

ARTICLE 20:18

GAMING COMMISSION -- DEADWOOD GAMBLING

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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 - Diamonds</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

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.