

ARTICLE 20:18
GAMING COMMISSION -- DEADWOOD GAMBLING

Chapter

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**CHAPTER 20:18:01
GENERAL PROVISIONS**

Section

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20:18:01:01. Definitions. In addition to the terms in SDCL 42-7B-4, terms used in this article mean:

- (1) "Association," a body of persons united and acting together without a corporate charter;
- (2) "Background investigation," the security, medical, and financial check of an applicant for a license;
- (3) "Building," a common structure that is built or constructed or any piece of work artificially built up or composed of parts joined together in some definite manner;
- (4) "Burn," the dealer's act of removing the first card after the shuffle and placing it in the discards; also, the act of placing an active card in the discards;
- (5) "Common retail premises," two or more buildings that are adjacent, share a common or party wall, have interior access, share identical building ownership or leasehold interest, share a

common operator or route operator, and share a common cage that if routed is also used as the route operator's cage;

- (6) "Controller," an electronic device that acts as a relay between a slot machine signal and the overhead progression sign;
- (7) "Costs," sums of money to be paid to the commission for testing of slot machines, devices, and equipment;
- (8) "Drop," the total amount of money, chips, tokens, coupons, and wagering vouchers removed from the drop boxes;
- (9) "Drop box," for blackjack, house banked poker, craps, roulette, keno, and poker games, a locked container permanently marked with the game and a number corresponding to a permanent number on the table and for a slot machine, the bill acceptor box located within the machine;
- (10) "Financial institution," a bank, savings and loan association, credit union, trust company, or other similar entity chartered by the United States, a state, or a territory or commonwealth of the United States;
- (11) "Gaming contract," an agreement in which a person does business with or on the premises of an entity licensed under this article;
- (12) "House Banked Table Game," any authorized game of blackjack, poker, craps, roulette, or keno where the player wagers against the licensee;

- ~~(12)~~(13) "Imprest bank," an area on a poker table in which a predetermined dollar amount of chips, tokens, or cash is kept;
- ~~(13)~~(14) "Jackpot verification mode," the period of time between the progressive jackpot activation of a progressive slot machine and the resetting of the device which caused its activation;
- ~~(14)~~(15) "Lammer" or "lammer button," a chip-like implement with a numeral;
- ~~(15)~~(16) "Link," one or more progressive slot machines that are connected to a progressive controller and may be played in order to achieve the stated progressive amount;
- ~~(16)~~(17) "Matched play," in relation to promotional items, the use of a coupon that is issued to a patron by an establishment for play that must be accompanied by a bet;
- ~~(17)~~(18) "Moral turpitude," an act done contrary to honesty and good morals; it is an act of baseness, vileness, or depravity in the private and social duties which a person owes to other persons or to society in general;
- ~~(18)~~(19) "Non-cashable promo play," any credits that are not redeemable for cash and awarded to the player at the discretion of the licensee. Credits are issued and tracked through the use of a slot management system that entitles the player to participate in gambling on the licensee's slot machines and table games;

~~(19)~~(20) "Normal mode," the mode of a progressive slot machine at all times other than when it is in the jackpot verification mode;

~~(20)~~(21) "Pit boss," the person responsible to direct and supervise personnel where required and observe table action, review irregularities, arbitrate customer disputes arising from table play, maintain proper table loads, and oversee or count table inventory at the beginning and ending of shifts;

~~(21)~~(22) "Poker podium," a stationary stand or counter in a poker room which contains a predetermined amount of chips, tokens, and currency;

~~(22)~~(23) "Progressive controller," the hardware and software that controls all communications among the machines within a progressive slot machine link and its associated progressive meter;

~~(23)~~(24) "Proposition player," a person paid a fixed sum by the licensee for the specific purpose of playing in a card game, who uses personal funds and who retains the winnings and absorbs the losses;

~~(24)~~(25) "Shill," a player provided by or employed by a retail licensee who only bets money provided by the retail licensee;

~~(25)~~(26) "Substantial interest," at least as large an interest in a corporation, partnership, or association as that of any other shareholder, partner, or principal;

~~(26)~~(27) "Support licensee," a person licensed by the commission who is working or who is about to work for an operator or retailer as a card dealer, slot machine mechanic, slot machine technician, floor supervisor, cashier, shill, proposition player, slot route runner, pit boss, a member of the count team, computer monitor for progressive links, or in any other way directly related to gaming.

Source: 16 SDR 57, effective October 1, 1989; 16 SDR 233, effective July 1, 1990; 18 SDR 9, effective July 23, 1991; 20 SDR 113, effective January 23, 1994; 22 SDR 95, effective January 18, 1996; 35 SDR 184, effective February 2, 2009; 38 SDR 213, effective June 18, 2012.

General Authority: SDCL 42-7B-7.

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

Cross-Reference: Pit boss requirement, § 20:18:12.01:17.

**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; ~~and~~

- (10) Dealer Bust 21;
- (11) Dead Man's Hand blackjack;
- (12) War blackjack;
- (13) Lucky Lucky blackjack; and
- (14) Free Bet blackjack.

Source: 37 SDR 131, effective January 10, 2011; 40 SDR 101, effective December 2, 2013.

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

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

**CHAPTER 20:18:16
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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; ~~and~~
- (29) Fortune Pai Gow;
- (30) Flushes Gone Wild; and
- (31) Hot Poker Spot.

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 101, effective December 2, 2013.

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

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

20:18:16:15.14. The play -- Mississippi Stud with optional three card bonus. Mississippi Stud must be played according to the following rules:

(1) Mississippi Stud may be played only on tables designated by the licensee for the play of Mississippi Stud. A single deck of cards must be used. The rank of hands in Mississippi Stud, from highest to lowest, is royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, pair of Jacks or better, and a pair of 6's-10's;

(2) Each player must make an initial bet, not to exceed \$25, in the amount specified at the table by the retail licensee and must place the bet in front of the player's position in the circle marked Ante. The optional three card bonus wager shall be made in the betting spot identified as such and is based on the three community cards only. The optional progressive wager shall be made on the sensor in front of the player's position. ~~The ante bet and progressive~~ All wagers are placed to play against the pay schedules listed below in subdivisions ~~(16) and (17)~~ (16), (17), and (18);

(3) Any dealer tip delivered as a wager may be placed on the ante hand provided that the player has placed a personal wager on the same hand. If a player continues play with a 3rd, 4th, and 5th street wager, the dealer's tip ante may remain in play whether or not the player adds a 3rd, 4th, and

5th street wager for the dealer. A dealer tip may also be placed with the three card bonus wager;

(4) Immediately before play begins and after each round of play has been completed, the dealer must shuffle the cards. After all players place their bets, the dealer shall press the appropriate button on the keypad. 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, either face downward and one at a time in rotation among the players or in a two-card group dispensed by a mechanical shuffling device. The first player to receive a card or cards is the player immediately to the left of the dealer.

(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: 3rd street, 4th street, 5th street, ~~and ante,~~ and three card bonus. The optional progressive wager shall be collected prior to cards being 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) If a player has placed an ante wager and does not wish to play, the player may fold and forfeit the ante bet. After all players who wish to fold have folded, the dealer collects the ante, 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. If a player has bet on the optional three card bonus, progressive wager, or both, the player's cards shall be placed face down at the three card bonus wager ~~on~~ or near the progressive sensor when folding;

(8) If a player who has placed an ante wager wishes to stay in the hand, the player must place an additional wager of 1x - 3x the amount of the player's ante wager in the 3rd street wagering area in front of the player's position;

(9) After all players have acted, the dealer exposes the 3rd street community card;

(10) If a player has placed an ante and 3rd street wager and does not wish to play, the player may fold and forfeit the ante and 3rd street wager. After all players who wish to fold have folded, the dealer collects the ante and 3rd street wager, 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. If a player has bet on the optional three card bonus, progressive wager, or both, the player's cards shall be placed face down at the three card bonus wager ~~on~~ or near the progressive sensor when folding;

(11) If a player who has placed an ante and 3rd street wager wishes to stay in the hand, the player must place an additional wager of 1x - 3x the

amount of the player's ante wager in the 4th street wagering area in front of the player's position;

(12) After all players have acted, the dealer exposes the 4th street community card;

(13) If a player has placed an ante, 3rd street, and 4th street wager and does not wish to play, the player may fold and forfeit the ante, 3rd street, and 4th street wager. After all players who wish to fold have folded, the dealer collects the ante, 3rd street, and 4th street wager, 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. If a player has bet on the optional three card bonus, progressive wager, or both, the player's cards shall be placed face down at the three card bonus wager ~~on~~ or near the progressive sensor when folding;

(14) If a player who has placed an ante, 3rd street, and 4th street wager wishes to stay in the hand, the player must place an additional wager of 1x - 3x the amount of the player's ante wager in the 5th street wagering area in front of the player's position;

(15) After all players have acted, the dealer exposes the 5th street community card and each player now has a five-card poker hand (two hole cards with three community cards), the dealer working from right to left takes either of the following actions;

- (a) If the player has a qualifying hand, each wager is paid according to the payable;
 - (b) If the player does not have a qualifying hand, the dealer collects the ante, 3rd street, 4th street, and 5th street wagers, and the cards from each player;
- (16) The player is paid according to the following payment schedule, which must be included as part of the table layout:
- (a) Royal flush pays 500 to 1;
 - (b) Straight flush pays 100 to 1;
 - (c) Four of a Kind pays 40 to 1;
 - (d) Full House pays 10 to 1;
 - (e) Flush pays 6 to 1;
 - (f) Straight pays 4 to 1;
 - (g) Three of a Kind pays 3 to 1;
 - (h) Two Pair pays 2 to 1;
 - (i) Jacks or Better pays 1 to 1; and
 - (j) A pair of 6's to 10's is a Push; and
- (17) Three card bonus payouts are made for three card bonus bets by each player who receives certain three card combinations according to the following payment schedule options:

	3CB- A	3CB- B	3CB- C	3CB- D	3CB- E	3CB- F
(a) Mini Royal Pays	--	--	--	50 to 1	50 to 1	50 to 1
(b) Straight flush pays	40 to 1					
(c) Three of a kind pays	30 to 1					
(d) Straight Pays	6 to 1	5 to 1	6 to 1	6 to 1	5 to 1	6 to 1
(e) Flush pays	4 to 1	4 to 1	3 to 1	4 to 1	4 to 1	3 to 1
(f) Pair pays	1 to 1	25 to 1	25 to 1	25 to 1		

(17)(18) If the Mississippi Stud progressive wager is offered and 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 progressive wager. The player is paid according to one of the following payment schedules, which shall be displayed on a table placard or video progressive sign:

Progressive Payment Schedule						
	MS Stud-01		PMG-01		PMG-02	
			\$1 Wager amount		\$5 Wager amount	
Hand	Pays	Envy	Pays	Envy	Pays	Envy
Royal Flush	100%	\$1,000	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1		300 for 1	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		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) 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 then 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 will continue handling progressive awards in a counter-clockwise fashion; and
- 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 an envy payout at the end of the round. If more than one player is involved in a qualifying envy payout, each player wins a multiple envy payouts;

~~(18)~~(19) The provisions of § 20:18:16:21 do not apply to Mississippi Stud poker.

Source: 36 SDR 22, effective August 18, 2009; 37 SDR 131, effective January 10, 2011.

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

Law Implemented: SDCL 41-7B-4(18), 42-7B-7, 42-7B-15.

20:18:16:15.19. The play - Flushes Gone Wild. Flushes Gone Wild must be played according to the following rules:

(1) Flushes Gone Wild may be played only on tables designated by the licensee for the play of Flushes Gone Wild. A single deck of cards must be used. Flushes Gone Wild features head-to-head play against the dealer and an optional flush rush bonus bet. Players and the dealer are dealt five cards and combine them with the community hand (two cards) to make their longest flush hand possible. Deuces (two-valued cards) are always wild and can be used to complete the flush hand;

(2) To begin the game, players make equal wagers on the ante and blind. Players may also make the optional flush rush bonus. See payable for odds;

(3) Any dealer tip delivered as a wager may be placed on the ante, blind or flush rush wagers provided that the player has placed a personal wager on the same wagers;

(4) The dealer presses the green button on the i-deal shuffler (set the game to "Flushes Gone Wild") to dispense the first packet of cards. This packet will be used for the community hand. The dealer, working clockwise from his left to his right, gives each player and the dealer a packet of five cards. The dealer then presses the green button on the i-deal shuffler to dispense all the remaining cards and begin shuffling the next deck;

(5) The dealer will then burn the first card from the community hand, and spread two cards. The dealer will burn the bottom two cards from the hand at this time;

(6) Players look at their hands and have a choice:

(a) Fold or stay in the game by making a play bet of 2x their ante.

(b) The flush rush bonus wager (if played) is always in action. If the player folds, the dealer will pick up the player's ante and blind wagers and tuck the cards face down under the flush rush bonus bet;

(7) The dealer's hand and the two community cards are revealed;

(8) The dealer, working counter-clockwise from right to left, compares the dealer's hand with the hand of each player that stayed in the game;

(9) If a player wins, the player's ante and play bets pay one to one, and the player's blind bet is resolved based on the margin of victory over the dealer according to the payout schedule below:

<u>Win By</u>	<u>Pays</u>
<u>5 Cards or more</u>	<u>200 to 1</u>
<u>4 Cards</u>	<u>25 to 1</u>
<u>3 Cards</u>	<u>5 to 1</u>
<u>2 Cards</u>	<u>3 to 1</u>
<u>0 or 1</u>	<u>Push</u>

(10) If a player loses, the player's ante, play and blind bets lose;

(11) If a player ties, the player's ante, play and blind bets push;

(12) If the player and dealer have flushes of identical length, the rank of the highest kicker card in the flush determines the winner. For example, Ac-7c-3c loses to Ah-10h-7h;

(13) Ace will be the highest card in the flush; and

(14) A player wins the flush rush bonus bet if the player can make a four-card flush or better, even if the player loses to the dealer. Sample payable below:

<u>Length of Flush</u>	<u>Pays</u>
<u>7-Card Natural Flush</u>	<u>250 to 1</u>
<u>7-Card Wild Flush</u>	<u>100 to 1</u>
<u>6-Card Natural Flush</u>	<u>50 to 1</u>
<u>6-Card Wild Flush</u>	<u>10 to 1</u>
<u>5-Card Natural Flush</u>	<u>6 to 1</u>
<u>5-Card Wild Flush</u>	<u>3 to 1</u>
<u>4-Card Natural Flush</u>	<u>1 to 1</u>

Source:

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

Law Implemented: SDCL 41-7B-4(18), 42-7B-7, 42-7B-15.

20:18:16:15.20. The play - Hot Poker Spot. Hot Poker Spot (HPS), an optional side bet for Texas Hold'em Poker, must be played according to the following rules:

(1) Prior to the deal commencing, the dealer asks players to place side bets by announcing "Hot Poker Spot bets please." Dealer then collects all side

bets which are placed into the corresponding player position number on the Side Wager Security Bracket (SWSB).

(2) The dealer must deal two cards to each player, face downward and one at a time. The first player to receive a card is the player immediately to the left of the player who has the dealer button. The last player to receive cards is the player assigned the dealer button. After each player has received two cards, there is a betting round and the players may bet an amount not more than the posted table limit. The player to the left of the button opens and each active player may call, raise, or fold. Any player who folds at this point forfeits the player's HPS side bet as a losing wager.

(3) The dealer deals three community cards from the deck and turns the cards face upward, in the center of the table. Community cards are common to the hand of every active player in the pot;

(4) After the flop, the betting continues for another round. The player sitting to the left of the player assigned the dealer button opens. After the opening, each active player may call, raise, or fold. Any player who folds at this point, except in "heads up" play, forfeits the player's HPS side bet as a losing wager.

(5) The dealer deals the fourth community card (turn card) face upward in the center of the table. Another betting round occurs. Any player who folds at this point, except in "heads up" play, forfeits the player's HPS side bet as a losing wager. The dealer deals the fifth and final community card

(river card) face upward in the center of the table for the final betting round. If there are two or more players remaining in the game after all bets are made, there is a showdown; and

(6) In Texas Hold'em, the highest hand wins the pot. In Hot Poker Spot achieving the highest possible hand is not a requirement for winning the HPS side bet. To qualify for payout, a player must call the final bet, achieve a straight or better using the two hole cards and any three of the five community cards, and expose the hole cards for dealer verification. The only players folding at any point after the flop who are eligible for a HPS payout are those players in heads up play. A folding player must achieve a qualifying hand of a straight or higher. All qualifying hands must be exposed for dealer verification as a condition of payout.

Paytable Option 1

<u>Qualifying Hand*</u>	<u>Prize Payout</u>
<u>Royal Flush</u>	<u>1,000 for 1</u>
<u>Straight Flush</u>	<u>200 for 1</u>
<u>4 of a Kind</u>	<u>100 for 1</u>
<u>Full House</u>	<u>25 for 1</u>
<u>Flush</u>	<u>15 for 1</u>
<u>Straight</u>	<u>10 for 1</u>

*Highest Qualifying hand paid only

Paytable Option 2

<u>Qualifying Hand*</u>	<u>Prize Payout</u>
<u>Royal Flush</u>	<u>2,000 for 1</u>
<u>Straight Flush</u>	<u>200 for 1</u>
<u>4 of a Kind</u>	<u>100 for 1</u>
<u>Full House</u>	<u>25 for 1</u>
<u>Flush</u>	<u>15 for 1</u>
<u>Straight</u>	<u>10 for 1</u>

*Highest Qualifying hand paid only

Source:

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

Law Implemented: SDCL 41-7B-4(18), 42-7B-7, 42-7B-15.