

**FORM 6****SOUTH DAKOTA COMMISSION ON GAMING  
Notice of Public Hearing to Adopt Rules**

A public hearing will be held at the City Hall, 102 Sherman Street, Deadwood, South Dakota, on Tuesday, March 18th, 2024, at 9:00 a.m., MT, to consider the adoption and amendment of proposed rules numbered:

§§ 20:18:15:30.20 Variations of the Play -- Double Down Madness.

§§ 20:18:16:15.24 The play -- Run'em Twice Poker.

The effect of the rules will be to offer a variation of play and corresponding pay table for Blackjack and a new poker game and corresponding rules associated therewith.

The reason for adopting the proposed rules is to offer a variation of Blackjack in effort to provide varying table options and interest in a new bet variation.

The poker variation will offer a new game option that provides different variations of play from the currently authorized versions. Each of the rules variations are anticipated to be offered in establishments within the jurisdiction of the South Dakota Commission on Gaming.

Persons interested in presenting amendments, data, opinions, and arguments for or against the proposed rules may appear in-person at the hearing, or mail or e-mail them to South Dakota Commission on Gaming, 120 Industrial Drive, Suite 1, Spearfish, South Dakota, 57783 and mark.heltzel@state.sd.us. The deadline to submit any such written comments for consideration by the South Dakota Commission on Gaming is seventy-two hours before the date of the public hearing.

After the written comment period, the South Dakota Commission on Gaming will consider all written and oral comments it receives on the proposed rules. The South Dakota Commission on Gaming may modify or amend a proposed rule at that time to include or exclude matters that are described in this notice.

For Persons with Disabilities: This hearing will be located at a physically accessible place. Please contact South Dakota Commission on Gaming at least 48 hours before the public hearing if you have special needs for which special arrangements can be made by calling 605-578-3074.

The text of the above-proposed rules are available on the South Dakota Administrative Rules website at: <http://rules.sd.gov/>. Copies of the proposed rules may be obtained without charge from:

South Dakota Commission on Gaming  
120 Industrial Drive, Suite 1  
Spearfish, South Dakota 57783  
Telephone: (605) 578-3074

Published at the approximate cost of \$\_\_\_\_\_.

**§§ 20:18:15:30.20 -- Variations of the play – Double Down Madness**

Double Down Madness is a Blackjack variation game.

- (1) Double Down Madness is a variant of Blackjack, 6 or 8 standard decks consisting of standard 52-card decks will be used.
- (2) Each player will make an initial bet in the amount specified at the table by the retail licensee and may place optional or mandatory progressive Push 22 wager based on the operator's discretion. (per house policy)
- (3) The player receives a single face-up card and the dealer receives a face-up card and a face-down card. Before the player takes any action, the dealer peeks for a blackjack when they have an Ace, Ten, Jack, Queen, or King as the up-card. If they have a blackjack, the game immediately ends and the main wager is lost, regardless of the player's card. Otherwise, the player chooses to hit, stand, or double down.
- (4) Double Down Madness follows the basic blackjack rules and exceptions as follows:
  - a. Hit: The player receives an additional card.
  - b. Stand: The player indicated their actions are complete.
  - c. Double Down: The player places an additional wager of value less than or equal to their current wager amount. Note that the player can continue taking actions after doubling down. The player can double down even with three or more cards. The only exception is if they double down with a single ace in which the player is dealt a single-card and is forced to stand.
  - d. Note that surrendering and splitting are not available.
- (5) The player repeatedly chooses from the actions above until they choose to stand, or their hand busts with a score of over 21. If the player busts, they lose their main wager and any

additional wagers made from doubling down. If the player has a blackjack, from hitting or doubling down, they immediately win.

- (6) The dealer then reveals their face-down card. The dealer hits until their hard-total is 17 or higher; dealer hits on soft-17. If the dealer ends up with a total of 22 points, then all non-busted wagers push. Otherwise, the dealer and player hands are compared as in conventional Blackjack.
- (7) Insurance- If the dealer's up-card is an Ace, an Insurance Wager is offered to the player at half of the amount of the main wager. The dealer proceeds to peek at their face-down card to check for a blackjack. If so, the Insurance Wager wins 2 to 1. Otherwise, the Insurance Wager is lost. Note-No even money is allowed
- (8) The Push 22 side wager wins if the dealer ends with a total of 22. If the player busts or obtains a blackjack, the dealer will still draw cards for the purpose of resolving the Push 22 side wager.

**(9) Table 1. Blackjack Paytables**

<u>Event</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>
<u>Suited Blackjack</u>	<u>2 to 1</u>	<u>3 to 2</u>	<u>3 to 1</u>
<u>Non-Suited Blackjack</u>	<u>3 to 2</u>	<u>3 to 2</u>	<u>1 to 1</u>

**Table 2a. Push 22 Paytables**

<u>Event</u>	<u>Paytable 1</u>	<u>Paytable 2</u>
<u>Dealer Suited 22</u>	<u>50 to 1</u>	<u>50 to 1</u>
<u>Dealer Colored 22</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Dealer 22</u>	<u>8 to 1</u>	<u>7 to 1</u>

**Table 2b. Push 22 Paytables (cont'd)**

<u>Event</u>	<u>Paytable 3</u>
<u>Dealer 22</u>	<u>11 to 1</u>

Source: SL1989, ch 374, § 6; SL 2015, ch 218, § 4; SL 2016, ch 212, § 2; SL 2021, ch 189, § 4.

**General Authority:** SDCL 42-7B-7.

**Law Implemented:** SDCL 42-7B-4(6), 42-7B-7, 42-7B-15.