accounts and shall not be comingled with any funds of any other organization.

To the Northeast Area Horse Racing Inc:

\$22,000.00 from the South Dakota bred racing fund for purses for races that are restricted to South Dakota bred horses, including stakes races;

\$4,000.00 per racing day from the South Dakota bred racing fund, not to exceed a maximum of \$16,000.00 for point money for South Dakota bred horses that compete in races which are not restricted to South Dakota bred horses and on which pari mutuel wagers are accepted at the Brown County Fairgrounds;

\$53,500 from the special racing revolving fund for racing operations and purses.

85

None of the funds allocated above may be used as purse supplements to any race in which less than five (5) qualified horses have been entered under the supervision of a state steward.

These funds are allocated on the following conditions:

- 1) that each corporation shall obtain an insurance policy or policies with limits of \$ 1 Million and naming the South Dakota Commission on Gaming and its agents and employees as additional insureds. The policy or policies shall include general liability, liquor liability, jockey insurance and horse racing activities;
- 2) that each corporation shall obtain a bond to be used if necessary to pay purses, salaries, wagers and payments to vendors for goods and services provided to the corporation in conducting its racing operations. The amount of the bond for the Verendrye Benevolent Association shall be \$42,000 and the amount of the bond for the Northeast Area Horse Racing, Inc. shall be \$50,000.

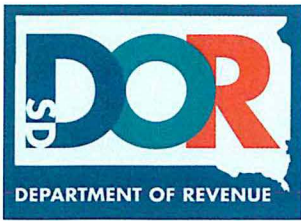
Track management is authorized to make adjustments in the above categories with prior approval of the Acting Executive Secretary of the Commission.

These funds shall be made available to the race tracks upon approval of vouchers by the Acting Executive Secretary and the purposes for which these funds are used shall be subject to an audit by the Commission's audit staff after the financial reports required by ARSD 20:04:20:10 have been furnished to the Commission.

The Acting Executive Secretary is authorized to withhold \$4,789.00 from the distribution of the \$53,500.00 allocated to the Verendrye Benevolent Association for operations to guarantee payment of taxes and fees to the Commission until such time as the Association has paid in full all taxes and fees due the Commission for the 2019 racing season.

The Acting Executive Secretary is authorized to withhold \$7,707.00 from the \$53,500.00 allocated to the North East Area Horse Racing, Inc. to guarantee payment of taxes and fees due the Commission until such time as the Corporation has paid in full all taxes and fees due the Commission for the 2019 racing season.

In the event that either corporation informs the Acting Executive Secretary in writing that the Board of Directors of the corporation has taken official action to not conduct live horse racing in 2019 the Acting Executive Secretary is authorized to transfer the allocation of \$53,500 from the special racing revolving fund to the other corporation to be used for purses and racing operations. The money allocated from the South Dakota bred racing fund to a corporation which does not conduct live racing in 2019 shall be held in the fund for use in future racing seasons.



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
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RESOLUTION NUMBER 03-27-19-02

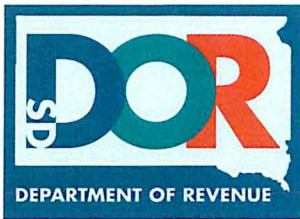
Section 1. The Acting Executive Secretary is authorized to reimburse the Verendrye Benevolent Association and the North East Area Horse Racing, Inc. from the special racing revolving fund for longevity payments to licensed jockeys who participate in races in South Dakota during the 2019 season according to the following criteria:

Section 2. Any jockey who has filed with the Commission staff proof of having been given a physical examination within the last year and has earned a jockey fee in at least four races per racing day or has been available to ride in races throughout each racing day (unless excused by the stewards in their sole discretion for a period of time not to exceed 2 racing days) at the Fort Pierre Race Track shall be eligible to receive a longevity payment of Five Hundred Dollars (\$500.00) to be paid at the time of payment of jockey fees for the last racing day at the Fort Pierre Race Track.

Section 3. Any jockey who has filed with the Commission staff proof of having been given a physical examination within the last year and has earned a jockey fee in at least four races per racing day or has been available to ride throughout each racing day (unless excused by the stewards in their sole discretion for a period of time not to exceed 2 racing days) at the Brown County Fairgrounds shall be eligible to receive a longevity payment of Five Hundred Dollars (\$500.00) to be paid at the time of payment of jockey fees for the last racing day at the Brown County Fairgrounds.

Section 4. Any jockey who was eligible to receive a long longevity payment under **both** Section 2 **and** Section 3 of this Resolution shall be eligible to receive an additional longevity payment of Five Hundred Dollars (\$500.00) to be paid at the time of payment of jockey fees for the last racing day at the Brown County Fairgrounds.

Section 5. A list of jockeys who are eligible to receive longevity payments shall be provided to the Horsemen's Bookkeeper by the Presiding Steward.



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

TO: Commissioners

FROM: Susan Christian, Acting Executive Secretary

DATE: March 2019

SUBJECT: Appointment of Horse Racing Officials

Pursuant to ARSD 20:04:20:18 I recommend the Commission approve the following persons to serve as Commission racing officials for the 2019 racing season:

Presiding Steward	Lloyd Just
State Steward	Larry Eliason
Commission Veterinarian	Roger Cooper, DVM

North East Area
Aberdeen

List the names of persons who will serve as officials of the race meeting,

Racing Secretary Mike Schmidt
 Association Steward Ron Sieler
 Clerk of Scales Doug Runge
 Jockey Room Custodian Doug Runge
 Starter Shane Kramme
 Assistant Starter Various Gate crew (TBD)
 Handicapper Bobby Haar
 Timers Bobby Haar, Shannon Yeske, Mike Schmidt
 Horse Identifier Shane Anderson
 Paddock Judge Shane Anderson
 Mutuel Manager Veronica Johnson
 Outriders Jerry Duncan, Doug Moody

I Bobby Haar declare and affirm under the penalties of perjury that this application and any statements, attachments, supporting schedules or documents have been examined by me and to the best of my knowledge and belief are in all things true and correct. I understand that any person who signs such a statement knowing the same to be false or untrue in whole or in part shall be guilty of perjury.

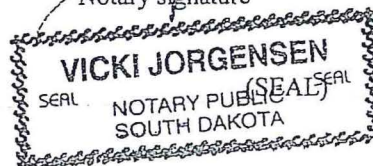
Bobby Haar
 General Manager or President of the Board

Subscribed and sworn to before me on the 25th day of October, 2018.

Vicki Jorgensen
 Notary print name

Vicki Jorgensen
 Notary signature

My Commission expires: 3-26-20



Verendrye Benevolent Assoc. Ft. Pierre

List the names of persons who will serve as officials of the race meeting,

Racing Secretary Bill Floyd

Association Steward Doug Ronge

Clerk of Scales David Kramme

Jockey Room Custodian David Kramme

Starter Shane Kramme

Assistant Starter Ken Olson

Handicapper Bill Floyd

Timers Jerry Duncan, Ken Olson

Horse Identifier Jerry Duncan

Paddock Judge Jerry Duncan

Mutuel Manager Linda Brown; Money Room, Dawn Stover

Outriders Bryon Biwer, Matt Clair Mutuel Manager

I Shane Kramme declare and affirm under the penalties of perjury that this application and any statements, attachments, supporting schedules or documents have been examined by me and to the best of my knowledge and belief are in all things true and correct. I understand that any person who signs such a statement knowing the same to be false or untrue in whole or in part shall be guilty of perjury.

Shane Kramme
General Manager or President of the Board

Subscribed and sworn to before me on the 26 day of Oct, 2018

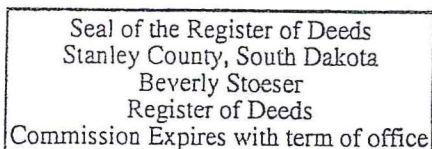
Beverly Stoesser
Notary print name

Beverly Stoesser

90

My Commission expires:

(SEAL)



South Dakota Commission on Gaming
Licensing
March 27, 2019

Key License

- ✓ Aaron Maag
- ✓ Allen Clayton
- ✓ Stephanie Adams
- ✓ David Scott

Key License Renewal

- ✓ Thomas Frank

Business License Approval

- ✓ Recommend approval of Trevor Croker **(10041-DR)** as Director on the Aristocrat Leisure Limited Manufacturers licenses **(0108-MA)**.
- ✓ Recommend approval of Gaming Partners International USA, Inc. for an Associated Equipment Manufacturer / Distributor's license **(10983-AE)**.
- ✓ Recommend approval of Aces Full, Inc and Bart Hamm as owner for an Operator **(11022-OP)** and a Route Operator License **(11159-RO)**.
 - Note; The Distributors license that Aces Full, Inc **(0120-DS)** currently holds will be surrendered upon issuance of the Operator license.

Ratification of Licensing Actions by the Executive Secretary per 42-7B-11 (16)-License Renewals

Key Licensees

- ✓ Tana Neel
- ✓ Liz Vodicka
- ✓ John Johnson
- ✓ Austin Burnham
- ✓ Jim Spears
- ✓ Tracy Island
- ✓ Britton Siemonsma
- ✓ Deb Klima
- ✓ Ryan Klima
- ✓ Beverly Bachand

Retail Licensees

- ✓ Best Western Hickok House



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

February 25, 2019

MEMORANDUM

DATE: February 25, 2019
TO: South Dakota Commission on Gaming
FROM: Russell Belina
SUBJECT: Aaron Maag / License # 10829-18-KY

Aaron is currently working full time as a contractor for Maag Construction in Deadwood, SD. Before beginning working full time as a contractor, Aaron worked as a maintenance supervisor since October of 2016 at the Gold Dust Casino. Aaron continues to work part time at the Gold Dust fixing items when needed. Aaron has held a South Dakota Commission on Gaming support license since 2016. Prior to working at the Gold Dust, Aaron worked at Scot Industries in Wisconsin. Aaron also holds a South Dakota real estate license #17442.

Concerns: None

Recommendations: It is recommended that the applicant be approved for a Key Employee License. No derogatory information was discovered during this background investigation that would prevent the applicant from obtaining a license.



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

MEMORANDUM

DATE: 01/12/2019
TO: South Dakota Commission on Gaming
FROM: Brandon Snyder
SUBJECT: Allen Jake Clayton

Allen Clayton was born in Topeka, KS. Allen's father was in the United States Air Force. This lead to Allen moving a lot as a kid. He moved to Oklahoma, Germany, and finally Rapid City, SD. Allen attended Douglas Middle and High School and graduated in 1990. From 1990 to 1992 he attended Black Hills State University. After leaving BHSU he moved to San Diego, CA until 2003 when he returned to Rapid City, SD to take care of his father. In 2004 he graduated from Western Dakota Tech with a degree in welding. Allen Clayton is currently employed as a Delivery Driver at Builder's First Source in Rapid City, SD. He also works for Full Throttle Saloon as backstage and VIP security. He is looking to get his key license because he works as security at the Deadwood Mountain Grand. He would like to move to being a Floor Supervisor with a key license.

Area of Concern: None

Recommendations: It is recommended that the applicant be approved for a Key Employee License. No derogatory information was discovered during this background investigation that would prevent the applicant from obtaining a license.

Brandon Snyder
Special Agent-SDCG



COMMISSION ON GAMING

87 Sherman Street
Deadwood, SD 57732
Phone: (605) 578-3074
FAX: (605) 578-2263

MEMORANDUM

DATE: November 8, 2018
TO: South Dakota Commission on Gaming
FROM: S/A Angela J. Wilkerson
SUBJECT: Stephanie L. Adams

Stephanie Adams is presently employed as the owner of Days Inn in Spearfish, SD, and as a member of management at Deadwood Gulch Saloon in Deadwood, SD. Adams has owned Days Inn since 2004. Her family has owned Deadwood Gulch Saloon since 2016 and she has been assisting with its operations since then.

Adams received a Support License with the South Dakota Commission on Gaming in March of 2016. Adams applied for a Key License in 2016 and withdrew her application in lieu of denial. She has had no disciplinary issues and has never been licensed in any other gaming jurisdiction.

Areas of Concern: None

Recommendation: Upon completion of this background investigation, it is recommended that Stephanie L. Adams be **approved** for a Key License. There was nothing found during the course of this investigation that would preclude her from Key licensure in Deadwood.

Angela J. Wilkerson
Special Agent
South Dakota Commission on Gaming



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

MEMORANDUM

DATE: March 15, 2019
TO: South Dakota Commission on Gaming
FROM: Mark Heltzel
SUBJECT: David Scott

David is currently working at Mineral Palace Casino in Deadwood. He is employed as a cashier and floor supervisor. David has been employed in this position since 2010. He obtained his support license in 2000.

Concerns: None

Recommendations: It is recommended that the applicant be approved for a Key Employee license. No derogatory information was discovered during this background investigation that would prevent the applicant from obtaining a license.



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
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MEMORANDUM

DATE: December 21, 2018
TO: South Dakota Commission on Gaming
FROM: S/A Angela Wilkerson
SUBJECT: Trevor J. Croker

Trevor Croker is the CEO and Managing Director at Aristocrat Leisure Limited. Croker is also a director for various Aristocrat companies by country. Croker has been employed with Aristocrat in some capacity since 2009.

Croker is a resident and citizen of Australia. He has been applying for licensure in gaming jurisdictions across the United States due to his employment with the manufacturer, Aristocrat, which conducts business in South Dakota. Croker has already received licensure in other U.S. state gaming jurisdictions. He has had no known disciplinary actions since receiving any licensure thus far. Croker has never been licensed in South Dakota.

Areas of Concern: None

Recommendations: Recommendation as a result of this background investigation is that Trevor J. Croker be **approved** for licensure as a Director with Aristocrat Technologies. No information was found during the course of this investigation that would preclude this applicant from licensure.

Angela J. Wilkerson
Special Agent
South Dakota Commission on Gaming



COMMISSION ON GAMING

87 Sherman Street
Deadwood, SD 57732
Phone: (605) 578-3074
FAX: (605) 578-2263

MEMORANDUM

DATE: November 20, 2018
TO: South Dakota Commission on Gaming
FROM: Mark Heltzel
SUBJECT: Gaming Partners International USA, Inc.

10983-AE

Name of Gaming Business:

Gaming Partners International (GPI), is a full-service supplier of gaming furniture and equipment for casinos worldwide. GPI was the vision of François Carretté, the first chairman of the board of GPI and president of Holding Wilson, GPI's main shareholder. GPI was created from joining three of the world's leading gaming suppliers, Bourgogne et Grasset (B&G), Paul-Son Gaming Supplies, and The Bud Jones Company. Gaming Partners International Corporation was formed in 2002 through a reverse merger between Paul-Son Gaming and B&G. In 2014, GPI acquired Gemaco Inc. further expanding the depth of its product offerings and market reach.

Featuring popular brands such as Paulson®, B&G®, Bud Jones® and Gemaco, GPI table game products range from casino currency with proprietary design and security features, to new ideas in gaming tables.

GPI sells its game equipment worldwide and with manufacturing plants in Mexico, France and Asia, GPI is equipped to serve casino customers in all major gaming regions including North and South America, Asia, Europe, Australia and South Africa.

With over 750 employees GPI directly manufactures and supplies a wide range of casino products to licensed casinos worldwide. Their products include casino currency (chips, plaques and jetons), RFID products and technology, layouts, dice, cards, gaming furniture and accessories, and other table game related products including European and American roulette wheels.

Concerns: None

Recommendations: As a result of this background investigation it is recommended that Gaming Partners International USA, Inc. be approved for an Associated Equip Mfg./ Dist. License

97

Agent Heltzel
SDCG



SOUTH DAKOTA COMMISSION ON GAMING

87 Sherman Street • Deadwood, SD 57732
(605) 578-3074 • dor.sd.gov/gaming

MEMORANDUM

DATE: March 13, 2019
TO: South Dakota Commission on Gaming
FROM: S/A Angela J. Wilkerson
SUBJECT: ACES FULL, INC. 11022-OP / 11159-RO

ACES FULL, INC. is licensed as a distributor with the South Dakota Commission on Gaming (SDCG). The business was incorporated in January of 1999 and received licensure with the SDCG in December of 1999. It is owned and operated by Bart P. Hamm of Rapid City, SD.

ACES FULL, INC.'s primary business has been the buying, refurbishing and selling of used slot machines and parts. Over the last few years, the demand for such businesses has decreased and as a result ACES FULL, INC. has downsized business operations. ACES FULL, INC. is presently seeking licensure as an operator with the intent to purchase a gaming operation in Deadwood, SD.

Since receiving licensure in 1999, ACES FULL, INC. received two disciplinary actions (2001 and 2004) and paid all penalties. There have been no disciplinary actions since 2004.

ACES FULL INC. and/or its owner, Bart Hamm have been licensed with at least four tribal gaming commissions including tribes in South Dakota, Texas and Wyoming. They have also been licensed with the New Mexico Gaming Control Board. There were no known disciplinary actions in any other jurisdiction.

Areas of Concern: None

Recommendations: Recommendation as a result of this background investigation is that ACES FULL, INC., owned and operated by Bart P. Hamm, be **approved** for an Operator and Route Operator License. There was nothing found during the course of this investigation that would preclude the applicant from obtaining this licensure.

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Angela J. Wilkerson
Special Agent - SDCG