

20:04:27:12. Penalty for medication violations. If a urine, saliva, or blood specimen taken under the supervision of the commission veterinarian from a horse entered in a race, is analyzed by the official chemist and indicates the presence of a drug, chemical, medicine, analgesic, or injectable, which is not specifically authorized by these rules or is authorized but detected at a threshold in excess of the thresholds stated in the Association of Racing Commissioners International Controlled Therapeutic Medication Schedule for Horses Version 4.2.1 dated December, 2020, or the Uniform Classification Guidelines for Foreign Substances and Recommended Penalties Model Rule Version ~~19-0~~ 19.1 dated ~~May~~ December 2025, any of the following penalties may be imposed:

- (1) The purse for the race is redistributed;
- (2) A track record established by the horse in the race is declared void;
- (3) The trainer or owner-trainer of the horse receives:
 - (a) A fine of up to five hundred dollars; and
 - (b) A suspended or revoked license;
- (4) The horse is suspended from racing for a period equal to any suspension given to the horse's trainer or owner-trainer for the same incident; and
- (5) In a claiming race, if the urine, saliva, or blood specimen is from a claimed horse, the stewards at their discretion may void the claim.

Each time a trainer or an owner-trainer has been fined or has had a license suspended or revoked in South Dakota or any other racing jurisdiction for violation of rules prohibiting the use of illegal substances or regulating the use of controlled therapeutic medications in horse racing constitutes an offense.

Source: 5 SDR 87, effective April 15, 1979; 6 SDR 77, effective February 3, 1980; 7 SDR 70, effective January 27, 1981; 8 SDR 94, effective February 14, 1982; transferred from § 20:04:05:20, 9 SDR 122, effective March 31, 1983; 11 SDR 177, effective July 2, 1985; 12 SDR 108, effective January 8, 1986; 12 SDR 151, 12 SDR 155, effective July 1, 1986; 17 SDR 113,

effective February 5, 1991; 23 SDR 126, effective February 13, 1997; 33 SDR 63, effective October 18, 2006; 38 SDR 101, effective December 5, 2011; 43 SDR 150, effective June 1, 2017; 49 SDR 9, effective August 9, 2022; 50 SDR 15, effective August 13, 2023; 51 SDR 16, effective August 18, 2024; 52 SDR 25, effective September 10, 2025.

General Authority: SDCL 42-7-56(4)(13), 42-7-96.

Law Implemented: SDCL 42-7-67, 42-7-96.

References: Association of Racing Commissioners International (ARCI), ARCI Controlled Therapeutic Medication Schedule for Horses Version 4.2.1 dated December 2020, and Uniform Classification Guidelines for Foreign Substances and Recommended Penalties Model Rule Version ~~19.0~~ 19.1 dated ~~May~~ December 2025. Copies of both documents may be obtained from the ARCI website at www.arci.com free of charge.

20:04:27:14. Restrictions on use of authorized medications. Therapeutic medications authorized by the Association of Racing Commissioners International Controlled Therapeutic Medication Schedule for Horses Version 4.2.1 dated December 2020, and the Uniform Classification Guidelines for Foreign Substances and Recommended Penalties Model Rule Version ~~19.0~~ 19.1 dated ~~May~~ December 2025, may only be used under the following conditions:

- (1) A licensed veterinarian administers a medication in injectable form;
- (2) A trainer may administer a medication other than with an injection if a veterinarian licensed by this state or another racing jurisdiction has prescribed or approved the use of the medication;
- (3) Medications, except furosemide and phenylbutazone, are not administered to a horse on the day the horse is scheduled to run;
- (4) A veterinarian administering furosemide shall submit a written report to the commission veterinarian or the state steward on forms provided by the commission. The use of furosemide or phenylbutazone must be declared at the time of entry. Failure to submit the report may subject the veterinarian and the trainer of the horse involved to disciplinary actions by the stewards or the commission;
- (5) A horse may be tested if it is noted on the veterinarian list as using an authorized medication but is suspected to be racing without that medication. If a urine or blood sample from the horse fails to disclose the presence of furosemide or phenylbutazone, the horse and its trainer may be subject to disciplinary actions by the stewards or the commission;
- (6) For a horse being shipped into a licensed track in this state, a report from a licensed veterinarian of another racing jurisdiction certifying that the horse has been treated with an authorized medication in accordance with the provisions of this section may be accepted by the

stewards. The report must be filed with the presiding steward or the commission veterinarian before 10:00 a.m. on the day of the race; and

(7) Notice of use of furosemide or phenylbutazone must be given to the public.

Source: 4 SDR 85, effective June 15, 1978; 5 SDR 87, effective April 15, 1979; 6 SDR 77, effective February 3, 1980; transferred from § 20:04:05:37, 9 SDR 122, effective March 31, 1983; 12 SDR 151, 12 SDR 155, effective July 1, 1986; 16 SDR 129, effective February 4, 1990; 17 SDR 113, effective February 5, 1991; 21 SDR 98, effective November 30, 1994; 37 SDR 70, effective October 20, 2010; 43 SDR 150, effective June 1, 2017; 49 SDR 9, effective August 9, 2022; 50 SDR 15, effective August 13, 2023; 51 SDR 16, effective August 18, 2024; 52 SDR 25, effective September 10, 2025.

General Authority: SDCL 42-7-56(4).

Law Implemented: SDCL 42-7-47.

References: Association of Racing Commissioners International (ARCI), ARCI Controlled Therapeutic Medication Schedule for Horses Version 4.2.1 dated December 2020 and Uniform Classification Guidelines for Foreign Substances and Recommended Penalties Model Rule Version ~~19.0~~ 19.1 dated ~~May~~ December 2025. Copies of both documents may be obtained from the ARCI website at www.arci.com free of charge.

CHAPTER 20:18:16

POKER

Section

- 20:18:16:01 Definitions.
- 20:18:16:02 Types of poker authorized.
- 20:18:16:03 Ranking of cards in hands.
- 20:18:16:04 Use of joker.
- 20:18:16:05 Tie.
- 20:18:16:06 Cards.
- 20:18:16:07 Retail licensee to provide dealer.
- 20:18:16:08 Shuffle and cut of the cards.
- 20:18:16:09 Ante.
- 20:18:16:10 The deal.
- 20:18:16:11 The play -- Texas hold 'em.
- 20:18:16:11.01 The play -- Omaha.
- 20:18:16:11.02 The play -- Pineapple/Crazy Pineapple poker - high or high-low split.
- 20:18:16:11.03 The play -- Super eight poker.
- 20:18:16:12 The play -- Draw poker.
- 20:18:16:13 The play -- Five-card stud poker.
- 20:18:16:14 The play -- Seven-card low stud poker and seven-card high stud poker.
- 20:18:16:15 The play -- Seven-card high-low split stud poker.
- 20:18:16:15.01 The play -- Hold 'em eighty-eight.
- 20:18:16:15.02 The play -- Three-card poker.
- 20:18:16:15.03 The play -- Let it ride and let it ride bonus including three card optional side bet or progressive optional side bet.
- 20:18:16:15.04 The play -- Phil 'em up poker.
- 20:18:16:15.05 The play -- Caribbean stud poker.
- 20:18:16:15.06 The play -- Bonus 6 poker.
- 20:18:16:15.07 The play -- Twisted Pineapple poker.
- 20:18:16:15.08 The play -- Texas Shootout poker, a variation of Texas Hold 'em poker.
- 20:18:16:15.09 The play -- Silverado Stud poker.
- 20:18:16:15.10 The play -- Four-Card poker.
- 20:18:16:15.11 The play -- Hold 'em 212 poker.
- 20:18:16:15.12 The play -- Texas Hold 'em Bonus poker.
- 20:18:16:15.13 The play -- Heads Up Poker Challenge.
- 20:18:16:15.14 The play -- Mississippi Stud with optional three card bonus.
- 20:18:16:15.15 The play -- Ultimate Texas Hold'em.
- 20:18:16:15.16 The play -- Pai Gow poker.
- 20:18:16:15.17 Variations of the play -- Casino War.
- 20:18:16:15.18 The play -- Fortune Pai Gow poker.
- 20:18:16:15.19 The play -- Flushes Gone Wild.
- 20:18:16:15.20 The play -- Hot Poker Spot.
- 20:18:16:15.21 The play -- High Card Flush.

20:18:16:15.22 The play -- Cover All Bonus.
 20:18:16:15.23 Variations of the play -- Dakota Duel Draw
 20:18:16:15.24 The play -- Run'em Twice Poker.
20:18:16:15.25 Variations of the play -- Three Card Prime Three Card Prime.
 20:18:16:16 Rake offs.
 20:18:16:17 Operation of the game.
 20:18:16:18 Repealed.
 20:18:16:19 Dealing.
 20:18:16:19.01 Exposed final card in seven-card stud poker.
 20:18:16:20 Misdeal.
 20:18:16:21 Table stakes.
 20:18:16:22 Bypassed betting.
 20:18:16:22.01 Burn card procedure.
 20:18:16:23 Burned cards.
 20:18:16:24 Folding.
 20:18:16:25 Call or raise.
 20:18:16:26 Conceded hand.
 20:18:16:27 Procedure for calls.
 20:18:16:28 Apparent call.
 20:18:16:29 Fouled hand -- Short hands.
 20:18:16:30 Showdown.
 20:18:16:31 Review of hands.
 20:18:16:31.01 Exposing hand.
 20:18:16:32 Award of pot.
 20:18:16:32.01 Bad beat pots and pool pots.
 20:18:16:33 Odd chips in ties.
 20:18:16:34 Use of defective deck.
 20:18:16:35 Faced card.
 20:18:16:36 Time limit.
 20:18:16:37 Posting of rules.
 20:18:16:38 House game rules.
 20:18:16:39 Player rules.
 20:18:16:40 Maximum number of players.
 20:18:16:41 Proposals for variations.
 20:18:16:42 Changing dealers at poker tables.
 20:18:16:43 Procedure for accepting cash at poker tables.
 20:18:16:43.01 Procedure for accepting cash at house banked poker table.
 20:18:16:43.02 Procedure for distribution of chips to house banked poker table.
 20:18:16:43.03 Procedure for removing chips or coins from the house banked poker table.
 20:18:16:44 Drop and count procedures.
 20:18:16:44.01 Drop box requirements.
 20:18:16:45 Shill procedures.
 20:18:16:45.01 Restrictions on use of shills and proposition players.
 20:18:16:46 Repealed.
 20:18:16:46.01 Use of lammers.
 20:18:16:46.02 Poker podium procedures.

20:18:16:47 Repealed.
20:18:16:48 Statistics.
20:18:16:49 The pickup.
20:18:16:50 Prohibited acts.
20:18:16:51 Player wagering on more than one box.
20:18:16:52 Tip bets.
20:18:16:53 Winning combination.

Declaratory Ruling:

The table game known as Casino War meets the definition of poker pursuant to SDCL 42-7B-4(18) and is an authorized variation of the game of poker pursuant to that statute and that the game may be played in Deadwood provided that a licensee requests approval of the rules for the play of the game and that the rules are legally promulgated and adopted. South Dakota Commission on Gaming Declaratory Ruling dated April 6, 2006.

20:18:16:15.25 Variations of the play -- Three Card Prime Three Card Prime is a house-banked, poker-based card game played with a standard 52-card deck. The object of the game is for the player to have a higher ranking three-card poker hand than the dealer. Three Card Prime also contains optional bonus wagers that are not dependent on the base game's outcome. Three Card Prime is played according to the following rules:

- (1) Standard, 52-Card deck used.
- (2) To begin, each player must place an Ante wager and may place any available optional bonus wagers.
- (3) Each player and the dealer receive three cards.
- (4) After the player examines their hand, the player must decide whether to fold, and lose their Ante wager, or make a Play wager equal to their Ante. If the player folds, their hand is still used to determine the outcome of any bonus wagers made.
- (5) After all players have acted on their hands, the dealer reveals their hand to compare against each player's hand. The dealer qualifies with a Queen-high or better.
- (6) If the dealer qualifies and:
 - (a) The player beats the dealer, the Ante and Play wagers win and pay 1 to 1.
 - (b) The player ties the dealer, the Ante and Play wagers push.
 - (c) The player loses to the dealer, the Ante and Play wagers lose.
- (7) If the dealer does not qualify, the Ante wager wins and pays 1 to 1 and the Play wager pushes, regardless of the player's hand.
- (8) Regardless of the outcome of the Ante and Play wagers, each player (that has placed a Play wager) is eligible to receive an Ante Bonus pay, in addition to any other applicable Ante

and Play pays, based on their hand and is paid according to the corresponding pay table below. All pays are “to 1”:

Ante Bonus Pay Table

<u>Hand</u>	<u>PT-FLT-TCPR-AB-01</u>
<u>Straight Flush</u>	<u>5</u>
<u>Three-of-a-Kind</u>	<u>4</u>
<u>Straight</u>	<u>1</u>

(9) Three Card Prime also contains optional bonus wagers that are not dependent on the base game’s outcome.

(10) Operators choose which optional bonus wager(s) they will offer and set all minimum and maximum wagering limits, all following bonus wager(s) are won according to the following rules:

(a) Prime -- Players win if the three cards in their hand are the same color (red or black). The payout is larger if the dealer’s three cards are the same color as the player’s three cards, as shown on the corresponding pay table(s) below. All pays are “to 1”:

Prime Pay Table

<u>Winning Event</u>	<u>PT-FLT-TCPR-PM-01</u>
<u>Same Color Player and Dealer Hands</u>	<u>4</u>
<u>Same Color Player Hand</u>	<u>3</u>

(b) Pair Bonus -- Players win if their three-card hand achieves a winning event as shown on the corresponding pay table(s) below. All pays are “to 1”:

Pair Bonus Pay Table

<u>Hand</u>	<u>PT- FLT- TCPR- PB-02</u>	<u>PT- FLT- TCPR- PB-03</u>	<u>PT- FLT- TCPR- PB-04</u>	<u>PT- FLT- TCPR- PB-05</u>	<u>PT- FLT- TCPR- PB-06</u>
<u>Mini-Royal Flush</u>	<u>40</u>	<u>35</u>	<u>50</u>	<u>40</u>	<u>100</u>
<u>Straight Flush</u>	<u>40</u>	<u>35</u>	<u>50</u>	<u>40</u>	<u>50</u>
<u>Three-of-a-Kind</u>	<u>30</u>	<u>33</u>	<u>30</u>	<u>30</u>	<u>25</u>
<u>Straight</u>	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>
<u>Flush</u>	<u>4</u>	<u>4</u>	<u>3</u>	<u>3</u>	<u>3</u>
<u>Pair</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>

(c) All-Six -- Players win if their six-card hand, formed by combining the player's three cards with the dealer's three cards, achieves a winning event as shown on the corresponding pay table(s) below. All pays are "to 1":

All-Six Pay Table

<u>Hand</u>	<u>PT-FLT- A6-01</u>	<u>PT- FLT- A6-02</u>	<u>PT- FLT- A6-03</u>	<u>PT- FLT- A6-04</u>	<u>PT- FLT- A6-05</u>
<u>Six-Card Royal Flush (Suit Specific)</u>	<u>1,000</u>	<u>1,000</u>	<u>1,000</u>	<u>1,000</u>	<u>200,000</u>
<u>Six-Card Royal Flush (Other)</u>	<u>1,000</u>	<u>1,000</u>	<u>1,000</u>	<u>1,000</u>	<u>20,000</u>
<u>Five-Card Royal Flush</u>	<u>1,000</u>	<u>1,000</u>	<u>1,000</u>	<u>1,000</u>	<u>1,000</u>
<u>Five-Card Straight Flush</u>	<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>
<u>Four-of-a-Kind</u>	<u>50</u>	<u>50</u>	<u>100</u>	<u>100</u>	<u>50</u>
<u>Full House</u>	<u>25</u>	<u>25</u>	<u>20</u>	<u>20</u>	<u>20</u>
<u>Five-Card Flush</u>	<u>20</u>	<u>15</u>	<u>15</u>	<u>15</u>	<u>15</u>
<u>Five-Card Straight</u>	<u>10</u>	<u>10</u>	<u>9</u>	<u>10</u>	<u>10</u>
<u>Three-of-a-Kind</u>	<u>5</u>	<u>5</u>	<u>8</u>	<u>7</u>	<u>5</u>

(d) Mini-Royal Progressive -- Players win if their three-card hand achieves a winning event as shown on the corresponding payable(s) below. All pays are "for 1" and the progressive wager is not returned:

Mini-Royal Progressive Pay Table

<u>Hand</u>	<u>PT-BJS-TCPR-MR-01</u>	<u>PT-BJS-TCPR-MR-E01</u>		<u>PT-BJS-TCPR-MR-E02</u>	
	<u>Pays</u>	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>
<u>Mini-Royal Flush (Suit Specific)</u>	<u>100%</u>	<u>100%</u>	<u>\$100</u>	<u>100%</u>	<u>\$100</u>
<u>Mini-Royal Flush (Other)</u>	<u>\$500</u>	<u>\$500</u>	<u>\$25</u>	<u>\$500</u>	<u>\$25</u>
<u>Straight Flush</u>	<u>\$75</u>	<u>\$100</u>	-	<u>\$70</u>	-
<u>Three-of-a-Kind</u>	<u>\$50</u>	<u>\$90</u>	-	<u>\$60</u>	-
<u>Straight</u>	<u>\$5</u>	<u>Loss</u>	-	<u>\$6</u>	-

(e) Mini-Royal Dynamic Progressive -- Players win if their three-card hand achieves a winning event as shown on the corresponding pay table(s) below. All pays are “for 1” and the progressive wager is not returned. In addition, for the applicable dynamic progressive payable option, each round, one to three of the four fixed-pays will be randomly selected, and their default pays will be replaced with one of their ten Dynamic Pay options. The Dynamic Pays will be reset to default after each round:

Mini-Royal Dynamic Progressive Pay Table

<u>Hand</u>	<u>PT-PRG-TCPR-MR-D01</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Mini Royal Flush (Suit Specific)</u>	<u>100%</u>										
<u>Mini Royal Flush (Suited)</u>	<u>\$200</u>	<u>\$300</u>	<u>\$400</u>	<u>\$600</u>	<u>\$800</u>	<u>\$1000</u>	<u>\$1200</u>	<u>\$1400</u>	<u>\$1600</u>	<u>\$1800</u>	<u>\$2000</u>
<u>Straight Flush</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$60</u>	<u>\$80</u>	<u>\$100</u>	<u>\$120</u>	<u>\$140</u>	<u>\$160</u>	<u>\$180</u>	<u>\$200</u>
<u>Three-of-a-Kind</u>	<u>\$10</u>	<u>\$15</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$50</u>	<u>\$60</u>	<u>\$70</u>	<u>\$80</u>	<u>\$90</u>	<u>\$100</u>
<u>Straight</u>	<u>\$2</u>	<u>\$3</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$10</u>	<u>\$12</u>	<u>\$14</u>	<u>\$16</u>	<u>\$18</u>	<u>\$20</u>

(f) 5-Card Royal Progressive -- Players win if the initial six cards dealt (player and dealer 3-card hand) achieves a winning event as shown on the corresponding

paytable(s) below. All pays are “for 1” and the progressive wager is not returned. In addition, for the PT-PRG-TCP-5RF-D01a/b dynamic progressive payable option, each round, one to three of the four fixed-pays will be randomly selected, and their default pays will be replaced with one of their ten Dynamic Pay options. The Dynamic Pays will be reset to default after each round:

<u>Hand</u>	<u>PT-PRG-TCP-5RF-01</u>	<u>PT-PRG-TCP-5RF-02</u>
	<u>Pays</u>	<u>Pays</u>
<u>5-Card Royal Flush</u>	<u>100%</u>	<u>100%</u>
<u>Mini-Royal (Diamonds)</u>	<u>\$1000</u>	<u>\$1000</u>
<u>Mini-Royal (Other)</u>	<u>\$500</u>	<u>\$750</u>
<u>Straight Flush</u>	<u>\$75</u>	<u>\$100</u>
<u>Three-of-a-Kind</u>	<u>\$50</u>	<u>\$75</u>
<u>Straight</u>	<u>\$5</u>	<u>=</u>

<u>Hand</u>	<u>PT-PRG-TCP-5RF-D01a/b</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>5-Card Royal Flush</u>	<u>100%</u>										
<u>Mini Royal</u>	<u>\$150</u>	<u>\$225</u>	<u>\$300</u>	<u>\$450</u>	<u>\$600</u>	<u>\$750</u>	<u>\$900</u>	<u>\$1050</u>	<u>\$1200</u>	<u>\$1350</u>	<u>\$1500</u>
<u>Straight Flush</u>	<u>\$25</u>	<u>\$38</u>	<u>\$50</u>	<u>\$75</u>	<u>\$100</u>	<u>\$125</u>	<u>\$150</u>	<u>\$175</u>	<u>\$200</u>	<u>\$225</u>	<u>\$250</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$60</u>	<u>\$80</u>	<u>\$100</u>	<u>\$120</u>	<u>\$140</u>	<u>\$160</u>	<u>\$180</u>	<u>\$200</u>
<u>Straight</u>	<u>\$2</u>	<u>\$3</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$10</u>	<u>\$12</u>	<u>\$14</u>	<u>\$16</u>	<u>\$18</u>	<u>\$20</u>

(g) Five-Card Linked Progressive -- Players win if their 5-card hand, using the player’s three-card hand and two pre-determined dealer cards or the separate drawn two Five-Card Linked Progressive community cards, achieves a winning event based on the following payable(s) below. All pays are “for 1” and the progressive wager is not returned. In addition, for the applicable dynamic progressive payable options

(D01 and D02), each round, a minimum of one to a max of one less than the max amount of fixed-pay hands will be randomly selected, and their default pays will be replaced with one of their ten Dynamic Pay options. The Dynamic Pays will be reset to default after each round:

- i. This progressive can be used: as a standalone jackpot, to link jackpots between multiple Three Card Prime tables, and to link jackpots between Three Card Prime and other approved games that contain the Five Card Linked Progressive.

<u>Hand</u>	<u>PT-BJS-5CL-01</u>	<u>PT-BJS-5CL-02</u>	<u>PT-BJS-5CL-03</u>	<u>PT-BJS-5CL-04</u>	<u>PT-BJS-5CL-05</u>	<u>PT-BJS-5CL-09</u>	<u>PT-BJS-5CL-10</u>
<u>Royal Flush</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>-</u>	<u>100%</u>	<u>-</u>
<u>Straight Flush</u>	<u>\$1,500</u>	<u>\$2,500</u>	<u>\$1,000</u>	<u>\$2,000</u>	<u>100%</u>	<u>\$1,500</u>	<u>100%</u>
<u>Four-of-a-Kind</u>	<u>\$250</u>	<u>\$250</u>	<u>\$200</u>	<u>\$250</u>	<u>\$250</u>	<u>\$250</u>	<u>\$200</u>
<u>Full House</u>	<u>\$100</u>	<u>\$100</u>	<u>\$100</u>	<u>\$75</u>	<u>\$75</u>	<u>\$75</u>	<u>\$75</u>
<u>Flush</u>	<u>\$50</u>	<u>\$50</u>	<u>\$75</u>	<u>\$50</u>	<u>\$50</u>	<u>\$50</u>	<u>\$50</u>
<u>Straight</u>	<u>\$25</u>	<u>\$25</u>	<u>\$20</u>	<u>\$20</u>	<u>\$20</u>	<u>\$20</u>	<u>\$30</u>
<u>Three-of-a-Kind</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>	<u>\$10</u>	<u>\$5</u>
<u>Two Pair</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>\$3</u>	<u>N/A</u>	<u>\$3</u>

<u>Hand</u>	<u>PT-BJS-5CL-06</u>	<u>PT-BJS-5CL-07</u>	<u>PT-BJS-5CL-08</u>	<u>PT-BJS-5CL-11</u>
<u>5-Card Royal Flush</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>5-Card Straight Flush</u>	<u>\$500</u>	<u>\$1,000</u>	<u>\$2,500</u>	<u>\$500</u>
<u>4-Card Straight Flush</u>	<u>\$200</u>	<u>\$200</u>	<u>\$150</u>	<u>\$200</u>
<u>5-Card Flush</u>	<u>\$50</u>	<u>\$50</u>	<u>\$75</u>	<u>\$75</u>
<u>4-Card Flush</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>

<u>Hand</u>	<u>PT-BJS-5CL-12</u>	<u>PT-BJS-5CL-13</u>	<u>PT-BJS-5CL-14</u>	<u>PT-BJS-5CL-15</u>
<u>Royal Flush</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>Straight Flush</u>	<u>\$2,000</u>	<u>\$2,500</u>	<u>\$2,000</u>	<u>10%</u>
<u>Four-of-a-Kind</u>	<u>\$250</u>	<u>\$250</u>	<u>\$300</u>	<u>\$300</u>

Full House	\$75	\$100	\$50	\$50
Flush	\$50	\$50	\$40	\$40
Straight	\$25	\$20	\$30	\$30
Three-of-a-Kind	\$5	\$10	\$10	\$10
Two Pair	\$2	Loss	Loss	Loss

<u>Hand</u>	<u>PT-BJS-5CL-E01</u>		<u>PT-BJS-5CL-E02</u>		<u>PT-BJS-5CL-E03</u>	
	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>
Royal Flush	100%	\$1,000	100%	\$5,000	100%	\$1,000
Straight Flush	10%	\$300	10%	\$1,500	10%	\$250
Four-of-a-Kind	\$300	-	\$300	-	\$250	-
Full House	\$50	-	\$50	-	\$75	-
Flush	\$40	-	\$40	-	\$50	-
Straight	\$30	-	\$30	-	\$25	-
Three-of-a-Kind	\$9	-	\$9	-	\$10	-

<u>Hand</u>	<u>PT-PRG-5CL-TTP-01</u>	<u>PT-PRG-5CL-TTP-E01</u>		<u>PT-PRG-5CL-TTP-E02</u>	
	<u>Pays</u>	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>
Royal Flush	100% Lv.1	100% Lv.1	\$1.00 0	100% Lv.1	\$1.00 0
Straight Flush	100% Lv. 2	100% Lv. 2	\$300	100% Lv. 2	\$300
Four-of-a-Kind	\$300	\$300	-	100% Lv. 3	-
Full House	\$50	\$50	-	\$50	-
Flush	\$40	\$40	-	\$40	-
Straight	\$30	\$30	-	\$30	-
Three-of-a-Kind	\$10	\$9	-	\$10	-

<u>Hand</u>	<u>PT-PRG-5CL-TTP-E03</u>		<u>PT-PRG-5CL-TTP-E04</u>	
	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>
Royal Flush (Suit Specific)	100% Lv.1	\$1.00 0	100% Lv.1	\$1.00 0

<u>Royal Flush</u>	<u>100% Lv. 2</u>	<u>\$400</u>	<u>100% Lv. 2</u>	<u>\$400</u>
<u>Straight Flush</u>	<u>100% Lv. 3</u>	<u>\$200</u>	<u>100% Lv. 3</u>	<u>\$200</u>
<u>Four-of-a-Kind</u>	<u>\$300</u>	<u>=</u>	<u>\$300</u>	<u>=</u>
<u>Full House</u>	<u>\$50</u>	<u>=</u>	<u>\$100</u>	<u>=</u>
<u>Flush</u>	<u>\$40</u>	<u>=</u>	<u>\$50</u>	<u>=</u>
<u>Straight</u>	<u>\$30</u>	<u>=</u>	<u>\$25</u>	<u>=</u>
<u>Three-of-a-Kind</u>	<u>Loss</u>	<u>=</u>	<u>\$5</u>	<u>=</u>

<u>Hand</u>	<u>PT-BJS-5CL-D01</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Royal Flush</u>	<u>100%</u>										
<u>Straight Flush</u>	<u>\$500</u>	<u>\$750</u>	<u>\$1000</u>	<u>\$1500</u>	<u>\$2000</u>	<u>\$2500</u>	<u>\$3000</u>	<u>\$3500</u>	<u>\$4000</u>	<u>\$4500</u>	<u>\$5000</u>
<u>Four-of-a-Kind</u>	<u>\$100</u>	<u>\$150</u>	<u>\$200</u>	<u>\$300</u>	<u>\$400</u>	<u>\$500</u>	<u>\$600</u>	<u>\$700</u>	<u>\$800</u>	<u>\$900</u>	<u>\$1000</u>
<u>Full House</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$60</u>	<u>\$80</u>	<u>\$100</u>	<u>\$120</u>	<u>\$140</u>	<u>\$160</u>	<u>\$180</u>	<u>\$200</u>
<u>Flush</u>	<u>\$10</u>	<u>\$15</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$50</u>	<u>\$60</u>	<u>\$70</u>	<u>\$80</u>	<u>\$90</u>	<u>\$100</u>
<u>Straight</u>	<u>\$6</u>	<u>\$9</u>	<u>\$12</u>	<u>\$18</u>	<u>\$24</u>	<u>\$30</u>	<u>\$36</u>	<u>\$42</u>	<u>\$48</u>	<u>\$54</u>	<u>\$60</u>
<u>Three-of-a-Kind</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$12</u>	<u>\$16</u>	<u>\$20</u>	<u>\$24</u>	<u>\$28</u>	<u>\$32</u>	<u>\$36</u>	<u>\$40</u>

<u>Hand</u>	<u>PT-BJS-5CL-D02</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Royal Flush</u>	<u>100%</u>										
<u>Straight Flush</u>	<u>\$500</u>	<u>\$750</u>	<u>\$1000</u>	<u>\$1500</u>	<u>\$2000</u>	<u>\$2500</u>	<u>\$3000</u>	<u>\$3500</u>	<u>\$4000</u>	<u>\$4500</u>	<u>\$5000</u>
<u>Four-of-a-Kind</u>	<u>\$50</u>	<u>\$75</u>	<u>\$100</u>	<u>\$150</u>	<u>\$200</u>	<u>\$250</u>	<u>\$300</u>	<u>\$350</u>	<u>\$400</u>	<u>\$450</u>	<u>\$500</u>
<u>Full House</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$60</u>	<u>\$80</u>	<u>\$100</u>	<u>\$120</u>	<u>\$140</u>	<u>\$160</u>	<u>\$180</u>	<u>\$200</u>
<u>Flush</u>	<u>\$10</u>	<u>\$15</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$50</u>	<u>\$60</u>	<u>\$70</u>	<u>\$80</u>	<u>\$90</u>	<u>\$100</u>
<u>Straight</u>	<u>\$6</u>	<u>\$9</u>	<u>\$12</u>	<u>\$18</u>	<u>\$24</u>	<u>\$30</u>	<u>\$36</u>	<u>\$42</u>	<u>\$48</u>	<u>\$54</u>	<u>\$60</u>
<u>Three-of-a-Kind</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$12</u>	<u>\$16</u>	<u>\$20</u>	<u>\$24</u>	<u>\$28</u>	<u>\$32</u>	<u>\$36</u>	<u>\$40</u>

(h) Seven-Card Stud Linked Progressive -- Players win if their best 5-card hand, using the player's three-card hand and the four Stud Linked Progressive community cards, achieves a winning event based on the following payable(s) below. All pays

are “for 1” and the progressive wager is not returned:

<u>Hand</u>	<u>PT-BJS-7CL-01</u>	<u>PT-BJS-7CL-02</u>	<u>PT-BJS-7CL-03</u>	<u>PT-BJS-7CL-04</u>	<u>PT-BJS-7CL-05</u>
<u>Royal Flush</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>Straight Flush</u>	<u>\$500</u>	<u>\$250</u>	<u>\$1000</u>	<u>\$500</u>	<u>\$250</u>
<u>Four-of-a-Kind</u>	<u>\$100</u>	<u>\$75</u>	<u>\$50</u>	<u>\$75</u>	<u>\$125</u>
<u>Full House</u>	<u>\$5</u>	<u>\$10</u>	<u>\$5</u>	<u>\$5</u>	<u>\$7</u>
<u>Flush</u>	<u>\$2</u>	<u>\$1</u>	<u>\$1</u>	<u>\$2</u>	<u>\$2</u>

<u>Hand</u>	<u>PT-BJS-7CL-E01</u>		<u>PT-BJS-7CL-E02</u>		<u>PT-BJS-7CL-E03</u>	
	<u>Pay</u>	<u>Envy</u>	<u>Pay</u>	<u>Envy</u>	<u>Pay</u>	<u>Envy</u>
<u>Royal Flush</u>	<u>100%</u>	<u>\$250</u>	<u>100%</u>	<u>\$250</u>	<u>100%</u>	<u>\$100</u>
<u>Straight Flush</u>	<u>\$500</u>	<u>=</u>	<u>\$250</u>	<u>=</u>	<u>\$500</u>	<u>=</u>
<u>Four-of-a-Kind</u>	<u>\$100</u>	<u>=</u>	<u>\$75</u>	<u>=</u>	<u>\$75</u>	<u>=</u>
<u>Full House</u>	<u>\$5</u>	<u>=</u>	<u>\$10</u>	<u>=</u>	<u>\$5</u>	<u>=</u>
<u>Flush</u>	<u>\$2</u>	<u>=</u>	<u>\$1</u>	<u>=</u>	<u>\$2</u>	<u>=</u>

General Authority: SDCL 42-7B-7.

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

21+3 is an optional bonus and progressive wager for standard Blackjack and Blackjack-variant games and can be played with 1-8 standard, 52-card decks. The object of 21+3 is for the 3-card hand, formed from the player's first two cards and the dealer's up-card, to achieve a poker hand based on the corresponding payable(s). The outcome of the 21+3 is not dependent on the base game's outcome.

- (1) To begin each round, players must place a standard base game wager and may also place an optional 21+3 Bonus and/or Progressive wager.
- (2) After all wagers have been placed, two cards are dealt to each player, face-up, and two cards are dealt to the dealer, one face-up and one face-down, as per standard blackjack dealing procedures.

(3) The dealer then follows house procedures to reconcile the 21+3 Bonus and/or Progressive wagers based on the corresponding tables listed below.

(4) The primary game is now played to completion.

Paytables are listed below:

(a) 21+3 Classic – Players win if their 3-card hand, formed from the player’s first two cards and the dealer’s up-card, to achieve a poker hand based on the corresponding payable(s) below. All pays are “to 1” and the dealer will receive a fixed Dealer Envy pay if the player’s 21+3 hand achieves a triggering event that includes a Dealer Envy award:

<u>Hand</u>	<u>PT-FLT-213-01</u>	<u>PT-FLT-213-03</u>
	<u>2 Decks</u>	<u>6 Decks</u>
<u>Straight Flush</u>	<u>2.5</u>	<u>9</u>
<u>Three-of-a-Kind</u>	<u>2.5</u>	<u>9</u>
<u>Straight</u>	<u>2.5</u>	<u>9</u>
<u>Flush</u>	<u>2.5</u>	<u>9</u>
<u>Pair</u>	<u>2.5</u>	<u>Loss</u>

<u>Hand</u>	<u>PT-FLT-213-E01</u>		<u>PT-FLT-213-E02</u>		<u>PT-FLT-213-E03</u>		<u>PT-FLT-213-E04</u>	
	<u>8 Decks</u>						<u>1, 2, or 6 Decks</u>	
	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>
<u>Straight Flush</u>	<u>8</u>	<u>\$1</u>	<u>25</u>	<u>\$10</u>	<u>25</u>	<u>\$10</u>	<u>25</u>	<u>\$10</u>
<u>Three-of-a-Kind</u>	<u>8</u>	<u>\$1</u>	<u>15</u>	<u>\$5</u>	<u>15</u>	<u>\$5</u>	<u>15</u>	<u>\$5</u>
<u>Straight</u>	<u>8</u>	<u>\$1</u>	<u>8</u>	<u>\$2</u>	<u>10</u>	<u>\$2</u>	<u>10</u>	<u>\$2</u>
<u>Flush</u>	<u>8</u>	<u>\$1</u>	<u>5</u>	<u>\$1</u>	<u>5</u>	<u>-</u>	<u>5</u>	<u>\$1</u>

(b) 21+3 Xtreme – Players win if their 3-card hand, formed from the player’s first two cards and the dealer’s up-card, to achieve a poker hand based on the corresponding payable(s) below. All pays are “to 1”:

<u>Hand</u>	<u>PT-FLT-213XT-01</u>	<u>PT-FLT-213XT-03</u>	<u>PT-FLT-213XT-04</u>
-------------	------------------------	------------------------	------------------------

	<u>1,2,4,5,6,8 Decks</u>	<u>4,5,6,8 Decks</u>	
<u>Suited Three-of-a-Kind</u>	=	<u>100</u>	<u>100</u>
<u>Straight Flush</u>	<u>30</u>	<u>40</u>	<u>30</u>
<u>Three-of-a-Kind</u>	<u>20</u>	<u>25</u>	<u>20</u>
<u>Straight</u>	<u>10</u>	<u>10</u>	<u>10</u>
<u>Flush</u>	<u>5</u>	<u>5</u>	<u>5</u>

(c) 21+3 Progressive – Players win if their 3-card hand, formed from the player’s first two cards and the dealer’s up-card, to achieve a poker hand based on the corresponding payable(s) below. All pays are “for 1” and the progressive wager is not returned:

<u>Hand</u>	<u>PT-BJS- 213-01</u>	<u>PT-BJS- 213-04</u>	<u>PT-BJS- 213-07a/b</u>	<u>PT-BJS- 213-10</u>
<u>3 Aces or 3 Kings (Suit Specific)</u>	=	=	<u>100%</u>	<u>100%</u>
<u>3 Aces or 3 Kings (Suited)</u>	<u>100%</u>	<u>100%</u>	<u>\$2000</u>	<u>\$3000</u>
<u>Three-of-a-Kind (Suited)</u>	<u>\$125</u>	<u>\$150</u>	<u>\$150</u>	<u>\$200</u>
<u>Straight Flush</u>	<u>\$25</u>	<u>\$40</u>	<u>\$40</u>	<u>\$30</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>	<u>\$20</u>	<u>\$20</u>	<u>\$20</u>
<u>Straight</u>	<u>\$7</u>	<u>\$7</u>	<u>\$5</u>	<u>\$10</u>
<u>Flush</u>	<u>\$3</u>	<u>\$3</u>	<u>\$3</u>	=

<u>Hand</u>	<u>PT-BJS- 213-02</u>	<u>PT-BJS- 213-05</u>	<u>PT-BJS- 213-08a/b</u>
<u>3 Aces, 3 Kings, or 3 Queens (Suit Specific)</u>	=	=	<u>100%</u>
<u>3 Aces, 3 Kings, or 3 Queens (Suited)</u>	<u>100%</u>	<u>100%</u>	<u>\$2000</u>
<u>Three-of-a-Kind (Suited)</u>	<u>\$125</u>	<u>\$150</u>	<u>\$125</u>
<u>Straight Flush</u>	<u>\$25</u>	<u>\$40</u>	<u>\$40</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>	<u>\$20</u>	<u>\$20</u>
<u>Straight</u>	<u>\$6</u>	<u>\$7</u>	<u>\$6</u>
<u>Flush</u>	<u>\$2</u>	<u>\$2</u>	<u>\$2</u>

<u>Hand</u>	<u>PT-BJS-213-03a/b</u>	<u>PT-BJS-213-06</u>	<u>PT-BJS-213-09a/b</u>	<u>PT-BJS-213-11</u>
<u>3 Aces (Suit Specific)</u>	=	=	<u>100%</u>	<u>100%</u>
<u>3 Aces (Suited)</u>	<u>100%</u>	<u>100%</u>	<u>\$2000</u>	<u>\$3000</u>
<u>Three-of-a-Kind (Suited)</u>	<u>\$125</u>	<u>\$150</u>	<u>\$150</u>	<u>\$200</u>
<u>Straight Flush</u>	<u>\$25</u>	<u>\$40</u>	<u>\$40</u>	<u>\$30</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>	<u>\$20</u>	<u>\$20</u>	<u>\$20</u>
<u>Straight</u>	<u>\$7</u>	<u>\$7</u>	<u>\$5</u>	<u>\$10</u>
<u>Flush</u>	<u>\$3</u>	<u>\$3</u>	<u>\$3</u>	=

<u>Hand</u>	<u>PT-BJS-TCPR-MR-01</u>	<u>PT-PRG-213-14</u>	<u>PT-PRG-213-15</u>	<u>PT-PRG-213-16</u>
<u>Mini Royal Flush (Suit Specific)</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>Mini Royal Flush</u>	<u>\$500</u>	<u>\$200</u>	<u>\$200</u>	<u>\$500</u>
<u>Straight Flush</u>	<u>\$75</u>	<u>\$50</u>	<u>\$40</u>	<u>\$75</u>
<u>Three-of-a-Kind</u>	<u>\$50</u>	<u>\$30</u>	<u>\$20</u>	<u>\$30</u>
<u>Straight</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Flush</u>	=	<u>\$3</u>	<u>\$3</u>	=

<u>Hand</u>	<u>PT-PRG-213-17</u>
<u>3 Aces (Suited)</u>	<u>100%</u>
<u>Must-Hit-By \$250</u>	<u>100%</u>
<u>Three-of-a-Kind (Suited)</u>	<u>\$125</u>
<u>Straight Flush</u>	<u>\$25</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>
<u>Straight</u>	<u>\$7</u>
<u>Flush</u>	<u>\$3</u>

<u>Hand</u>	<u>PT-PRG-213-18</u>
<u>3 Aces, 3 Kings, or 3 Queens (Suited)</u>	<u>100%</u>

<u>Must-Hit-By \$250</u>	<u>100%</u>
<u>Three-of-a-Kind (Suited)</u>	<u>\$150</u>
<u>Straight Flush</u>	<u>\$40</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>
<u>Straight</u>	<u>\$7</u>
<u>Flush</u>	<u>\$2</u>

(d) 21+3 Multi-Level Progressive – Players win if their 3-card hand, formed from the player’s first two cards and the dealer’s up-card, to achieve a poker hand based on the corresponding payable(s) below. All pays are “for 1” and the progressive wager is not returned:

<u>Hand</u>	<u>PT-PRG-213-MLP-01</u>	<u>PT-PRG-213-MLP-02</u>
<u>3 Aces (Suit Specific)</u>	<u>100% Lv.1</u>	<u>100% Lv.1</u>
<u>3 Aces (Suited)</u>	<u>100% Lv.2</u>	<u>100% Lv.2</u>
<u>Three-of-a-Kind (Suited)</u>	<u>100% Lv.3</u>	<u>\$300</u>
<u>Straight Flush</u>	<u>\$40</u>	<u>\$40</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>	<u>\$20</u>
<u>Straight</u>	<u>\$5</u>	<u>\$5</u>
<u>Flush</u>	<u>\$3</u>	<u>\$3</u>

<u>Hand</u>	<u>PT-PRG-213-MLP-03</u>
<u>3 Aces (Suit Specific)</u>	<u>100% Lv.1</u>
<u>3 Aces (Suited)</u>	<u>100% Lv.2</u>
<u>3 Aces (Same Color)</u>	<u>100% Lv.3</u>
<u>Three-of-a-Kind (Suited)</u>	<u>\$200</u>
<u>Straight Flush</u>	<u>\$40</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>
<u>Straight</u>	<u>\$10</u>

<u>Hand</u>	<u>PT-PRG-213-MLP-04</u>
<u>3 Aces (Suit Specific)</u>	<u>100% Lv.1</u>

<u>3 Aces (Suited)</u>	<u>100% Lv.2</u>
<u>Three-of-a-Kind (Suited)</u>	<u>100% Lv.3</u>
<u>Must-Hit-By \$250</u>	<u>100%</u>
<u>Straight Flush</u>	<u>\$25</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>
<u>Straight</u>	<u>\$5</u>
<u>Flush</u>	<u>\$3</u>

<u>Hand</u>	<u>PT-PRG-213-MLP-05</u>
<u>3 Aces (Suit Specific)</u>	<u>100% Lv.1</u>
<u>3 Aces (Suited)</u>	<u>100% Lv.2</u>
<u>Must-Hit-By \$250</u>	<u>100%</u>
<u>Three-of-a-Kind (Suited)</u>	<u>\$150</u>
<u>Straight Flush</u>	<u>\$25</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>
<u>Straight</u>	<u>\$6</u>
<u>Flush</u>	<u>\$3</u>

<u>Hand</u>	<u>PT-PRG-213-MLP-06</u>	
	<u>Pays</u>	<u>Envy</u>
<u>3 Aces or 3 Kings (Suited)</u>	<u>100% Lv.1</u>	<u>\$50</u>
<u>Three-of-a-Kind (Suited)</u>	<u>100% Lv.2</u>	<u>-</u>
<u>Straight Flush</u>	<u>\$25</u>	<u>-</u>
<u>Three-of-a-Kind</u>	<u>\$20</u>	<u>-</u>
<u>Straight</u>	<u>\$7</u>	<u>-</u>
<u>Flush</u>	<u>\$3</u>	<u>-</u>

(e) s

<u>Hand</u>	<u>PT-PRG-213-D07a/b/c/d</u>
-------------	------------------------------

	Default Pays	Dynamic Pays									
	3 Aces (Suited)	100%									
Three-of-a-Kind (Suited)	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000
Straight Flush	\$20	\$30	\$40	\$60	\$80	\$100	\$120	\$140	\$160	\$180	\$200
Three-of-a-Kind	\$10	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
Straight	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

Hand	PT-PRG-213-D08										
	Default Pays	Dynamic Pays									
3 Aces (Suited)	100%	-									
Must-Hit-By \$250	100%										
Three-of-a-Kind (Suited)	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000
Straight Flush	\$20	\$30	\$40	\$60	\$80	\$100	\$120	\$140	\$160	\$180	\$200
Three-of-a-Kind	\$10	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
Straight	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

Hand	PT-PRG-213-D09a/b										
	Default Pays	Dynamic Pays									
3 Aces or 3 Kings (Suited)	100%										
Three-of-a-Kind (Suited)	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000
Straight Flush	\$20	\$30	\$40	\$60	\$80	\$100	\$120	\$140	\$160	\$180	\$200
Three-of-a-Kind	\$10	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
Straight	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

Hand	PT-PRG-213-D10a/b										
	Default Pays	Dynamic Pays									
3 Aces, 3 Kings, or 3 Queens (Suited)	100%										
Three-of-a-Kind (Suited)	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000
Straight Flush	\$20	\$30	\$40	\$60	\$80	\$100	\$120	\$140	\$160	\$180	\$200
Three-of-a-Kind	\$10	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
Straight	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

Hand	PT-PRG-213-D11										
	Default Pays	Dynamic Pays									
3 Aces (Suit Specific)	100%	-									
3 Aces (Suited)	\$500	\$750	\$1000	\$1500	\$2000	\$2500	\$3000	\$3500	\$4000	\$4500	\$5000
Three-of-a-Kind (Suited)	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000
Straight Flush	\$20	\$30	\$40	\$60	\$80	\$100	\$120	\$140	\$160	\$180	\$200
Three-of-a-Kind	\$10	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
Straight	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

Hand	PT-PRG-213-D12										
	Default Pays	Dynamic Pays									
3 Aces or 3 Kings (Suit Specific)	100%	-									
3 Aces or 3 Kings (Suited)	\$500	\$750	\$1000	\$1500	\$2000	\$2500	\$3000	\$3500	\$4000	\$4500	\$5000
Three-of-a-Kind (Suited)	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000
Straight Flush	\$20	\$30	\$40	\$60	\$80	\$100	\$120	\$140	\$160	\$180	\$200
Three-of-a-Kind	\$10	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
Straight	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

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

20:18:15:30.20. Variations of the play -- Double Down Madness. Double Down Madness is a variant of blackjack with the following rules:

(1) Six or eight standard, fifty-two-card decks are used;

(2) Each player makes an initial bet in the amount specified at the table by the retail licensee and may place an 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) The following basic blackjack rules and exceptions apply to this game:

(a) Hit: The player receives an additional card;

(b) Stand: The player indicates 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 case the player is dealt a single card and is forced to stand; and

(d) Note that surrendering and splitting are not available;

(5) The player repeatedly chooses from the actions above until they choose to stand, or the player's hand busts with a score of over twenty-one. If the player busts, the player's main wager and any additional wagers made from doubling down are lost. If the player has a blackjack from hitting or doubling down, the player immediately wins;

(6) The dealer then reveals the dealer's face-down card. The dealer hits until the dealer's hard-total is seventeen or higher; dealer hits on soft-seventeen. If the dealer ends up with a total of twenty-two points, then all non-bused wagers push. Otherwise, the dealer and player hands are compared as in conventional blackjack;

(7) 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 the dealer's face-down card to check for a blackjack. If there is a blackjack, the insurance wager wins two to one. 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 twenty-two. If the player busts or obtains a blackjack, the dealer will still draw cards for the purpose of resolving the Push 22 side wager; and

(9) Paytables are as follows:

(a) Table 1. Blackjack:

Event	Paytable 1	Paytable 2	Paytable 3	<u>Paytable 4</u>	<u>Paytable 5</u>
Suited Blackjack	2 to 1	3 to 2	3 to 1	<u>2 to 1</u>	<u>3 to 1</u>
Non-Suited BlackJack	3 to 2	3 to 2	1 to 1	<u>6 to 5</u>	<u>6 to 5</u>

(b) Table 2a. Push 22:

Event	Paytable 1	Paytable 2
Dealer Suited 22	50 to 1	50 to 1
Dealer Colored 22	20 to 1	20 to 1
Dealer 22	8 to 1	7 to 1

(c) Table 2b. Push 22 (cont'd):

Event	Paytable 3
Dealer 22	11 to 1

(10) The Matchmaker Madness side wager is resolved based on the player's first card and the dealer's face-up card. If the two cards are of the same suit, and/or create a pair, the wager is

paid out according to the paytables, otherwise the wager loses. Please note this side wager is not available when using a 1-deck shoe.

(a) Table 3 Matchmaker Madness

<u>Event</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>	<u>Paytable 4</u>
<u>Suited Aces</u>	<u>20 to 1</u>	<u>25 to 1</u>	<u>30 to 1</u>	<u>50 to 1</u>
<u>Suited Pair</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Pair</u>	<u>3 to 1</u>	<u>3 to 1</u>	<u>3 to 1</u>	<u>3 to 1</u>
<u>Suited</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>

(11) The War is Madness side wager is resolved based on the player's first card and the dealer's face-up card. If the player's card is of a higher rank than the dealer's card it pays out 1 to 1, otherwise the wager loses. The ranks for this side wager from lowest to highest are 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A.

(12) The Progressive Madness side wager is resolved based on the player's first card, the dealer's face-up card, and the dealer's hole card. If these 3 cards form a winning combination, the player is paid out according to Table 4; otherwise, the wager loses. The 'Dealer AK Spades, Player Q Spades', when won, pays out the full contents of the progressive meter which is then reset to its seed value.

(a) Table 4 Progressive Madness

<u>Outcome</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>	<u>Paytable 4</u>
<u>Dealer AK Spades, Player Q Spades</u>	<u>100% Prog</u>	<u>100% Prog</u>	<u>100% Prog</u>	<u>100% Prog</u>
<u>Dealer AK Suited, Player Q Suited</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>250 for 1</u>	<u>250 for 1</u>
<u>Dealer AK, Player Q</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>25 for 1</u>
<u>Dealer AQ, Player K</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>25 for 1</u>
<u>Dealer BJ</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Dealer Ace Up</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>

(b) Table 5 Progressive Madness Progressive Settings

<u>Outcome</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>	<u>Paytable 4</u>
----------------	-------------------	-------------------	-------------------	-------------------

<u>Progressive Reset Value</u>	<u>\$5000</u>	<u>\$5000</u>	<u>\$5000</u>	<u>\$5000</u>
<u>Progressive Increment Rate</u>	<u>2%</u>	<u>5%</u>	<u>5%</u>	<u>2%</u>

(13) The House Money side wager is resolved based on the player's first card and the dealer's face-up card. If the two cards form a winning combination the player is paid out according to Table 6, otherwise the wager loses. The paytables are all limited to certain deck configurations, which are noted in Table 6.

(a) The House Money side wager gets resolved immediately after the deal, before any other actions, as the player has the option to roll any House Money winnings into their main wager. If the player rolls their winnings forwards and doubles down during the main wager, they double up to the combined value of their original bet and House Money winnings. This combined wager would then win or lose according to the outcome of the main wager.

(b) Table 6 House Money

	<u>2+ Decks</u>	<u>2+ Decks</u>	<u>1 Deck</u>
<u>Outcome</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>
<u>Suited A-K</u>	<u>10 to 1</u>	<u>4 to 1</u>	<u>5 to 1</u>
<u>Suited Pair</u>	<u>5 to 1</u>	<u>4 to 1</u>	<u>N/A</u>
<u>2-Card Straight Flush</u>	<u>3 to 1</u>	<u>4 to 1</u>	<u>5 to 1</u>
<u>Pair</u>	<u>2 to 1</u>	<u>N/A</u>	<u>N/A</u>
<u>Flush</u>	<u>1 to 1</u>	<u>2 to 1</u>	<u>2 to 1</u>

Source: 51 SDR 111, effective May 6, 2025.

General Authority: SDCL 42-7B-7.

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

CHAPTER 20:18:15

BLACKJACK

Section

- 20:18:15:01 Definitions.
- 20:18:15:01.01 Types of blackjack authorized.
- 20:18:15:02 Cards.
- 20:18:15:03 Wagers.
- 20:18:15:04 Push -- Exceptions.
- 20:18:15:05 Wagering rules.
- 20:18:15:06 Payment of wagers.
- 20:18:15:07 Handling of wagers.
- 20:18:15:08 Inspection of cards.
- 20:18:15:09 Presentation of cards.
- 20:18:15:10 The shuffle and reshuffle.
- 20:18:15:11 Cut.
- 20:18:15:12 Cutting player.
- 20:18:15:13 Proposals for variations.
- 20:18:15:13.01 Repealed.
- 20:18:15:14 Procedure for dealing cards.
- 20:18:15:15 Burn procedure.
- 20:18:15:16 The deal.
- 20:18:15:17 The play.
- 20:18:15:18 The pickup.
- 20:18:15:19 Dealer's hole card.
- 20:18:15:20 Dealing after cutting card reached.
- 20:18:15:21 Prohibited acts.
- 20:18:15:21.01 Exposing hand.
- 20:18:15:22 Point counts.
- 20:18:15:23 Insurance wagers.
- 20:18:15:24 Doubling down.
- 20:18:15:25 Splitting pairs.
- 20:18:15:26 Drawing of additional cards by players and dealers.
- 20:18:15:27 Player wagering on more than one box.
- 20:18:15:28 Irregularities.
- 20:18:15:29 Special rules of conduct.
- 20:18:15:30 Surrender.
- 20:18:15:30.01 Variations of the play -- Rainbow 21.
- 20:18:15:30.02 Variations of the play -- Ten sticks 21.
- 20:18:15:30.03 Variations of the play -- 21+3.
- 20:18:15:30.04 Variations of the play -- Lucky Ladies blackjack.
- 20:18:15:30.05 Variations of the play -- Progressive blackjack.
- 20:18:15:30.06 Variations of the play -- STREAK blackjack.
- 20:18:15:30.07 Variations of the play -- Buster Blackjack.
- 20:18:15:30.08 Variations of the play -- Winners Option Blackjack.
- 20:18:15:30.09 Variations of the play -- Blackjack Switch.
- 20:18:15:30.10 Variations of the play -- Dealer Bust 21.
- 20:18:15:30.11 Variations of the play -- Dead Man's Hand blackjack.
- 20:18:15:30.12 Variations of the play -- War blackjack.

- 20:18:15:30.13 Variations of the play -- Lucky Lucky blackjack.
- 20:18:15:30.14 Variations of the play -- Free Bet blackjack.
- 20:18:15:30.15 Variations of the play -- Bonus Spin blackjack.
- 20:18:15:30.16 Variations of the play -- Bust Bonus.
- 20:18:15:30.17 Variations of the play -- TriLux Bonus Blackjack with Super 3.
- 20:18:15:30.18 Variations of the play -- Triple Win 20.
- 20:18:15:30.19 Variations of the play -- Blazing 7's Progressive Must Hit By.
- 20:18:15:30.20 Variations of the play -- Double Down Madness.
- 20:18:15:30.21 Variations of the play – TriLux Blackjack Progressive.
- 20:18:15:31 Posting of rules.
- 20:18:15:32 Procedure for distribution of chips to blackjack table.
- 20:18:15:33 Procedure for removing chips or coins from the blackjack table.
- 20:18:15:34 Procedure for accepting cash at blackjack table.
- 20:18:15:35 Drop procedures.
- 20:18:15:36 Count procedures.
- 20:18:15:36.01 Drop box requirements.
- 20:18:15:37 Keys.
- 20:18:15:38 Statistics.
- 20:18:15:39 Tip bets.

Declaratory Ruling: The Commission on Gaming does declare and determine that Monopoly Black Jack meets the statutory definition of "black jack" as defined in SDCL 42-7B-4(3). The Commission does further declare and determine that Monopoly Black Jack does not meet the statutory definition of a "slot machine" as defined in SDCL 42-7B-4(21). The Commission does further declare and determine that the Monopoly Black Jack game constitutes one "gaming device" as defined by SDCL 42-7B-4(6A) for purposes of compliance with SDCL 42-7B-16 and 42-7B-23. The Commission does further declare and determine that as Monopoly Black Jack is one "gaming device" the initial wager on standard black jack and the side bet on the Monopoly bonus game together cannot exceed more than \$100 and that petitioner will be entitled to offer the game of Monopoly Black Jack in Deadwood after the proper promulgation of rules authorizing Monopoly Black Jack as a variation of the game of black jack. South Dakota Commission on Gaming Declaratory Ruling dated October 1, 2002.

20:18:15:30.21. Variations of the play – TriLux Blackjack Progressive TriLux Blackjack

Progressive is an optional progressive wager that may be configured for use with Trilux Blackjack games. The Progressive wager is resolved based on the three cards formed by the player’s initial two cards and the dealer’s up card. If the three cards form a Flush or better, then the wager is paid according to configured payable.

(1) TriLux Blackjack Progressive may be played with six, or eight standard 52- card decks

(2) The Progressive wager is a minimum \$1 wager that the player may place at the beginning of the game

(a) Table 1 Paytable 6

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces (Suited)</u>	<u>100% Progressive</u>
<u>Three of a Kind (Suited)</u>	<u>125 for 1</u>
<u>Straight Flush</u>	<u>25 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>7 for 1</u>
<u>Flush</u>	<u>3 for 1</u>

(b) Table 2 Paytable 7

<u>Scenario</u>	<u>Pay</u>
<u>Mini-Royal (Spades) — AK/Q</u>	<u>100% Progressive</u>
<u>Mini-Royal (Other) — AK/Q</u>	<u>10% Progressive</u>
<u>Mini-Royal (Any Order)</u>	<u>300 for 1</u>
<u>Straight Flush</u>	<u>50 for 1</u>
<u>Three of a Kind</u>	<u>25 for 1</u>
<u>Straight</u>	<u>5 for 1</u>
<u>Flush</u>	<u>2 for 1</u>

(c) Table 3 Paytable 8

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces (Suited)</u>	<u>10% Progressive</u>
<u>Three of a Kind (Suited)</u>	<u>125 for 1</u>
<u>Straight Flush</u>	<u>25 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>7 for 1</u>
<u>Flush</u>	<u>3 for 1</u>

(d) Table 4 Paytable 8-01

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces (Suited)</u>	<u>10% Progressive</u>
<u>Three of a Kind (Suited)</u>	<u>150 for 1</u>
<u>Straight Flush</u>	<u>40 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>7 for 1</u>
<u>Flush</u>	<u>3 for 1</u>

(e) Table 5 Paytable 8-02

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces (Suited)</u>	<u>2000 for 1</u>
<u>Three of a Kind (Suited)</u>	<u>150 for 1</u>
<u>Straight Flush</u>	<u>40 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>5 for 1</u>
<u>Flush</u>	<u>3 for 1</u>

(f) Table 6 Paytable 8-03

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces (Suited)</u>	<u>3000 for 1</u>
<u>Three of a Kind (Suited)</u>	<u>200 for 1</u>
<u>Straight Flush</u>	<u>30 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>10 for 1</u>

(g) Table 7 Paytable 9

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces, Kings, or Queens (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces, Kings, or Queens (Suited)</u>	<u>10% Progressive</u>
<u>Three of a Kind (Suited)</u>	<u>125 for 1</u>
<u>Straight Flush</u>	<u>25 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>6 for 1</u>
<u>Flush</u>	<u>2 for 1</u>

(h) Table 8 Paytable 9-01

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces, Kings, or Queens (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces, Kings, or Queens (Suited)</u>	<u>10% Progressive</u>
<u>Three of a Kind (Suited)</u>	<u>150 for 1</u>
<u>Straight Flush</u>	<u>40 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>7 for 1</u>
<u>Flush</u>	<u>2 for 1</u>

(i) Table 9 Paytable 9-02

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces, Kings, or Queens (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces, Kings, or Queens (Suited)</u>	<u>2000 for 1</u>
<u>Three of a Kind (Suited)</u>	<u>125 for 1</u>
<u>Straight Flush</u>	<u>40 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>6 for 1</u>
<u>Flush</u>	<u>2 for 1</u>

(j) Table 10 Paytable 10

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces or Kings (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces or Kings (Suited)</u>	<u>10% Progressive</u>
<u>Three of a Kind (Suited)</u>	<u>125 for 1</u>
<u>Straight Flush</u>	<u>25 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>7 for 1</u>
<u>Flush</u>	<u>3 for 1</u>

(k) Table 11 Paytable 10-01

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces, or Kings (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces or Kings (Suited)</u>	<u>10% Progressive</u>
<u>Three of a Kind (Suited)</u>	<u>150 for 1</u>
<u>Straight Flush</u>	<u>40 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>7 for 1</u>
<u>Flush</u>	<u>3 for 1</u>

(l) Table 12 Paytable 10-2

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces, or Kings (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces or Kings (Suited)</u>	<u>2000 for 1</u>
<u>Three of a Kind (Suited)</u>	<u>150 for 1</u>
<u>Straight Flush</u>	<u>40 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>5 for 1</u>
<u>Flush</u>	<u>3 for 1</u>

(m) Table 13 Paytable 10-03

<u>Scenario</u>	<u>Pay</u>
<u>Three Aces or Kings (Suit Specific)</u>	<u>100% Progressive</u>
<u>Three Aces or Kings (Suited)</u>	<u>3000 for 1</u>
<u>Three of a Kind (Suited)</u>	<u>200 for 1</u>
<u>Straight Flush</u>	<u>30 for 1</u>
<u>Three of a Kind (Offsuit)</u>	<u>20 for 1</u>
<u>Straight</u>	<u>10 for 1</u>

General Authority: SDCL 42-7B-7.

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