

CHAPTER 20:18:15
BLACKJACK

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20:18:15:30.07. Variations of the play -- Buster Blackjack. Buster blackjack is a variation of blackjack which may only be played on tables designated by the licensee for the play of Buster blackjack. The game shall be dealt and played following the standard rules of blackjack in this chapter, except as follows:

(1) Buster blackjack features a side bet that allows the player to bet that the dealer will bust. Buster blackjack may be dealt using one to eight decks of cards. Prior to the dealing of any cards, all players shall make a mandatory blackjack wager up to the posted table limit. In addition to the blackjack wager, the player also has the option to make a "dealer buster" side bet. The side bet allows the player to win odds if the dealer's hand busts;

(2) After all bets have been made, the dealer deals himself or herself and each player two cards. The dealer shall expose one of the dealer's cards as the up card. Each player then plays out the hand according to the standard rules of blackjack;

(3) If the dealer does not or cannot have a blackjack and the player has a blackjack, the player is paid and the player's cards are put away. The dealer buster bet remains in action whether or not the player busts or is dealt a blackjack;

(4) After all players have made their decisions, the dealer reveals the dealer's hole card and plays out the hand. If the dealer busts, the dealer must pay all the dealer buster side bets according to the posted buster blackjack pay table. The payoff odds vary with the number of cards in the dealer's busted hand. The more cards in the dealer's busted hand the higher the payoff. If the dealer does not bust, the dealer collects all dealer buster bets;

(5) If there are no blackjack bets remaining as each player has busted out or received a blackjack, the dealer must complete the dealer's hand, if the hand is not 17 or greater, as long as there is any buster side bet; and

(6) Lammers may be used in one of the following ways:

(a) The dealer shall place a dealer buster lammer on top of the side bets after the players have placed their side bets and before the dealer deals a card to any player; or

(b) The dealer shall place a dealer buster lammer on top of the side

bets after the players receive a blackjack or after they bust;

(7) If lammers are used they will be removed by the dealer when either of the following occurs:

- (a) The dealer does not bust and collects all of the dealer buster side bets; or
- (b) The dealer busts and pays all of the dealer buster side bets.

The dealer shall place the lammers in front of the side bet area between each hand.

(8) Buster blackjack wagers shall be paid in accordance with one of the following pay tables:

(All payouts are “to 1”)

Number of Cards in Dealer's Busted Hand	H1	H2	H3	S1	S2	S3
3	2	2	1	2	2	1
4	2	2	2	2	2	2
5	4	3	8	5	4	9
6	15	12	20	15	12	20
7	50	50	50	50	50	50
8 or more	250	250	250	250	250	250

Number of Cards in Dealer's Busted Hand	H4	H5	H6	S4	S5	S6
3	2	2	1	2	2	1
4	2	2	2	2	2	2
5	4	3	8	5	4	9
6	20	15	20	20	15	20
7	40	50	50	50	50	50
8 or more	100	100	100	100	100	100

Number of Cards in Dealer's Busted Hand	H7	H8	H9	S7	S8	S9
3	Push	Push	Push	Push	Push	Push
4	4	4	4	4	4	4
5	8	8	8	9	9	9
6	20	15	15	25	20	20
7	50	50	50	50	50	50
8 or more	150	250	500	150	250	500

(9) Buster Blackjack Bonus is a free bonus that may be offered by the casino operator as a promotion. Buster Blackjack Bonus may only be played on tables designated by the licensee for the play of Buster Blackjack Bonus. The game shall be dealt and played following the standard rules of Buster Blackjack, except as follows:

- (a) The casino operator may impose restrictions on the game such that the bonus is paid only if the player's Buster Blackjack Bonus side bet is at least a predetermined minimum, such as five dollars. The Buster Blackjack Bonus side bet may not exceed the player's blackjack bet.
- (b) If a player has a blackjack and the dealer busts with seven or more cards, in addition to the regular payoff for the player's Buster Blackjack bet, the player will receive a "bonus" in an amount to be determined by the casino operator. A bonus example is as follows and must be posted on table:

<u>Number Cards in Dealer's Hand</u>	<u>Pays</u>
<u>8 or more</u>	<u>\$8,000</u>
<u>7</u>	<u>\$1,000</u>

Source 33 SDR 63, effective October 18, 2006.

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

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

20:18:15:30.12. Variations of the play -- War blackjack. War blackjack is a variation of the game of blackjack and must be dealt and played following the standard rules of blackjack except as follows:

(1) War blackjack may only be played on tables displaying the War blackjack table layout;

(2) Prior to the start of each round of blackjack, each player may place a voluntary War blackjack wager on the designated spot on the table layout at the same time the player's primary wager is made and before any cards are dealt;

(3) The dealer deals one card to each player and one card to himself or herself. If the player's card is higher than the dealer's the player wins 1 to 1. Aces are low on the War portion of the game;

(4) If a player wins, the player may either take the winnings ~~or add~~ and the War wager ~~and~~ or add the winnings to the player's blackjack wager;

(5) If a player and the dealer tie on the War wager, the player loses the War wager;

(6) The dealer then deals the second card and regular blackjack is played.

Source: 41 SDR 7, effective July 29, 2014.

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
POKER**

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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 ~~one-dollar~~ progressive bet is made on the sensor in front of the player's position. The pair plus and optional ~~one-dollar~~ progressive bet 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;

(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 ~~COIN-ON~~ the appropriate button on the ~~keyboard~~ 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, and pair plus. The optional ~~one-dollar~~ 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 ~~or~~ 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 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; and all pair plus 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; and the pair plus 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);

(15) 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, which will be 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 ~~hand~~ button on the keypad and contact a supervisor. If the ~~hand~~ button is pressed by accident, pressing it again shall turn the ~~hand~~ button off;
 - (iv) ~~If the casino verifies the progressive win, the supervisor shall insert the key and rotate it to JPH and press the J pot button. This records the win onto the game manager. The house procedures must be followed for paying the prize. The monitor connected to the game manager must show the prize amount to be paid, and pressing the money bag icon must print a win page, which is used to help record the payout for accounting;~~ In the event that 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) ~~Returning the supervisor key to the run position must restore normal operation of the table, and adjust the meter appropriately for the prize won; 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 ~~game over~~ appropriate button on the keypad button. This resets the system to begin the next hand; ~~and~~ and be logged into the progressive system.

(vii) ~~Once the J-pot button is pressed, the prize is logged into game manager. If the progressive pay needs to be backed out at this point, the award must be manually backed out using the game manager manual adjustment feature; and~~

(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

(16) 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.

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.

20:18:16:15.03. The play -- Let it ride and let it ride bonus including three card bonus optional side bet or progressive optional side bet. Let it ride, let it ride bonus, and let it ride progressive must be played according to the following rules:

(1) Let it ride may be played only on tables designated by the licensee for the play of let it ride. Let it ride bonus may be played only on tables designated by the licensee for the play of let it ride bonus. Let it ride progressive may be played only on tables designed by the licensee for the play of let it ride progressive. A single deck of cards must be used. Players do not play against the dealer or against any other player. Each player may play only one hand following each shuffle of the deck. Winning hands are determined and paid according to the payment schedule which must be displayed as part of the table layout;

(2) Each player must make three equal bets by placing the bets in the three designated wagering areas in front of the player's position. Where let it ride bonus is offered, each player may place an additional ~~\$1.00~~ bonus bet that awards a bonus payout to the player who receives a poker hand consisting of certain card combinations as listed in subdivision (9) below. Where let it ride progressive is offered, each player may place an additional ~~\$1.00~~ progressive bet that awards a bonus payout to the player who receives a poker hand consisting of certain card combinations as listed in subdivision (10). The bonus bet or the progressive bet is placed on the sensor in front of the player's

position. Where the three card bonus optional side bet is offered, each player may place an additional bonus bet that awards a bonus payout to the player who receives three card combinations as listed in subdivision (9) of this section. This three card bonus bet is placed in the wagering area identified as such. After each player has had the opportunity to place his or her wagers, the dealer ensures that the red bonus bet sensor ~~lamp~~ is illuminated for each player who has placed a bonus bet or progressive bet, the dealer will then announce, "No more bets." The dealer will collect the bonus bets or progressive bets and place the bets in the chip tray;

(3) Any dealer tip delivered as a wager must be placed as a single wager above the player's let it ride third wagering area (marked as "\$"), or next to the player's 3 card bonus wager, to be settled at the end of the play of the hand at the odds listed and in accordance with the payment schedules;

(4) If the cards are hand dealt, immediately before the start of play and after each round of play has been completed, the dealer must shuffle the cards. Following shuffle and cut, the dealer deals three cards to each player and two cards to the dealer, face downward and one at a time in clockwise rotation among the players and the dealer (the dealer does not receive a card in the third rotation). If a mechanical shuffling device which dispenses cards in three-card groups is being used, the first player to receive cards is the player to the left of the dealer; the dealer receives cards last. The dealer plays the top two cards of the group dealt to the dealer. The bottom card of the three-card

group is not played and is placed in the discard rack without being viewed. The dealer's remaining two cards are used as community cards. After all cards have been dealt, the dealer places the remaining cards into the discard rack without exposing the cards;

(5) After a player looks at the player's cards, the player may ask for the player's first bet back or may let all of the wagers remain in play. The players act in order, beginning with the first player to the dealer's left and moving clockwise. If a player chooses to withdraw bet number one, the dealer moves the player's wager toward the player, who must then remove the wager from the gaming area. After all players have acted, the first of the dealer's cards is turned up for all players to see and to use as a community card;

(6) After the first community card, the player may ask for the player's second bet back or may let all of the player's wagers remain in play. The players again act in order, beginning with the first player to the dealer's left and moving clockwise. If a player chooses to withdraw bet number two, the dealer moves the player's wager toward the player, who must then remove the wager from the gaming area. The player then tucks the player's cards under the (\$) bet. After all players have acted, the second of the dealer's cards is turned up for all players to see and to use as a second community card. Each player now has a complete five-card hand, using the three cards the player was dealt together with the two community cards;

(7) After the second community card has been turned face up, the dealer, beginning with the player to the dealer's right, turns each player's three cards face up. The dealer examines each player's hand, in combination with the two community cards, to determine if the player's hand is a winning or a losing hand. To qualify as a winning hand for a basic payout, a player's hand must contain a pair of tens or better. In order to also qualify for a bonus payout after having placed a ~~\$1.00~~ bonus bet, the player's hand must contain certain card combinations as listed in subdivision (9) of this section. The 3 card bonus wager is based on the player's three cards (does not include the dealer's community cards) and will pay all winning bets according to the pay schedules listed in subdivision (9);

(8) During the pay and take sequence, all losing bets must be taken. The dealer resolves the players' hands, in turn, starting with the dealer's right and moving counter-clockwise around the table. All winning bets will be paid according to the pay schedules listed in subdivisions (9) and (10). The dealer will first resolve the players' let it ride wagers, the players' let it ride bonus wager if placed, and the players' 3 card bonus wager if placed, then the progressive wager if placed. The dealer continues the pay and take sequence with each player counter-clockwise around the table;

(9) Payouts:

Basic Game Payout Odds:

	Alternative A	Alternative B
(a) Royal flush pays	500 to 1	200 to 1;
(b) Straight flush pays	100 to 1	100 to 1;
(c) Four of a kind pays	25 to 1	40 to 1;
(d) Full house pays	15 to 1	15 to 1;
(e) Flush pays	10 to 1	9 to 1;
(f) Straight pays	5 to 1	5 to 1;
(g) Three of a kind pays	3 to 1	3 to 1;
(h) Two pairs pays	2 to 1	2 to 1;
(i) Pair of 10s or better pays (even money)	1 to 1	1 to 1.

Bonus bet payouts are made for each \$1.00 bonus bet placed by each player who receives certain card combinations according to the following payment schedule options:

	Alternative A	Alternative B	Alternative C	Alternative D
(a) Royal flush pays	10000 to 1	5000 to 1	5000 to 1	5000 to 1;
(b) Straight flush pays	2000 to 1	2000 to 1	1000 to 1	1000 to 1;
(c) Four of a kind pays	400 to 1	100 to 1	200 to 1	100 to 1;
(d) Full house pays	200 to 1	75 to 1	150 to 1	75 to 1;
(e) Flush pays	50 to 1	50 to 1	75 to 1	50 to 1;
(f) Straight pays	25 to 1	25 to 1	25 to 1	25 to 1;
(g) Three of a kind pays	5 to 1	8 to 1	10 to 1	8 to 1;
(h) Two pairs pays		4 to 1		5 to 1.

Three card bonus payouts are made for bonus bets placed by each player who receives certain three card combinations according to the following payment schedule options;

	Alternative A	Alternative B	Alternative C	Alternative D	Alternative E	Alternative 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		

(10) If the let it ride progressive bet is offered and a player has bet on the optional progressive bet and the player's hand contains a Royal Flush the player wins. 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 shall be displayed on a table placard or video progressive sign:

Progressive Payment Schedule						
	LIRP-1		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 ~~hand~~ button on the keypad. If the ~~hand~~ 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. ~~After the casino has verified the progressive win, the supervisor shall insert the key and rotate it to JPH and press J pot button. This action shall record the win onto the game manager. House procedures shall be followed for paying the prize. The monitor connected to the game manager shall show the prize amount to be paid, and pressing the money bag icon shall print a win page; In the event that 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 paying the prize the supervisor shall rotate the key to the run position restoring normal operation of the table. The system shall automatically adjust the meter appropriately for the prize won; 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 ~~game over button~~ appropriate button on the keypad. This action shall reset the system to begin the next hand; and be logged into the progressive system; and

~~viii. After the J pot button is pressed, the prize shall be logged into the game manager. If the progressive pay needs to be backed out at this point, the award shall be manually backed out using the game manager manual adjustment feature; and~~

(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 a multiple envy payout.

(11) After paying all winning wagers, the dealer must collect the cards of the winning players and the community cards and place the cards in the discard rack with the other discarded cards from the deck;

(12) The provisions of § 20:18:16:21 do not apply to let it ride or let it ride bonus poker with or without the 3 card bonus optional side bet; and

(13) The player's wager, when combined with the bonus, optional 3 card bonus, and progressive bet, may not exceed the \$100 maximum bet limit.

Source: 23 SDR 227, effective July 1, 1997; 28 SDR 154, effective April 17, 2002; 29 SDR 107, effective February 2, 2003; 32 SDR 128, effective January 30, 2006; 37 SDR 131, effective January 10, 2011; 38 SDR 213, effective June 18, 2012.

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

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

Cross-Reference: Maximum amount of bets, SDCL 42-7B-14; Table stakes, § 20:18:16:21.

20:18:16:15.05. The play -- Caribbean stud poker. Caribbean stud poker must be played according to the following rules:

(1) Caribbean stud poker may be played only on tables equipped with the necessary electronic equipment and signage, and are designated by the licensee for the play of Caribbean stud poker. A single deck of cards shall be used. Players do not play against other players. Each player may play only one hand following each shuffle of the deck;

(2) Each player must make an ante wager by placing the wager in the designated “ante” wagering area in front of the player’s position;

(3) Each player may place an additional, optional wager by placing a ~~token~~ wager in the designated ~~coin-in slot~~ coin sensor in front of the player’s ante;

(4) The optional wager allows the player to participate in play for a progressive jackpot. ~~As tokens are accepted, the progressive meter will advance by a predetermined amount for each token placed through the coin in slots.~~ A player wins a progressive jackpot award if the player has made the

optional wager and holds a hand having a value of flush or better. Multiple Caribbean stud poker games may be linked together with a common progressive jackpot;

(5) ~~After all progressive wagers have been made and before the dealer starts to deal the cards, the dealer operates a key pad by which the dealer locks out the coin in mechanism. After the hand is completed, the dealer clears the lockout so the players may wager on the progressive jackpot for the next hand~~ Once all players place their bets, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer then follows house procedures for dealing the regular game;

(6) The terms “jackpot,” “jackpot award,” and “progressive jackpot” as used in this section shall apply to Caribbean stud poker only;

(7) A licensee may not discontinue offering a Caribbean stud poker 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,

together with the award fund, to another retail licensee offering a comparable jackpot award;

(8) Any dealer tip delivered as a wager shall be placed on the “ante” only, and may not exceed the value of the player’s ante. The dealer may not accept a tip wager on the “bet” area;

(9) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals five cards to each player and to the dealer, either face downward and one at a time in clockwise rotation among the players and the dealer, or in a five-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. The fifth card dealt to the dealer ~~only~~, which shall be the bottom card of the group of cards dispensed by the shuffling device, shall be dealt or turned face up. ~~The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.~~ After all cards have been dealt, the dealer shall place the remaining cards into the discard rack without exposing the cards;

(10) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player’s ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purposes of the progressive jackpot only. If there are no progressive jackpot

hands, all hands at the table are dead and the players retain their antes and bets;

(11) The player now picks up the player's cards and must decide either to fold (surrender ante) or to bet (bet equals two times ante). If the player:

(a) Folds, the ante wager is lost. In any player order, the dealer collects first the ante and then the cards from each player who has folded. As the cards are collected, the dealer shall spread the cards, count the cards, and then place the cards in the discard rack; or

(b) Plays the hand, the player must make an additional wager, equal to exactly twice the amount of the ante, by placing the wager in the "bet" area, behind the ante, in front of the player's position;

(12) The dealer turns over the dealer's remaining cards and creates the best possible poker hand. The dealer must have a hand consisting of an ace and a king, or better, to have a qualifying hand. If the hand is qualifying, the dealer moves the poker hand forward allowing the players to see the hand;

(13) If the dealer does not have a qualifying hand, the dealer shall announce "no hand" and immediately pay all the ante wagers at the rate of 1 to 1 (even money). At this point ~~÷(a) The~~ the dealer shall spread, count, and collect each player's cards individually. The cards of players who have a hand qualifying for a progressive jackpot payment shall be left on the table face up; and

~~(b) A games supervisor shall verify the hands, if any, which qualify for a progressive jackpot payout, announce the amount, and pay the player;~~

(14) When all player wagers have been made, the dealer shall compare the dealer's hand to the hand of each player who has made both "ante" and "bet" wagers. The higher poker hand between each player and the dealer wins;

(15) Tied hands result in a push and no action;

(16) The antes of winning hands are paid at the rate of 1 to 1 (even money);

(17) The bets of winning players' hands are paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

- (a) Royal flush pays 100 to 1;
- (b) Straight flush pays 50 to 1;
- (c) Four of a kind pays 20 to 1;
- (d) Full house pays 7 to 1;
- (e) Flush pays 5 to 1;
- (f) Straight pays 4 to 1;
- (g) Three of a kind pays 3 to 1;
- (h) Two pairs pays 2 to 1; and
- (i) One pair or less pays 1 to 1 (even money);

(18) The dealer compares hands, pays winning wagers, and takes losing wagers, beginning with the player to the dealer's right and moving counterclockwise around the table;

(19) After paying or taking each wager, the dealer must spread the player's cards, count the cards, and place the cards in the discard rack before the dealer moves on to the next player. The cards of players who have a hand qualifying for a progressive jackpot payment shall be left on the table face up;

~~(20) A games supervisor shall verify the hands, if any, which qualify for a progressive jackpot payout, announce the amount, and pay the player. The player's cards shall then be collected and placed in the discard rack; and~~

Progressive winners:

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

- (e) In the event that 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;
- (f) 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;

(21) Player hands qualifying for progressive jackpot payments shall be paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

- (a) Royal flush pays 100 percent of the displayed progressive jackpot;
- (b) Straight flush pays either 10 percent of the displayed progressive jackpot or pays \$5,000 (licensee shall choose the payout option at the time the game is put into play);
- (c) Four of a kind pays \$500;
- (d) Full house pays \$100; and
- (e) Flush pays \$50; and
- (f) Progressive payment schedule:

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 wager shall not be returned to the player. The envy and seed amounts adjust up or down accordingly with changes made to the wager amount; and

- (g) 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 a multiple envy payout.

(22) 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.

The provisions of § 20:18:16:21 do not apply to Caribbean stud poker.

The player's wager, when combined with the bonus wager, may not exceed the \$100 maximum bet limit.

Source: 28 SDR 24, effective August 28, 2001; 29 SDR 107, effective February 2, 2003; 32 SDR 128, effective January 30, 2006; 37 SDR 131, effective January 10, 2011.

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: Maximum amount of bets, SDCL 42-7B-14; Table stakes, § 20:18:16:21.

20:18:16:15.09. The play -- Silverado Stud poker. Silverado Stud must be played according to the following rules:

(1) Silverado Stud must only be played on tables designated by the licensee for the play of Silverado Stud poker. A single deck of cards shall be used. Players do not play against the dealer or against other players. Players may play only one hand following each shuffle of the deck. Winning hands are determined and paid according to the payment schedule that shall be displayed as part of the table layout;

(2) Players shall make an equal bet on both the five-card and three-card hands on the designated five-card bet and three-card bet wagering areas in front of the player's position. On tables marked "Silverado Stud Bonus," players may place an optional four-card bet on the designated areas. The bet wins if the player's initial four-card hand matches any of the four-card poker hands according to the payout schedules. After each player has had the opportunity to place the wager, the dealer insures that all bets are in place and then announces "No more bets";

(3) Any dealer tip delivered as a wager shall be placed as a single wager above the player's original five-card hand or the player's original three-card hand or both. The dealer's tip shall be settled at the end of the play of the hand at the odds listed in accordance with the payment schedule;

(4) Immediately before the initial start of play and after each round of play has been completed, the dealer must shuffle the cards. Following shuffle and cut, the dealer deals four cards to each player and two cards to the dealer - face downward and one at a time in clockwise rotation among the players,

after the players have received their four cards the dealer will receive two cards face downward. The first player to receive cards is the player to the left of the dealer, the dealer receives cards last. The dealer's two cards are used as community cards. After all cards have been dealt, the dealer places the remaining cards off to the right-hand side of the dealer, out of the way of all action taking place on the table, without exposing the cards;

(5) After a player has looked at the player's four cards, the player must decide which three of the four cards shall be used as the player's five-card hand. The remaining one card of the four shall be used as the first card of the player's three-card hand. The dealer will examine each and every player's cards to make sure that the cards are tucked under the appropriate bet. EXCEPTION to rule (5): Exception 1. If a player is dealt four equal cards, referred to as (four-of-a-kind-dealt), then that player has the option to lay that hand down at this time only, and will be paid on the five card wager only according to the payout schedule; and the three-card wager will be a push. Exception 2. If a player is dealt two pair in the first four cards, the player may lay that hand down and be paid on the five-card wager only according to the pay table and the three-card wager will be a push. If the player chooses not to lay down the hand, the player will then split the hand as is the protocol for all other hands;

(6) After the first community card, the players now have the opportunity to place an additional "raise" bet. The players can look at their

five-card hand ONLY to determine if they want to place their “raise” bet. This “raise” bet shall be placed on the designated five-card raise wagering area. After all players have acted, the second of the dealer’s cards is turned up for all players to see and is used as a second community card. Each player now has a complete five-card hand and three-card hand, using the four cards (three going to the five-card hand and one going to the three-card hand) the player was dealt together with the two community cards;

(7) After the second community card has been turned face up, the dealer, beginning with the player to the dealer’s right, turns each player’s five-card hand cards face up and then turns that player’s three-card hand cards face up. The dealer examines each player’s hands, in combination with the two community cards, to determine if the player’s hands are a winning or a losing hand. To qualify as a winning hand for a basic payout for Silverado Stud Poker Version A, a player’s hand must contain a pair of jacks or better for the five-card hand and any pair for the three-card hand. To qualify as a winning hand for a basic payout for Silverado Stud Poker Version B, a player’s hand must contain a minimum of a pair of tens or jacks for the five-card hand and any pair for the three-card hand;

(8) All losing wagers must be immediately collected by the dealer, and all losing hands must be collected and placed on top of the rest of the deck to the right-hand side of the dealer; and

(9) The dealer will determine whether or not each player has a winning or losing hand. The dealer pays all winning wagers or takes all losing wagers one at a time beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. The four-card optional bet will also be taken or paid according to the payout schedule marked “4-Card Hand.” Determination of winning or losing hand is based on the player’s original four cards dealt to them and paid according to the following payment schedule. All winning hands are paid in accordance with the payout odds listed on the table layout or as displayed at the table in accordance with the following payment schedule:

Silverado Stud Poker Version A (non-two-pair dealt) Payout Schedules:

	Version A	Version B	Version C
Five-Card Hand			
Royal Flush	200:1	200:1	500:1
Straight Flush	100:1	100:1	100:1
Four of a Kind Dealt	50:1	50:1	50:1
Four of a Kind	15:1	20:1	20:1
Full House	9:1	9:1	9:1
Flush	7:1	7:1	7:1
Straight	5:1	5:1	5:1
Three of a Kind	3:1	3:1	3:1
Two Pair	2:1	2:1	2:1
Pair of Jacks or Better	1:1	1:1	1:1
Three-Card Hand			
Straight Flush	15:1	15:1	15:1
Three of a Kind	8:1	10:1	8:1
Straight	4:1	4:1	4:1
Flush	3:1	3:1	3:1
Any Pair	1:1	1:1	1:1

Silverado Stud Poker Version A² (two-pair dealt) Payout Schedules:

	Version A	Version B	Version C		Version J	Version A ²
Five-Card Hand						
Royal Flush	200:1	200:1	500:1	Royal Flush	500:1	200:1
Straight Flush	100:1	100:1	100:1	Straight Flush	100:1	100:1
Four of a Kind Dealt	50:1	50:1	50:1	Four of a Kind Dealt	50:1	50:1
Four of a Kind	15:1	20:1	20:1	Four of a Kind	20:1	15:1
Full House	9:1	9:1	9:1	Full House	10:1	9:1
Flush	7:1	7:1	7:1	Flush	7:1	7:1
Straight	5:1	5:1	5:1	Straight	5:1	5:1
Three of a Kind	3:1	3:1	3:1	Three of a Kind	3:1	3:1
Two Pair	2:1	2:1	2:1	Two Pair	2:1	2:1
Two Pair Dealt	1:1	1:1	1:1	Two Pair Dealt	2:1	1:1
Pair of Jacks or Better	1:1	1:1	1:1	Pair of Jacks or Better	1:1	1:1
Three-Card Hand						
				Royal Flush	30:1	30:1
Straight Flush	15:1	15:1	15:1	Straight Flush	15:1	15:1
Three of a Kind	8:1	10:1	8:1	Three of a Kind	10:1	8:1
Straight	4:1	4:1	4:1	Straight	4:1	4:1
Flush	3:1	3:1	3:1	Flush	3:1	3:1
Any Pair	1:1	1:1	1:1	Any Pair	1:1	1:1

Silverado Stud Poker Version B (two-pair dealt) Payout Schedules:

	Version Q	Version R	Version S ⁵	Version S ²	Version U	Version V
Five-Card Hand						
Royal Flush	500:1	500:1	500:1	200:1	200:1	200:1
Straight Flush	100:1	100:1	100:1	100:1	100:1	100:1
Four of a Kind Dealt	40:1	40:1	50:1	50:1	50:1	50:1
Four of a Kind	15:1	15:1	20:1	20:1	20:1	20:1
Full House	9:1	9:1	9:1	9:1	9:1	9:1
Flush	7:1	7:1	7:1	7:1	7:1	7:1
Straight	5:1	6:1	5:1	5:1	5:1	6:1
Three of a Kind	3:1	3:1	3:1	3:1	3:1	3:1
Two Pair Dealt	3:1	2:1	3:1	3:1	3:1	3:1
Two Pair	2:1	2:1	2:1	2:1	2:1	2:1
Pair of Queens or Better	1:1	1:1	1:1	1:1	1:1	1:1
Pair of Tens or Jacks	Push	Push	Push	Push	Push	Push
Three-Card Hand						
Royal Flush	30:1	30:1	30:1	30:1	30:1	30:1
Straight Flush	15:1	15:1	15:1	15:1	15:1	15:1
Three of a Kind	8:1	8:1	8:1	8:1	10:1	10:1
Straight	5:1	5:1	5:1	5:1	4:1	4:1
Flush	3:1	3:1	3:1	3:1	3:1	3:1
Any Pair	1:1	1:1	1:1	1:1	1:1	1:1

Silverado Stud Bonus:

Four-Card Hand	
Hand Type	Pay (to 1)
<u>Four of a Kind</u>	<u>200</u>
<u>Straight Flush</u>	<u>50</u>
<u>Three of a Kind</u>	<u>10</u>
<u>Flush</u>	<u>6</u>
<u>Straight</u>	<u>4</u>
<u>Two pair</u>	<u>3</u>
<u>One pair</u>	<u>1</u>
<u>Less than 10-high</u>	<u>Push</u>

Source: 30 SDR 171, effective May 10, 2004; 31 SDR 165, effective May 10, 2005; 32 SDR 128, effective January 30, 2006; 32 SDR 188, effective May 14, 2006; 33 SDR 125, effective January 29, 2007.

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-7, 42-7B-11(13), 42-7B-18.

Cross-References:

Maximum amount of bets, SDCL 42-7B-4.

Table stakes, § 20:18:16:21.

Exposing hand, § 20:18:16:31.01.

20:18:16:15.10. The play -- Four-Card poker. Four-card poker must be played according to the following rules:

(1) Four-card poker may only be played on tables designated by the licensee for the play of Four-card poker. A single deck of cards must be used. The rank of hands in Four-card poker, from highest to lowest is four of a kind, straight flush, three of a kind, flush, straight, two pair, and pair. The rank of hands in the optional progressive side wager, from highest to lowest is royal flush, straight flush, four of a kind, full house, flush, straight, and three of a kind;

(2) There are three ways to play: playing against the dealer-ante wager; playing against the pay table; or, playing both;

(3) Each player may make one or more wagers as follows in accordance with posted table limits:

- (a) To play against the dealer by placing an ante wager on the ante spot;
- (b) To play the hand value against the pay table by placing an aces up wager on the aces up spot;
- (c) To play against the dealer and the pay table by placing the ante wager on the ante spot and an aces up wager on the aces up spot;
- (d) To play the hand value against the pay table by placing a progressive wager on the sensor in front of the player's position; or
- (e) At the casino's discretion, a player may place wagers at more than one betting position during a round of play;

(4) After all players place their bets, the dealer shall press ~~COIN IN~~ on the keyboard 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. The optional \$1 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;

(5) Each player receives five cards face down. Cards are delivered to the player from the dealer's left to right rotation. The dealer should give himself or herself five cards face down and one card face up;

(6) After examining their cards, players have the option to either make a play wager in the amount between one and three times the player's ante wager, or forfeit the ante wager by folding. If the player folds with a pair of aces or better, the player forfeits the ante, but the aces up bet wins;

(7) After each player has either placed a play wager on the play spot or folded, the dealer collects all forfeited wagers and cards. If the four-card poker progressive wager is offered and a player has bet on the optional progressive wager, the player's cards shall be placed face down on or near the progressive sensor when folding;

(8) The dealer shall arrange his or her hand from highest card value to the lowest, and announce his or her best four-card hand. The two cards the dealer doesn't use in his or her hand should be positioned in the "live" hand;

(9) The dealer shall reconcile the hands of the players who have not folded. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the aces up wager and reveal the player's cards. The dealer shall pay or take from the back forwards, reconciling the play wager first, the ante wager second, the aces up wager third, and the optional progressive wager last;

(10) Playing against the dealer-ante wager. The object when playing against the dealer is to beat the dealer's four-card poker hand with your own four-card poker hand. The dealer always qualifies. Players place an ante wager. After looking at their hand, players may fold, or, if the player believes

that the player's hand is high enough to beat the dealer's hand, the player shall make the play wager. This wager must be from one to three times the ante wager. The player wins ties. Certain player hands receive an automatic bonus. These payouts are made against the ante wager according to odds set forth on the four-card poker layout and posted table limits;

(11) Playing versus pay table - aces up. The object of betting aces up wager is to receive a pair of aces or better. If the player's hand contains a pair of aces or better, the player wins the aces up wager. Players receive aces up payout regardless of the dealer's hand;

(12) Playing both - aces up and ante. If a player bets both the aces up and the ante (including play), the player is playing against two separate pay tables with two different criteria for payouts. In playing the ante wager, the object is to get a four-card poker hand that beats the dealer's best four-card hand. In playing the aces up wager, the object is to receive a pair of aces or better. The ante and aces up wagers do not have to be the same amount. Players receive the aces up payouts regardless of the dealer's hand. Players can wager anywhere from the table minimum to the maximum allowed bet on either or both the ante wager or the aces up wager. However, the play wager must be from one to three times the ante;

(13) Playing against pay table -- progressive. The object of betting the progressive wager is to receive a three of a kind or better based on all five cards dealt to the player, not just the player's four card hand that is in play. If the

player's hand contains a three of a kind or better, the player wins the progressive wager as detailed in the pay schedule listed in subdivision (15);

(14) Incorrect number of cards in player's or dealer's hands. If any player or dealer is dealt an incorrect number of cards, all hands are void and the cards reshuffled;

(15) The retail licensee may offer the game using any one of the following seven pairs of pay schedules, which shall be displayed on a table layout or on signage at the table:

	FCP-01		FCP-02		FCP-03	
	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up
Four of a Kind	25 to 1	50 to 1	25 to 1	50 to 1	25 to 1	50 to 1
Straight Flush	20 to 1	40 to 1	20 to 1	40 to 1	20 to 1	30 to 1
Three of a Kind	2 to 1	9 to 1	2 to 1	7 to 1	2 to 1	9 to 1
Flush		6 to 1		6 to 1		6 to 1
Straight		4 to 1		5 to 1		4 to 1
Two Pair		2 to 1		2 to 1		2 to 1
Pair of Aces		1 to 1		1 to 1		1 to 1

	FCP-04		FCP-05		FCP-06	
	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up
Four of a Kind	25 to 1	50 to 1	25 to 1	50 to 1	25 to 1	50 to 1
Straight Flush	20 to 1	30 to 1	20 to 1	40 to 1	20 to 1	40 to 1
Three of a Kind	2 to 1	7 to 1	2 to 1	8 to 1	2 to 1	8 to 1
Flush		6 to 1		5 to 1		6 to 1
Straight		5 to 1		4 to 1		4 to 1
Two Pair		2 to 1		3 to 1		2 to 1
Pair of Aces		1 to 1		1 to 1		1 to 1

	FCP-07	
	Automatic Bonus	Aces Up
Four of a Kind	25 to 1	50 to 1
Straight Flush	20 to 1	40 to 1
Three of a Kind	2 to 1	7 to 1
Flush		5 to 1
Straight		4 to 1
Two Pair		3 to 1
Pair of Aces		1 to 1

and

(16) If the four card poker progressive bet 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 player is paid according to the following payment schedule, which shall be displayed on a table placard or video progressive sign:

Hand	FCCP-1		FCCP-2		FCCP-3	
	Pays	Envy	Pays	Envy	Pays[^]	Envy
Four Aces	100%	\$100	100%	\$100	100%	\$100
Four of a Kind	300 for 1	\$10	300 for 1	\$25	300 for 1	\$25
Straight Flush	100 for 1	\$5	100 for 1	-	100 for 1	-
Three of a Kind	9 for 1	-	15 for 1	-	15 for 1	-
^Same payable as "Pays 2" but with 5% reserve						

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	
Three 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) 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 ~~hand~~ button on the keypad. If the ~~hand~~ 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; the supervisor will verify the hands, if any, which qualify for a progressive jackpot payout;
- v. ~~After the casino has verified the progressive win, the supervisor shall insert the key and rotate it to JPH and press J pot button. This action shall record the win onto the game manager. House procedures shall be followed for paying the prize. The monitor connected to the game manager shall show the prize amount to be paid, and pressing the money bag icon shall print a win page~~ In the event that 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 paying the prize the supervisor shall rotate the key to the run position restoring normal operation of the table. The system shall automatically adjust the meter appropriately for the prize won~~ After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying 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;

- vii. After the dealer reconciles all action, the dealer shall press the ~~game over button~~ appropriate button on the keypad. This action shall reset the system to begin the next hand; and
 - viii. ~~After the J pot button is pressed, the~~ The prize shall be logged into game manager. If the progressive pay needs to be backed out at this point, the award shall be manually backed out using the game manager manual adjustment feature; and
- (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 any 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 payout.

Source: 31 SDR 165, effective May 10, 2005; 32 SDR 128, effective January 30, 200; 37 SDR 131, effective January 10, 2011; 38 SDR 101, effective December 5, 2011.

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: Maximum amount of bets, SDCL ; Table stakes, § 20:18:16:21; Exposing hand, § 20:18:16:31.01.

20:18:16:15.12. The play -- Texas Hold'em Bonus poker. Texas Hold'em Bonus poker must be played by the following rules:

(1) Players begin by placing wagers in the spot marked "ante." This wager is required in order to receive a two-card hand also known as hole cards;

(2) At the same time, players have an option to place a side bet wager and progressive wager. The side bet does not interact with a player and the dealer comparing hands for the best poker rating. The optional \$1 progressive wager shall be made on the sensor in front of the player's position. The

progressive wager is placed to play against the pay schedules listed below in subdivision (17);

(3) 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.

~~(3)~~(4) The dealer shuffles, cuts the deck, and deals, face down a two-card hand to each player occupying a “player position,” plus two cards to the dealer position. The cards are dealt “blackjack-style,” one card at a time, face down, in a clockwise manner, starting to the dealer’s left;

~~(4)~~(5) Following the deal, players review their two-card hand and decide to do one of the following without interaction or communication with any other players:

- (a) “Fold” by discarding their two-card hand and forfeiting the ante wager; or
- (b) “Bet” by placing a wager twice the amount of their “ante” wager on the “flop.” Once players have placed both the ante and flop wagers, they are “in for the finish” of the hand;

~~(5)~~(6) The dealer now “burns” one card face down and then turns over the next three cards in the deck. These community cards become the three-

card flop, also called “the flop.” The three-card flop must remain in the center of the table for all players to view and use to complete their hands;

~~(6)~~(7) Starting from the dealer’s left, the dealer proceeds in a clockwise manner. Players then elect to “check” or “bet” (to see the turn card). The turn is the fourth community card. Players electing to bet must place a wager amount equal to their ante wager. The dealer now burns another card. The dealer then turns the next community card up, also called the turn card, and places it in the center of the table in the area provided. The turn card must remain in place for all players to view and use to complete their hands;

~~(7)~~(8) Starting from the dealer’s left, the dealer proceeds in a clockwise manner. Players elect to “check” or “bet” (to see the river card). The river is the fifth and last of the community cards;

~~(8)~~(9) Players electing to bet must place a wager amount equal to their ante wager;

~~(9)~~(10) The dealer now burns another card. The dealer then turns the last community card up and places it in the center of the table in the area provided. The river card must remain in place for all players to view and use to complete their hands;

~~(10)~~(11) The dealer turns the dealer’s own two-card hand face up and verbally announces the best possible five-card poker hand using three or four of the community cards to create a five-card poker hand. If the best possible poker hand proves to be the five community cards, the dealer may elect to “play

the board” by using all five of the community cards instead. The dealer moves any community cards being used slightly forward of their designated area on the board;

~~(11)~~(12) Starting to the dealer’s right (blackjack style), the dealer turns over the first player’s two-card hand and evaluates the best possible five-card poker hand using three or four of the community cards to create a five-card poker hand. If the best possible hand proves to be the community cards, the player may elect not to use the two-card hand and “play the board” by using all five community cards instead. The dealer shall verbally announce the poker ranking. First the dealer should take the bonus wagers if the wagers do not appear on the pay table, or pay the bonus as indicated on the pay table. Second, the dealer shall arrange the player’s hand into the best possible poker ranking and verbally announce the player’s ranking;

~~(12)~~(13) If a player’s hand value and the dealer’s hand value are equal, the dealer indicates a “push” and moves any flop, turn, or river wagers to the rear of the board and slightly off the betting spot, leaving the ante wager in place;

~~(13)~~(14) If the player’s hand is a lesser value than the dealer’s hand, the dealer takes that player’s ante, flop, turn, and river wagers and places them in the bankroll tray;

~~(14)~~(15) If the player’s hand is a greater value than the dealer’s hand, the dealer shall pay flop, turn, and river wagers even money (1-1);

~~(15)~~(16) If the player's winning hand is a "flush" or greater, the player shall be paid an additional amount equal to the player's ante;

~~(16)~~(17) After the dealer has completed the entire procedure for a player, the dealer shall move to the next player to the left and continue in a counterclockwise manner, addressing one player at a time, first the bonus wager, then the base game wager, then the progressive wager; and

~~(17)~~(18) If the Texas hold'em 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 player is paid according to the following payment schedule, which shall be displayed on a table placard or video progressive sign:

	THBP-08
	\$1 wager
Hand	Pays
Royal After 5	100%
Royal After 6	25%
Royal After 7	5%
Community Royal	\$3000
Straight Flush	\$250
4 of a Kind	\$100
Full House	\$10

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) 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 ~~hand~~ button on the keypad. If the ~~hand~~ 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. ~~After the casino has verified the progressive win, the supervisor shall insert the key and rotate it to JPH and press J pot button. This action shall record the win onto the game manager. House procedures shall be followed for paying the prize. The monitor connected to the game manager shall show the prize amount to be paid, and pressing the money bag icon shall print a win page~~ In the event that 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 paying the prize the supervisor shall rotate the key to the run position restoring normal operation of the table. The system shall automatically adjust the meter appropriately for the prize won~~ 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;
- vii. After the dealer reconciles all action, the dealer shall press the ~~game over button~~ appropriate button on the keypad. This action shall reset the system to begin the next hand and be logged into the progressive system; and

~~viii. After the J pot button is pressed, the prize shall be logged into game manager. If the progressive pay needs to be backed out at this point, the award shall be manually backed out using the game manager manual adjustment feature; and~~

(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 a multiple envy payout.

Source: 31 SDR 165, effective May 10, 2005; 37 SDR 131, effective January 10, 2011.

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: Maximum amount of bets, SDCL ; Table stakes, § 20:18:16:21; Exposing hand, § 20:18:16:31.01.

20:18:16:15.14. The play -- Mississippi Stud. 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 \$1 progressive wager shall be made on the sensor in front of the player's position. The ante bet and progressive wagers are placed to play against the pay schedules listed below in subdivisions (16) and (17);

(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;

(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 ~~COIN-IN~~ 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. The optional \$1 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. ~~After~~ If a player has bet on the optional progressive wager, the player's cards shall be placed face down 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. ~~After~~ If a player has bet on the optional progressive wager, the player's cards shall be placed face down 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. ~~After~~ If a player has bet on the optional progressive wager, the player's cards shall be placed face down 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) 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 ~~schedule~~

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 ~~hand~~ button on the ~~keyboard~~ keypad. If the ~~hand~~ 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. ~~After the casino has verified the progressive win, the supervisor shall insert the key and rotate it to JPH and press J pot button. This action shall record the win onto the game manager. House procedures shall be followed for paying the prize. The monitor connected to the game manager shall show the prize amount to be paid, and pressing the money bag icon shall print a win page~~ In the event that 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 paying the prize the supervisor shall rotate the key to the run position restoring normal operation of the table. The system shall automatically adjust the meter appropriately for the prize won~~ 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 ~~game over button~~ appropriate button on the keypad. This action shall reset the system to begin the next hand; and be logged into the progressive system.
 - viii. ~~After the J pot button is pressed, the prize shall be logged into game manager. If the progressive pay needs to be backed out at this point, the award shall be manually backed out using the game manager manual adjustment feature; and~~
- (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 ~~payout~~ payouts;

(18) 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.

20:18:16:15.15. 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. 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 must make at least one initial bet in the amount specified at the table by the retail licensee and must place the bet in either the Trips wagering area, not to exceed \$100, or both the ante and blind wagering

areas, not to exceed \$25 each, in front of the player's position. The optional \$1 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 wishes 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, 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 all players have placed wagers, the dealer shall press ~~COIN IN~~ 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 \$1 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) 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 the player makes a bet, the 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 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;

(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 the player makes a bet, the 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 the player makes a bet, the 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 poker 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 (play, blind, or trips) 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 always 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 always paid if applicable;

(15) Play and Ante Bets (if applicable): 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 pushes;

(16) 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) 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
Hand	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 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 player is paid according to the following payment schedule, which shall 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) 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 ~~hand~~ button on the keypad. If the ~~hand~~ 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. ~~After the casino has verified the progressive win, the supervisor shall insert the key and rotate it to JPH and press J pot button. This action shall record the win onto the game manager. House procedures shall be followed for paying the prize. The monitor connected to the game manager shall show the prize amount to be paid, and pressing the money bag icon shall print a win page~~ In the event that 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 paying the prize the supervisor shall rotate the key to the run position restoring normal operation of the table. The system shall automatically adjust the meter appropriately for the prize won~~ 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;
- vii. After the dealer reconciles all action, the dealer shall press the ~~game over button~~ appropriate button on the keypad. This action shall reset the system to begin the next hand; and be logged into the progressive system.

~~viii. After the J-pot button is pressed, the prize shall be logged into game manager. If the progressive pay needs to be backed out at this point, the award shall be manually backed out using the game manager manual adjustment feature; and~~

(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 a multiple envy payout;

(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.

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

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