

## ARTICLE 20:18

### GAMING COMMISSION -- DEADWOOD GAMBLING

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## CHAPTER 20:18:06

### APPLICATIONS AND FEES

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**20:18:06:02. Fee required with application.** An application fee must accompany each application for license, game, or game variation approval in the following amounts:

- (1) Slot machine manufacturer or distributor, \$5,000;
- (2) Operator license, \$1,000;
- (3) Route operator license, \$1,000;
- (4) Game and game variation approval not including pay table changes, \$2,000;
- (5) Retail license, \$250;
- (6) Gaming property owner license, \$250;
- (7) Key employee license, \$150; ~~and~~
- (8) Support license, \$50; and
- (9) Associated equipment manufacturer or distributor, \$500.

**Source:** 16 SDR 57, effective October 1, 1989; 16 SDR 233, effective July 1, 1990; 19 SDR 21, effective August 20, 1992; 21 SDR 98, effective November 30, 1994; 27 SDR 53, effective December 4, 2000; 39 SDR 100, effective December 3, 2012; 41 SDR 218, effective July 1, 2015.

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

**Law Implemented:** SDCL 42-7B-7, 42-7B-11(1), 42-7B-21, 42-7B-22.

## CHAPTER 20:18:12.01

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**20:18:12.01:07.01. Entitlement to slot machine credits or payouts and to abandoned monies.** A patron must be actively engaged in playing a slot machine to be entitled to any credits or payouts from the slot machine. If a patron leaves a slot machine with credits on the machine, the patron waives any right to claim these credits. Any credits removed from a slot machine or tickets found shall be taken to the cage while any investigation for its owner is conducted. Upon completion of an investigation, the ticket will either be returned to the owner

or dropped in the accounting lockbox to be treated as an unclaimed ticket. No unclaimed ticket may remain in the cage over 48 hours.

If a patron abandons chips, tokens or cash in a licensed gaming establishment or on a licensed gaming table, the patron waives any right to claim the chips, tokens or cash. Any chips tokens or cash found in a licensed gaming establishment including chips, tokens or cash abandoned on a licensed gaming table shall be taken to the cage while any investigation for the owner of the chips, tokens or cash is conducted. Upon completion of an investigation, the monies will be returned to the owner or recorded as found money on the daily cash summary at the end of the shift.

Nothing herein requires that an investigation be conducted.

**Source:** 36 SDR 112, effective January 11, 2010.

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

**Law Implemented:** SDCL 42-7B-4(21), 42-7B-7, 42-7B-11(13).

**20:18:12.01:08.01. Amount of wagers.** A licensee may establish minimum and maximum wagers up to the maximum of one thousand dollars for each initial bet or subsequent bet. The amount of the maximum wager may be less than the one thousand dollar maximum. The minimum and maximum wagers accepted for each game shall be clearly posted and enforced by the dealer.

**Source:** 27 SDR 73, effective January 30, 2001; 39 SDR 168, effective April 22, 2013.

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

**Law Implemented:** SDCL 42-7B-7, 42-7B-11(13), 42-7B-14.

**20:18:12.01:17. Pit boss requirement.** If a licensee offers blackjack, craps, roulette or house banked poker games with a bet limit in excess of one hundred dollars, a pit boss or other licensed dealer shall be present in the area of the table with such bet limit and provide supervision of the game while it is operating.

If the pit boss is functioning as a dealer at a gaming table, any decisions at that table normally reserved for the pit boss shall be referred to the pit boss's immediate supervisor for resolution.

**Source:** 38 SDR 213, effective June 18, 2012.

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

**Law Implemented:** SDCL 42-7B-7, 42-7B-11(13).

**20:18:12.01:22. Legal age to gamble – notification requirement.** All licensed gaming establishments shall prominently display a sign at each entrance to a licensed establishment which notifies the public in a conspicuous manner that gaming patrons must be twenty-one (21) years of age to gamble. All licensed gaming devices shall have a sign permanently affixed to the device notifying the public that gaming patrons must be twenty-one (21) years of age to gamble.

**Source:**

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

**Law Implemented:** SDCL 42-7B-35.

**20:18:12.01:23. Age of participants.** No licensee may allow any person under twenty-one (21) years of age to gamble, loiter in the gaming area of a casino or be present at a gambling table, slot machine or other area in which gambling is conducted unless an exemption or deviation from this rule is approved by the executive secretary. Nothing shall prevent any person under twenty-one (21) years of age from passing through a casino to nongaming areas.

**Source:**

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

**Law Implemented:** SDCL 42-7B-35.

## CHAPTER 20:18:15

### BLACKJACK

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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; ~~and~~
- (15) Bonus Spin Counts Kustom blackjack;
- (16) Bust Bonus;
- (17) TriLux Bonus blackjack with Super 3; and
- (18) Triple Win 20.

**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.

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

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

**20:18:15:30.03. Variations of the play -- 21+3.** 21+3 is a copyrighted, trademarked, and patent-pending variation of blackjack with optional three-card poker. 21+3 must be dealt and played following the standards rules of blackjack in this chapter, except as follows:

- (1) 21+3 may only be played with either six decks or two decks;
- (2) 21+3 may be played only on tables displaying the 21+3 layout. At the beginning of each round, in addition to the regular 21 bet the player may also place an optional “3” bet;

(3) The cards are dealt according to regular blackjack procedures noting that both player cards must be dealt face up. One of the dealer's cards is dealt face up;

(4) The dealer's up card and the first two cards of each player with a wager on the "3" bet form a three-card poker hand;

(5) Each player "3" bet is resolved from dealer's right to left. Losing "3" bets are taken, winning "3" bets are paid and removed from the play area immediately;

(6) After all "3" bets are resolved standard blackjack procedures apply. Insurance and hold-card peek after "3" bets resolved;

(7) ~~The table minimum "3" bet shall equal table minimum 21 bet. The "3" bet amount may not be more than 21 bet amount, but may be limited by posted house policy~~ The table "3" bet limits must be posted at each table;

(8) Tip bets may be placed by any bet (21 or "3" or both). Tip "3" bet may not be more than the player's "3" bet and may also be limited by posted house policy;

(9) Tip bets are paid at the same time as player bet and wins are taken immediately;  
and

(10) 21+3 wagers shall be paid in accordance with the following paytables:

	Paytables for 2 or 6 decks	
	Classic	Xtreme
Straight Flush	9	30
3 of a Kind	9	20
Straight	9	10
Flush	9	5
Pair	-1	-1

	Paytables for 2 decks		
	1	2	3
Straight Flush	2.5	7	9
3 of a Kind	2.5	7	9
Straight	2.5	7	9
Flush	2.5	7	9
Pair	2.5	0	-1

(All payouts are “to 1.”)

**Source:** 28 SDR 24, effective August 28, 2001; 43 SDR 131, effective April 17, 2017.

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

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

**20:18:15:30.18. Variations of 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 must be dealt and played following the standard rules of blackjack in this chapter, except as follows:

- (1) Triple Win 20 may only be played using six decks of playing cards;
- (2) No insurance wagers are allowed on Triple Win 20;
- (3) The player's first two cards are dealt face down. Only the dealer's first 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 must inspect their card for a winning hand;
- (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;
- (6) All winning hands are turned face up and are paid immediately;
- (7) The dealer may not take any additional cards once they have reached a hard total of 16;
- (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; and
- (10) Triple Win 20 wagers shall be paid in accordance with the following pay schedule which must be displayed on the table layout or on signage at the table;

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

**Source:**

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

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

## CHAPTER 20:18:16

### POKER

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**20:18:16:02. Types of poker authorized.** The retail licensee may conduct the following poker games:

- (1) Texas hold 'em;
- (2) Five-card low draw poker;
- (3) Five-card high draw poker;
- (4) Five-card high-low split draw poker;
- (5) Five-card high stud poker;
- (6) Seven-card low stud poker;
- (7) Seven-card high stud poker;
- (8) Seven-card high-low split stud poker;
- (9) Omaha;
- (10) Pineapple poker;
- (11) Super eight poker;
- (12) Hold 'em eighty-eight;
- (13) Three-card poker;
- (14) Let it ride poker;
- (15) Phil 'em up poker;
- (16) Caribbean stud poker;
- (17) Bonus 6 poker;
- (18) Twisted pineapple poker;
- (19) Texas shootout poker;
- (20) Silverado stud poker;

- (21) Four-card poker;
- (22) Hold'em 212 poker;
- (23) Texas hold'em bonus poker;
- (24) Heads up poker challenge;
- (25) Mississippi stud poker;
- (26) Ultimate Texas hold'em;
- (27) Pai Gow;
- (28) Casino War;
- (29) Fortune Pai Gow; ~~and~~
- (30) Hot Poker Spot;
- (31) Flushes Gone Wild;
- (32) High Card Flush; and
- (33) Cover All Bonus.

**Source:** 16 SDR 57, effective October 1, 1989; 17 SDR 93, effective January 6, 1991; 18 SDR 9, effective July 23, 1991; 21 SDR 98, effective November 30, 1994; 23 SDR 227, effective July 1, 1997; 25 SDR 172, effective July 11, 1999; 28 SDR 24, effective August 28, 2001; 37 SDR 131, effective January 10, 2011; 38 SDR 213, effective June 18, 2012; 40 SDR 109, effective December 2, 2013; 42 SDR 77, effective November 30, 2015.

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

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

**20:18:16:15.02. The play -- Three-card poker.** Three-card poker must be played according to the following rules:

(1) Three-card poker may be played only on tables designated by the licensee for the play of three-card poker. A single deck of cards must be used. At the operator's discretion, each player may play up to two hands following each shuffle of the deck. The rank of hands in three-card poker, from highest to lowest is straight flush, three of a kind, straight, flush, pair, and high card;

(2) Each player must make at least one initial bet in the amount specified at the table by the retail licensee and must place the bet or bets in either one, or both, of the pair plus or the ante wagering areas in front of the player's position. The optional progressive bet is made on the sensor in front of the player's position. The pair plus and optional progressive bets are placed to play for hand value only; the ante bet is placed to play against the dealer; both bets may be placed if the player wishes to play both ways. There is also an optional six card bonus wager that may be wagered to play against a payable for the best five card hand that may be made using the player's three card hand and the dealer's three card hand. To make the six card bonus wager, players must place a bet in the betting area marked as "six card bonus";

(3) Any dealer tip delivered as a wager may be placed on either one, or both, of the pair plus or ante hands, provided that the player has placed a personal wager on the same hand. If a player continues play with a play wager, the dealer's tip ante may remain in play whether or not the player adds a play wager for the dealer;

(4) Immediately before play begins and after each round of play has been completed, the dealer must shuffle the cards. After each player places his or her bets, the dealer shall press the appropriate button on the keypad. The sensors must lock in the bet and light up, indicating a progressive wager. The dealer shall remove all progressive bets from the table. Following

shuffle and cut, the dealer deals three cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer or in a three-card group dispensed by a mechanical shuffling device. The first player to receive a card or cards is the player to the left of the dealer; the dealer receives cards last;

(5) An incorrect number of cards dealt to a player or to the dealer is always a misdeal. An exposed card is not a misdeal. If the dealer exposes a card, the dealer turns the card over and continues dealing;

(6) Wagers are collected or paid in this order: play, ante bonus (if applicable), ante, pair plus, and six card bonus. The optional progressive wager must be collected prior to cards being dealt. The sensor must stay lighted during the round of play if a progressive wager was made and winning hands must be paid at the completion of the round of play;

(7) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a value of queen high or better. If the dealer's hand does not qualify to play, all ante bets are won by the players and paid at the rate of 1 to 1. If the dealer's hand does not qualify to play, all play bets are pushes and bets are neither collected nor paid;

(8) If a player has placed an ante wager and does not wish to play, the player may fold and forfeit the ante bet. If a player folds and has made a six card bonus wager, the six card bonus wager remains in play and resolved at the end. If a player who has placed a pair plus wager does not receive at least a pair, the wager is lost and the player must fold the player's cards. After all players who wish to fold have folded, the dealer collects the ante or the pair plus wagers, or both, and the cards from each player who folded. All bets must be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down

to count the cards and then placed in the discard rack. A player may ask to view the folded hands;

(9) If a player who has placed an ante wager wishes to stay in the hand, the player must place an additional wager in an amount equal to the ante in the play wagering area in front of the player's position and must place the player's hand under the wager in the play area;

(10) After all players have acted, the dealer exposes the dealer's cards and creates the best possible three-card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand the dealer then takes either of the following actions:

- (a) If the dealer does not have a qualifying hand, there is no action on the play bets; the ante bonuses are paid on all straights or better; all ante bets are paid; all pair plus wagers are paid or taken; and all six card bonus wagers are paid or taken; or
- (b) If the dealer has a qualifying hand, the play wagers are paid or taken; the ante bonuses are paid on all straights or better; the ante is paid or taken; the pair plus wagers are paid or taken; and all six card bonus wagers are paid or taken;

(11) If, after ranking the cards, the dealer finds that the dealer's first two cards are a tie with a player's, the third card determines the winner. A tied hand is a push on the play and on the ante; however, the bonuses on the ante and the pair plus wagers are always paid if applicable;

(12) If a player beats the dealer's qualifying hand, the player wins the player's ante and play bets, both of which are paid at the rate of 1 to 1. If the dealer's hand has a higher poker rank than the player's hand, the player loses both the player's ante and play bets. Tied hands are pushes;

(13) The following hands are always paid a bonus on the ante as the bonus does not play against the dealer:

- (a) Straight flush pays 5 to 1;
- (b) Three of a kind pays 4 to 1; and
- (c) Straight pays 1 to 1 (even money);

(14) If a player has bet on pair plus and the player's hand contains a pair or better, the player wins, regardless of the dealer's hand. If the player's hand contains less than a pair, the player loses. The player is paid according to the following payment schedule, which must be included as part of the table layout:

- ~~(a) — Straight flush pays 40 to 1;~~
- ~~(b) — Three of a kind pays 30 to 1;~~
- ~~(c) — Straight pays 6 to 1;~~
- ~~(d) — Flush pays 4 to 1; and~~
- ~~(e) — Pair pays 1 to 1 (even money);~~

<u>Hand</u>	<u>Paytable 1</u>	<u>Paytable 2</u>
<u>Straight Flush</u>	<u>40 to 1</u>	<u>40 to 1</u>
<u>Three of a Kind</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Straight</u>	<u>6 to 1</u>	<u>6 to 1</u>
<u>Flush</u>	<u>4 to 1</u>	<u>3 to 1</u>
<u>Pair</u>	<u>1 to 1</u>	<u>1 to 1</u>

(15) If a player has bet on the optional six card bonus wager, the dealer shall combine the dealer's three cards with the player's three cards to determine the best five card poker hand. If the hand contains a three-of-a-kind or better, the player is paid according to one of the following payment schedules, as determined by the casino, and displayed on the table:

Hand	TCP-6B1	TCP-6B2	TCP-6B3	TCP-6B4
Royal Flush	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1	200 to 1
Four of a Kind	50 to 1	50 to 1	100 to 1	100 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three of a Kind	5 to 1	5 to 1	8 to 1	7 to 1

(16) If a player has bet on the optional progressive wager and the player's hand contains a straight or better for payable 1 or a three of a kind or better for payable 2, the player wins, regardless of the dealer's hand. If the player's hand contains less than a straight for payable 1 or a three of a kind for payable 2, the player loses. The player is paid according to the following payment schedule, as determined by the casino, and displayed on a table placard or on a video display:

Paytable 1		
AKQ Spades	100% of the meter	\$100 Envy Bonus
AKQ Diamonds/Hearts/Clubs	500 for 1	\$25 Envy Bonus
Straight Flush	70 for 1	
Three of a kind	60 for 1	
Straight	6 for 1	

Paytable 2		
AKQ Spades	100% of the meter	\$100 Envy Bonus
AKQ Diamonds/Hearts/Clubs	500 for 1	\$25 Envy Bonus
Straight Flush	100 for 1	
Three of a kind	90 for 1	

The original progressive wager is not returned to the player. The initial meter seeding shall be \$1,000 and the meter shall be reseeded at \$1,000 each time after the top prize hits.

- (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 a player has a progressive winner, the dealer shall press the appropriate button on the keypad and contact a supervisor. If the button is pressed by accident, pressing it again shall turn the button off;

- (iv) 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;
  - (v) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter-clockwise fashion; and
  - (vi) When the dealer reconciles all action, the dealer presses the appropriate button on the keypad. This resets the system to begin the next hand and be logged into the progressive system.
- (b) A player making the progressive side wager on the envy bonus qualifies to win an envy payout. If any other player at the table made the progressive side bet and hits a hand associated with an envy pay, the player wins the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay. Rule of thumb: You cannot win an envy bonus pay from yourself or the dealer. If a player's hand triggers an envy payout, the dealer shall leave the hand face-up on the layout; otherwise, the dealer shall lock up the cards. The dealer shall then move on to the next player.

The dealer pays any envy bonus at the end of the round. If more than one player is involved in a qualifying envy pay, each qualifying player wins multiple envy payouts; and

- (17) The provisions of §§ 20:18:16:21 and 20:18:16:31.01 do not apply to three-card poker.

**Source:** 23 SDR 227, effective July 1, 1997; 29 SDR 147, effective May 6, 2003; 32 SDR 128, effective January 30, 2006; 36 SDR 22, effective August 18, 2009; 38 SDR 101, effective December 5, 2011; 41 SDR 187, effective May 13, 2015; 41 SDR 218, effective July 1, 2015.

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

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

**Cross-References:**

Table stakes, § 20:18:16:21.

Exposing hand, § 20:18:16:31.01.

**20:18:16:15.15. The play -- Ultimate Texas Hold'em.** Ultimate Texas Hold'em must be played according to the following rules:

(1) Ultimate Texas Hold'em may be played only on tables designated by the licensee for the play of Ultimate Texas Hold'em. A single deck of cards must be used. Posted table limits must take into consideration the additional wagers available so that a customer cannot exceed the \$1,000 bet limit. The rank of hands in Ultimate Texas Hold'em, from highest to lowest, is royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, pair, and high card;

(2) Each player shall make at least one initial bet in the amount specified at the table by the retail licensee and shall place the bet in either the Trips wagering area or both the ante and blind wagering areas, not to exceed the posted table limits, in front of the player's position. The optional progressive bet is made on the sensor in front of the player's position. The trips wager and progressive wager are placed to play for hand value only; the ante bet is placed to play

against the dealer; and the blind bet is placed to play for hand value and against the dealer. All bets may be placed if the player wants to play all ways;

(3) Any dealer tip delivered as a wager may be placed on any one, or all, of the trips, ante, or blind bets, if the player has placed a personal wager on the same hand. If a player continues play with a play wager, the dealer's tip ante may remain in play whether or not the player adds a play wager for the dealer;

(4) Immediately before play begins and after each round of play has been completed, the dealer shall shuffle the cards. After all players have placed wagers, the dealer shall press the appropriate button on the keyboard. The sensors shall lock in the bet and light up, indicating a progressive wager. The dealer shall remove all progressive bets from the table. Following shuffle and cut, the dealer deals two cards to each player and to the dealer, face downward and one at a time in rotation among the players and the dealer. The first player to receive a card is the player to the left of the dealer; the dealer receives cards last or if a mechanical shuffling device is used, the five community cards are dispensed first, then two-card groups must be dispensed for every player, and the dealer is last;

(5) An incorrect number of cards dealt to a player or to the dealer is always a misdeal. An exposed card is not a misdeal. If the dealer exposes a card, the dealer turns the card over and continues dealing;

(6) Wagers are collected or paid in this order: play, ante, blind, and trips, if applicable. The optional progressive wager shall be collected before cards are dealt. The sensor shall stay lit during the round of play if a progressive wager was made and winning hands shall be paid at the completion of the round of play;

(7) Once a player looks at the two face down cards, the player has the option to check to see the flop, the first three community cards, or bet. If a player makes a bet, that player shall place an additional wager in an amount equal to 3x or 4x the ante in the play wagering area in front of the player's position and place the cards face down under ~~the play~~ a wager in accordance with house policy. Once a player makes a play bet, the player is locked into the hand and must wait to see if the player beats the dealer's hand to be paid;

(8) After all players have acted, the dealer burns a card and exposes the flop, which is the first three community cards;

(9) The players who checked during the first round of betting shall be given the option to check again to see the next two community cards or bet. If a player makes a bet, that player shall place an additional wager in an amount equal to 2x the ante in the play wagering area in front of the player's position and place the cards face down under the play wager. Once a player makes a play bet, the player is locked into the hand and must wait to see if the player beats the dealer's hand to be paid;

(10) After all players have acted, the dealer burns a card and exposes the turn and river cards, which are the final two community cards;

(11) The players who checked during the second round of betting shall be given the final option to bet or fold. If a player makes a bet, that player shall place an additional wager in an amount equal to the ante in the play wagering area in front of the player's position and place the cards face down under the play wager. Once a player makes a play bet, the player is locked into the hand and must wait to see if the player beats the dealer's hand to be paid;

(12) If a player has placed an ante, blind, or trips bet and does not wish to play, the player may fold and forfeit the ante, blind, and trips bet or bets after the turn and river. If a player already has at least a three of a kind or better the player shall be paid on the trips wager. After each player who wishes to fold has folded, the dealer collects the ante, blind, and trips bet or bets, if not a three of a kind or better, and the cards from each player who folded. As the dealer collects the folded cards, the cards are spread face down to count the cards and then placed in the discard rack;

(13) After each player has decided to play or fold, the dealer shall expose the dealer's two down cards and combine the cards with the five community cards and call out and show the best possible five-card hand that the players have to beat. Once the dealer has determined what the highest hand is, the dealer takes either of the following actions:

- (a) If the dealer does not have a qualifying hand, a pair or better, there is no action on the ante bets and the ante bets are returned to each remaining player; all remaining bets remain in action and shall be pushed, paid, or taken accordingly; or
- (b) If the dealer has a qualifying hand, the play and ante wagers are pushed, paid, or taken; the blind bet is either pushed, paid on all straights or higher if the player beats the dealer, or taken; the trips bet is paid on all three of a kind or better, or taken;

(14) If the dealer's hand is a tie with a player's hand, the play, ante, and blind bets are a push; however, the trips wager is paid, if applicable;

(15) For play and ante bets, if a player's hand beats the dealer's hand, the player wins the ante and play bets, both of which are paid at the rate of 1 to 1. If the dealer's hand has the

higher poker rank than the player's hand, the player loses both the ante and play bets. Tied hands are a push;

(16) For blind bets, if the dealer's hand beats the player's hand, the blind bet loses. If a player's hand beats the dealer's hand and the player's hand contains a straight or better the player wins the blind bet. The player is paid according to the following blind payment schedule, which must be included as part of the table layout:

Blind Payment Schedule				
	UTH-01	UTH-02	UTH-03	UTH-04
Hand	Blind	Blind	Blind	Blind
Royal flush	500 to 1	500 to 1	500 to 1	500 to 1
Straight flush	50 to 1	50 to 1	50 to 1	50 to 1
Four of a kind	10 to 1	10 to 1	10 to 1	10 to 1
Full house	3 to 1	3 to 1	3 to 1	3 to 1
Flush	3 to 2	3 to 2	3 to 2	3 to 2
Straight	1 to 1	1 to 1	1 to 1	1 to 1

(17) For trips bets, if a player has a trips bet and the player's hand contains a three of a kind or better, the player wins, regardless of the dealer's hand. If the player's hand contains less than a three of a kind, the player loses. The player is paid according to the following trips payment schedule, which must be included as part of the table layout:

Trips Payment Schedule				
	UTH-01	UTH-02	UTH-03	UTH-04
	Trips Bonus	Trips Bonus	Trips Bonus	Trips Bonus
Royal flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Four of a kind	30 to 1	30 to 1	30 to 1	20 to 1
Full house	9 to 1	8 to 1	8 to 1	7 to 1
Flush	7 to 1	6 to 1	7 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Three of a kind	3 to 1	3 to 1	3 to 1	3 to 1

(18) If the Ultimate Texas Hold'em progressive wager is offered, a player has bet on the optional progressive wager, and the player's hand contains a royal flush the player wins, regardless of the dealer's hand. If the player's hand contains less than a three of a kind the player loses. The player is paid according to the following payment schedule, which must be displayed on a table placard or video progressive sign:

	UTHP-01
Hand	Pays
Royal Flush - First 5 Cards	100%
Royal Flush - First 7 Cards	5%
Community Royal	3,000 to 1
Straight Flush	250 for 1
4 of a Kind	100 for 1
Full House	10 for 1

	UTHP-02
Hand	Pays
Royal Flush	100%
Community Royal Flush	1,000 to 1
Straight Flush	250 for 1
4 of a Kind	75 for 1
Full House	10 for 1

Multi-Link Game Progressive Payment Schedule				
		PMG-01		PMG-02
		\$1 Wager amount		\$5 Wager amount
Hand	Pays	Envy	Pays	Envy
Royal Flush	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	

The original progressive wager may not be returned to the player. The envy and seed amounts adjust up or down accordingly with changes made to the wager amount:

- (a) For progressive winners:
  - i. The percentage pays are paid from the progressive jackpot shown on the progressive meter;
  - ii. Other hands are paid from the tray; these payments do not come off the meter;
  - iii. If a player has a progressive winner, the dealer shall press the appropriate button on the keypad. If the button is pressed by accident, the dealer shall press the button again to turn it off;
  - iv. If there is a progressive winner, the dealer shall contact a supervisor;

- v. If more than one progressive hand payable from the progressive meter hits at the same table during the same time, house procedures are followed for paying the prize;
  - vi. After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer shall continue handling progressive awards in a counter-clockwise fashion;
  - vii. After the dealer reconciles all action, the dealer shall press the appropriate button on the keypad. This action shall reset the system to begin the next hand and be logged into the progressive system;
- (b) An envy bonus shall be paid as follows:
- i. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table has a royal or straight flush, each player who made the progressive side bet wins the envy payout. A player that has a royal or straight flush and has not made the progressive side bet only receives the normal prize pay and does not receive any envy pay;
  - ii. If a player's hand triggers an envy payout, the dealer shall leave that player's hand face-up on the table until all payments are made; and
  - iii. The dealer shall pay any envy payout at the end of the round. If more than one player is involved in a qualifying envy payout, each player wins multiple envy payouts;

(19) The provisions of §§ 20:18:16:21 and 20:18:16:31.01 do not apply to Ultimate Texas Hold'em.

**Source:** 36 SDR 22, effective August 18, 2009; 37 SDR 131, effective January 10, 2011; 38 SDR 172, effective April 23, 2012; 41 SDR 187, effective May 13, 2015; 42 SDR 146, effective May 3, 2016.

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

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

## CHAPTER 20:18:29

### SECURITY AND SURVEILLANCE

#### Section

20:18:29:01	Security and surveillance required.
20:18:29:02	Closed-circuit surveillance system.
20:18:29:03	Areas requiring surveillance during hours of operation.
20:18:29:03.01	Visual surveillance for tournament play.
20:18:29:04	Additional surveillance of cashier's cages, slot areas, and count rooms.
20:18:29:05	Slot machines with award capability of \$12,000 or greater.
20:18:29:06	Recording and monitoring.
20:18:29:07	Surveillance equipment malfunctions.
20:18:29:08	Securing and retaining recorded video images.
20:18:29:09	Labeling of recorded tapes.
20:18:29:10	Number of recorders.
20:18:29:11	Surveillance plan.
20:18:29:12	Maintenance records.
20:18:29:13	Surveillance room.
20:18:29:14	Quality review of recorded surveillance video images.

#### **20:18:29:04. Additional surveillance of cashier's cages, slot areas, and count rooms.**

In addition to the requirements of § 20:18:29:03, cashier's cages, slot areas with slot machines with an award capability of \$12,000 or greater as required by § 20:18:29:05, and count rooms must be recorded at all times.

**Source:** 19 SDR 195, effective June 21, 1993; 20 SDR 113, effective January 23, 1994; 23 SDR 227, effective July 1, 1997.

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

**Law Implemented:** SDCL ~~42-7B-2.1, 42-7B-3,~~ 42-7B-7, 42-7B-11(2), 42-7B-17.

## CHAPTER 20:18:33

### CRAPS

#### Section

20:18:33:01	Definitions.
20:18:33:02	Permissible Wagers.
20:18:33:03	Making and Removing Wagers.
20:18:33:04	Payment Odds.
20:18:33:05	Retention and Selection of Dice.
20:18:33:06	Throw of the Dice.
20:18:33:07	Point Throw; Settlement of Wagers.
20:18:33:08	Continuation of Shooter; Selection of New Shooter.
20:18:33:09	Posting of Rules.
20:18:33:10	Tips in Craps.
20:18:33:11	Irregularities.
20:18:33:12	Variation of the Play – Bonus Craps
20:18:33:13	Variation of the Play – Sharp Shooter.

**20:18:33:13. Variation of the play - Sharp Shooter.** Sharp Shooter is a variation of craps. This game offers an optional wager that may be made before the “come out” roll of a new shooter. Sharp Shooter may be played on an existing craps table. None of the existing features of the craps table may be eliminated. After a point is established by a new shooter - 4, 5, 6, 7, 8, 9, or 10 - then no more Sharp Shooter wagers may be accepted. After a Sharp Shooter wager is made, the wager may not be taken down or called off after a new shooter established the initial point. A Sharp Shooter wager shall be paid according to the number of consecutive successful points made before the dice seven-out.

Any ~~player~~ player making a Sharp Shooter wager must place the player’s wager on the appropriate Sharp Shooter area on the layout directly below the player's gaming position. After a Sharp Shooter wager is made, the base dealer shall be instructed by the box person to bring the bets in. If the wager is more than one cheque high, the base dealer shall then splash the Sharp

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

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

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

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

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

**Source:** 44 SDR 65, effective October 16, 2017.

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

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