

ARTICLE 20:04

GAMING COMMISSION -- RACING

Chapter

20:04:01	General administration.
20:04:02 to 20:04:10	Transferred or repealed.
20:04:11	General rules -- Greyhound racing.
20:04:12	Greyhound officials and personnel.
20:04:13	Greyhound licensees.
20:04:14	Rules of the greyhound race.
20:04:15	Pari-mutuels -- Greyhound racing.
20:04:15.01	Transferred or repealed.
20:04:16	Definitions for horse racing, Transferred to Chapter 20:04:31.
20:04:17	General rules of horse racing.
20:04:18	Commission and commission employees.
20:04:19	Association grounds and facilities.
20:04:20	Association officials and employees.
20:04:21	Owners, trainers, and grooms.
20:04:22	Jockeys, apprentices, and agents.
20:04:23	Weights and equipment.
20:04:24	Entries, starts, declarations, and scratches.
20:04:25	Rules of the race.
20:04:25.01	Time trials.
20:04:26	Claiming rules.
20:04:27	Medication and drugs.
20:04:28	Stewards -- Powers, hearings, fines, suspensions, and appeals.
20:04:29	Licenses and licensing procedures.
20:04:30	Pari-mutuels and wagering.
20:04:31	Definitions.
20:04:32	Satellite wagering.
20:04:33	Multi-Jurisdictional Hubs.

CHAPTER 20:04:22

JOCKEYS, APPRENTICES, AND AGENTS

Section

20:04:22:01	Limit of the overweight.
20:04:22:02	Overweight maximum.
20:04:22:03	Being part owner or trainer of a horse in which a jockey has an interest prohibited.
20:04:22:04	Repealed.
20:04:22:05	Giving a jockey a benefit for a race prohibited -- Exception.
20:04:22:06	Betting by jockey's attendant prohibited.
20:04:22:07	License requirement of a jockey.
20:04:22:08	Age requirement of a jockey.
20:04:22:09	Temporary license of a jockey.
20:04:22:10	Jockey not to ride in race in which a horse is running in which he has financial interest.
20:04:22:11	Consent of jockey's owner or trainer required.
20:04:22:12	Duty of jockey to fulfill engagements -- Penalty for failure to fulfill engagement.
20:04:22:13	Restrictions on jockey riding against a starter of his employer.
20:04:22:14	Jockey's racing appearance.
20:04:22:15	Repealed.
20:04:22:16	Jockeys to report before races.
20:04:22:17	Physical examination of jockeys required.
20:04:22:18	Betting by jockeys prohibited.
20:04:22:19	Jockeys' riding fees.
20:04:22:20	When the fee is earned.
20:04:22:21	Fees in an engagement conflict.
20:04:22:22	Repealed.
20:04:22:23	Fees in a dead heat.
20:04:22:24	When suspension of a jockey takes effect.
20:04:22:25	Effect of a suspension.
20:04:22:26	Limit on number of jockey agents.
20:04:22:27	Allowable actions of a suspended jockey.
20:04:22:28	Payment of a jockey's fine.
20:04:22:29	Jockey attendants.
20:04:22:30	Restriction on jockeys in racing colors.
20:04:22:31	License requirement for jockey apprentices.
20:04:22:32	Form for apprentice contracts.
20:04:22:33	Force and effect of original jockey apprentice contract.
20:04:22:34	Registration of transfer of apprentice contract.

20:04:22:35 Prerequisite for hiring an apprentice.

20:04:22:36 Transferred.

20:04:22:37 Information required for an apprentice license.

20:04:22:38 Engagements of an apprentice.

20:04:22:39 Definition of apprentice - Apprentice weight allowances.

20:04:22:40 Publication requirement for races used in determining the apprentice allowance.

20:04:22:41 No allowance for quarter horse races.

20:04:22:42 Effect of losing an apprentice allowance.

20:04:22:43 Jockey to ride to win.

20:04:22:44 License requirement for jockey agents.

20:04:22:45 Agent may act pending license application decision.

20:04:22:46 Limit on the number of an agent's jockeys, apprentices, journeymen.

20:04:22:47 Permission required for a jockey agent to exceed his license.

20:04:22:48 Notice required for a jockey agent to give up making engagements.

20:04:22:49 Restriction on communications by jockeys.

20:04:22:50 Approved engagement books required.

20:04:22:51 Ticket from jockey agent required.

20:04:22:52 Persons eligible to make engagements for a jockey or apprentice.

20:04:22:53 Jockey agents to file calls.

20:04:22:54 Stewards to decide conflicting claims for jockey services.

20:04:22:55 Giving information by a jockey agent prohibited.

20:04:22:56 Penalty for falsifying records.

20:04:22:57 Burden on jockey agent to explain rival claims.

20:04:22:58 Jockey agents excluded from the paddock.

20:04:22:59 Penalty for exceeding jockey agent license.

20:04:22:60 Time for weighing out -- Substitutes.

20:04:22:61 Exclusions from jockey's weight.

20:04:22:62 Deposit of the jockey fee required.

20:04:22:63 Weighing in of jockeys after race.

20:04:22:64 Excuse from weighing in.

20:04:22:65 ~~Unsaddling the horse~~ Repealed.

20:04:22:66 ~~Assisting a jockey with removal of equipment forbidden~~ Repealed.

20:04:22:67 Covering a horse before equipment removed forbidden.

20:04:22:68 ~~Jockey forbidden to touch anything before weighing in~~ Repealed.

20:04:22:69 License for jockey attendants required.

20:04:22:70 Weighing in with all equipment required.

20:04:22:71 Maximum weight shortage allowed.

20:04:22:72 Transferred.

20:04:22:65. Unsaddling the horse. ~~Except by permission of the stewards, every jockey shall, upon returning to the stand, unsaddle the horse he has ridden. No other person may touch the horse except for his bridle~~
Repealed.

Source: 5 SDR 87, effective April 15, 1979; transferred from § 20:04:07:63.03, 9 SDR 122, effective March 31, 1983; 12 SDR 151, 12 SDR 155, effective July 1, 1986; 16 SDR 129, effective February 4, 1990.

General Authority: ~~SDCL 42-7-56(13).~~

Law Implemented: ~~SDCL 42-7-56(13).~~

20:04:22:66. Assisting a jockey with removal of equipment forbidden. ~~Except by permission of the stewards, no person may assist a jockey in removing from his horse the equipment which is to be included in the jockey's weight~~
Repealed.

Source: 5 SDR 87, effective April 15, 1979; transferred from § 20:04:07:63.04, 9 SDR 122, effective March 31, 1983; 12 SDR 151, 12 SDR 155, effective July 1, 1986.

General Authority: ~~SDCL 42-7-56.~~

Law Implemented: ~~SDCL 42-7-56.~~

20:04:22:68. Jockey forbidden to touch anything before weighing

in. ~~No jockey may, before weighing in, willfully touch any person or thing, other than the equipment that is to be included in his weight~~ Repealed.

Source: 5 SDR 87, effective April 15, 1979; transferred from § 20:04:07:63.06, 9 SDR 122, effective March 31, 1983; 12 SDR 151, 12 SDR 155, effective July 1, 1986.

General Authority: ~~SDCL 42-7-56.~~

Law Implemented: ~~SDCL 42-7-56.~~

CHAPTER 20:04:24

ENTRIES, STARTS, DECLARATIONS, AND SCRATCHES

Section

20:04:24:01	Calculating the value of a series of races.
20:04:24:02	Disposition of surpluses.
20:04:24:03	Computation of winnings in a stakes race.
20:04:24:04	Calculating foreign winnings.
20:04:24:05	Prizes not included.
20:04:24:06	Acknowledgement at stake nominations.
20:04:24:07	Calculating the value of a race.
20:04:24:08	Calculating the winnings.
20:04:24:09	Time period for computing winnings.
20:04:24:10	Winner defined.
20:04:24:11	Computing the value of a series of races.
20:04:24:12	Repealed.
20:04:24:13	Payment of winnings.
20:04:24:14	Effect of abandonment on purse races.
20:04:24:15	Effect of abandonment on stakes races.
20:04:24:16	Refund of money when stakes races called off.
20:04:24:17	Eligibility requirements for quarter horses.
20:04:24:18	Qualifications of grader for graded races.
20:04:24:19	Disclosure required on stable name.
20:04:24:20	Approval required for changes in identity.
20:04:24:21	Registering another registered name prohibited.
20:04:24:22	Cancellation of a stable name.
20:04:24:23	Registering another's real name prohibited.
20:04:24:24	Limitation on registration.
20:04:24:25	Leased horse racing under stable name prohibited.
20:04:24:26	Use of stable name by trainer.
20:04:24:27	Distinguishability of stable names required.
20:04:24:28	Corporate name as a stable name.
20:04:24:29	Use of stable name for advertising purposes prohibited.
20:04:24:30	When an authorized agent required.
20:04:24:31	Entering ineligible horse prohibited.
20:04:24:32	Receiving benefits for declaring an entry from a race prohibited.
20:04:24:33	Transfer of horses to avoid ineligibility prohibited.
20:04:24:33.01	Transfer of horse ownership during race meet.
20:04:24:34	Restrictions on the entries of a horse.
20:04:24:35	Starter required to be properly entered.

20:04:24:36 Person authorized to receive entries.
 20:04:24:37 Form of entries.
 20:04:24:38 Who may enter a horse.
 20:04:24:39 Joint subscriptions.
 20:04:24:40 Required information for entering a horse.
 20:04:24:41 Officials may require proof that a horse's owner is not disqualified.

 20:04:24:42 No requirement of notice or reason for refusal of an entry.
 20:04:24:43 Repealed.
 20:04:24:44 Registration requirement -- Exception.
 20:04:24:45 Change of horse's name.
 20:04:24:46 Repealed.
 20:04:24:47 Care and saddling requirements of a starter.
 20:04:24:48 Stabling requirements of a starting horse.
 20:04:24:49 Registration of true ownership required.
 20:04:24:50 True name of a horse's owner on the entry required.
 20:04:24:51 Filing requirement for all claims on a horse.
 20:04:24:52 Eligibility requirement for a horse to compete.
 20:04:24:53 Horse limited to one race a day.
 20:04:24:54 Entry of a horse owned by a partnership.
 20:04:24:55 Repealed.
 20:04:24:56 Entry of disqualified horse void.
 20:04:24:57 Entering or starting a disqualified horse prohibited.
 20:04:24:58 Horse on schooling list disqualified.
 20:04:24:59 Horse on veterinarian's list disqualified.
 20:04:24:60 Entry by a spouse of disqualified person void.
 20:04:24:61 Age limit on starting horse -- Exception.
 20:04:24:62 Sale of horse to disqualified person.
 20:04:24:63 Entry of horse owned by a person in arrears not allowed.
 20:04:24:64 Repealed.
 20:04:24:65 Entry limit on number of horses of same ownership -- Exceptions.

 20:04:24:66 Time trials exception.
 20:04:24:67 Double entries.
 20:04:24:68 Determination of starters in divided races.
 20:04:24:69 Repealed.
 20:04:24:70 Right of racing secretary to change an unclosed race.
 20:04:24:71 Right of racing secretary to split overnight race.
 20:04:24:72 Entry in a sweepstakes.
 20:04:24:73 Requirement of payment of fees before a horse becomes a starter.

 20:04:24:74 Refund of money for a horse prevented from racing.
 20:04:24:75 Liability of nominator for stakes.

20:04:24:76	Closing of entries.
20:04:24:77	Closing of entries for sweepstakes.
20:04:24:78	Assignment of positions.
20:04:24:79	Closing of entries after designated or undesignated hour.
20:04:24:80	Proof of miscarriage of entry required.
20:04:24:81	Racing secretary to compile entries.
20:04:24:82	Determining starters and post positions.
20:04:24:83	Limit on the number of competing horses.
20:04:24:84	Scratching a horse from an overnight event.
20:04:24:85	A horse sold with engagements.
20:04:24:86	Repealed.
20:04:24:87	Eligibility requirements of a transferred horse.
20:04:24:88	Penalty for transferring a horse to avoid disqualification.
20:04:24:89	Naming an entry for a produce race.
20:04:24:90	Entry of a certain mare void.
20:04:24:91	Return of entrance money.
20:04:24:92	Time for claiming weight allowances.
20:04:24:93	Effect of failure to register a foal.
20:04:24:94	Repealed.
20:04:24:95	Effect of insufficient entries in South Dakota bred race.
20:04:24:96	Purse money added from the breeders fund.
20:04:24:97	State stewards approve conditions of races to which money from breeders fund has been added.
20:04:24:98	Qualification of leased horses.
20:04:24:99	Fees to be paid before a horse may start.
20:04:24:100	Alterations after close of entries forbidden.
20:04:24:101	Entry of horse excused for illness.
20:04:24:102	Name of jockey required.
20:04:24:103	Appointing a jockey when none named.
20:04:24:104	Change of jockeys.
20:04:24:105	“Also eligible” horses.
20:04:24:106	Effect of not declaring a horse from the also eligible list.
20:04:24:107	Post position of a horse from the also eligible list.
20:04:24:108	Effect of no declarations on also eligible horses.
20:04:24:109	Definition of “in today” horse.
20:04:24:110	Notification requirement.
20:04:24:111	Repealed.
20:04:24:112	Also eligible horse not an “in today” horse until given post position.
20:04:24:113	Effect of entry of an also eligible horse on the following day.
20:04:24:114	Preference system.
20:04:24:115	Repealed.
20:04:24:116	Entry of horses on the preferred list.

20:04:24:117	Loss of position on preferred list.
20:04:24:118	Notice requirement for scratches.
20:04:24:119	Repealed.
20:04:24:120	Irrevocability of declaring a horse out.
20:04:24:121	Burden of proof of miscarriage of declaration.
20:04:24:122	When matches are not allowed or are void.
20:04:24:123	<u>Ineligible list.</u>
20:04:24:124	<u>Workout required for eligibility.</u>

20:04:24:123. Ineligible list. Any horse which is scratched from a race after being brought to the paddock or did not finish a race which the horse started shall be placed on an ineligible list. The ineligible list will be maintained by the presiding steward. Any horse placed on the ineligible list shall not be eligible for entry in a future race unless the horse has been removed from the ineligible list by the presiding steward. The presiding steward may rely on recommendations from the starter, paddock judge or the commission veterinarian in making a determination to remove a horse from the ineligible list.

Source:

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

Law Implemented: SDCL 42-7-56(13).

20:04:24:124. Workouts required for eligibility. Any horse which has not previously raced may not be eligible for entry in a race until the horse has at least two workouts which have been timed by a disinterested person and the

times have been reported to the racing secretary. A minimum of one of the workouts shall be from the starting gate in which at least two other horses are started at the same time.

Source:

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

Law Implemented: SDCL 42-7-56(13).

CHAPTER 20:04:27

MEDICATION AND DRUGS

Section

20:04:27:01	Authorization required for admission to veterinarian's facilities.
20:04:27:02	Tests of winner required.
20:04:27:03	Stewards or commission representative may require tests.
20:04:27:04	Transferred.
20:04:27:05	Person required to be present when specimen taken -- Penalty for failure to appear.
20:04:27:06	Repealed.
20:04:27:07	Persons who may take samples of medicines.
20:04:27:08	When action may be taken on chemist's report.
20:04:27:09	Possession of drugs, hypodermic needles, and illegal devices prohibited.
20:04:27:10	Notice of injections of horses by nonveterinarian required.
20:04:27:11	Interference with testing procedures forbidden.
20:04:27:12	Penalty for use of illegal substances.
20:04:27:13	Use of certain drugs authorized.
20:04:27:13.01	Use of furosemide (lasix) permitted.
20:04:27:13.02	Endoscopic examination and eligibility for treatment.
20:04:27:13.03	Requirement for endoscopic examinations.
20:04:27:13.04	Repealed.
20:04:17:13.05	Repealed.
20:04:27:13.06	Repealed.
20:04:27:13.07	Requirements for administering furosemide (lasix).
20:04:27:13.08	Repealed.
20:04:27:13.09	Time frames for administration of furosemide (lasix).
20:04:27:13.10	Individuals responsible for horse after administration of furosemide (lasix).
20:04:27:13.11	Disciplinary action authorized for violations.
20:04:27:13.12	Repealed.
20:04:27:14	Restrictions on use of authorized drugs.
20:04:27:15	Chemist's test to constitute prima facie evidence.
20:04:27:16	Penalty for violation of permitted drug restriction.

20:04:27:09. Possession of drugs, hypodermic needles, and illegal devices prohibited. Without the written permission of either the stewards or the commission, only a veterinarian licensed by the state of South Dakota may possess any of the following items within the confines of a racetrack or within the stables, buildings, sheds, or grounds where horses are kept which are eligible to race over a racetrack of an association holding a race meeting:

- (1) Drugs or stimulants;
- (2) Hypodermic syringes;
- (3) Hypodermic needles;
- (4) Rubber stopper bottles or similar instruments which may be used for injection; or
- (5) ~~Batteries~~ Electrical or mechanical device designed to increase the speed of the horse.

The stewards shall suspend or rule off any person who violates this section and may revoke the person's license.

Source: 5 SDR 87, effective April 15, 1979; transferred from § 20:04:05:14, 9 SDR 122, effective March 31, 1983; 12 SDR 151, 12 SDR 155, effective July 1, 1986; 21 SDR 98, effective November 30, 1994; 23 SDR 126, effective February 13, 1997.

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

Law Implemented: SDCL 42-7-56(4)(13), 42-7-101.

20:04:27:13. Use of certain drugs authorized. The administration of the following substances to horses in accordance with the provisions of § 20:04:27:14 is authorized:

- (1) Phenylbutazone (Butazolidin); and
- (2) Furosemide (lasix); ~~and~~
- ~~(3) Flunixin.~~

When used in accordance with § 20:04:27:14 or 20:04:27:13.01, the administration and use of these drugs do not constitute violations of § 20:04:27:12. Use of these drugs in violation of § 20:04:27:14 shall result in penalties provided by § 20:04:27:16.

Source: 4 SDR 85, effective June 15, 1978; 5 SDR 87, effective April 15, 1979; 6 SDR 77, effective February 3, 1980; transferred from § 20:04:05:36, 9 SDR 122, effective March 31, 1983; 12 SDR 151, 12 SDR 155, effective July 1, 1986; 17 SDR 113, effective February 5, 1991; 25 SDR 95, effective January 20, 1999; 36 SDR 22, effective August 18, 2009; 38 SDR 101, effective December 5, 2011; 39 SDR 119, effective January 8, 2013; 41 SDR 53, effective October 6, 2014.

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

Law Implemented: SDCL 42-7-56(4)(~~11~~)(13).

CHAPTER 20:04:28

STEWARDS -- POWERS, HEARINGS, FINES, SUSPENSIONS, AND APPEALS

Section

20:04:28:01	Modification of penalties or decisions.
20:04:28:01.01	Composition of board of stewards.
20:04:28:02	Stewards may interpret rules and decide questions.
20:04:28:03	Supremacy of orders of stewards.
20:04:28:04	Stewards to regulate conduct of all racing officials and others.
20:04:28:05	Stewards to control all places used for racing.
20:04:28:06	Stewards to supervise entries and declarations.
20:04:28:07	Questions to be decided by a majority of stewards.
20:04:28:08	Stewards may declare corrupt practices and impose punishment.
20:04:28:09	Repealed.
20:04:28:10	Stewards to eject disqualified persons.
20:04:28:11	Stewards may postpone races.
20:04:28:12	Stewards may examine any horse.
20:04:28:13	Stewards to take notice of questionable conduct.
20:04:28:14	Stewards may substitute a jockey.
20:04:28:15	Stewards may place horse in temporary charge of trainer.
20:04:28:16	Stewards to get horses to starting post on time.
20:04:28:17	Stewards may excuse horse.
20:04:28:18	Stewards to investigate protests.
20:04:28:19	Stewards to report protests and decisions.
20:04:28:20	Presiding state steward's duties.
20:04:28:21	Stewards to require an attendant's badge to be taken up.
20:04:28:22	Stewards to determine extent of disqualification.
20:04:28:23	Stewards may demand proof that a horse is not disqualified.
20:04:28:24	Time required for three stewards to be on duty.
20:04:28:25	Time required for state steward to be on duty.
20:04:28:26	Presiding state steward may appoint deputy.
20:04:28:27	Appointment of stewards pro-tem.
20:04:28:28	Reports of appointments of replacement stewards required.
20:04:28:29	Stewards to fill vacancies among racing officials.
20:04:28:30	Reports of appointments of officials required.
20:04:28:31	Stewards to bar unfit horses.
20:04:28:32	Stewards to file reports of rules infractions.
20:04:28:33	Paying another's fine prohibited.

20:04:28:34 Horse under care of suspended person ineligible for races --
Reinstatement.
20:04:28:35 Suspended person ineligible to subscribe any horse.
20:04:28:36 Stewards may hire veterinarians in case of illness.
20:04:28:37 Cost of isolation borne by owner.
20:04:28:38 Isolation of a contagious horse.
20:04:28:39 Removal of isolated horse.
20:04:28:40 Penalty for refusing to testify.
20:04:28:41 Who may impose penalties.
20:04:28:42 Rescinding unpaid fines.
20:04:28:43 Repealed.
20:04:28:44 Deadline for paying fines.
20:04:28:45 Stewards may require examination to determine ability of
person to perform duties.

20:04:28:45. Stewards may require examination to determine ability of person to perform duties. The stewards may have a licensed person submit to a medical examination by a licensed physician or emergency medical technician, to a chemical analysis of ~~his~~ the licensed person's breath, urine or saliva by a qualified law enforcement officer, or to the drawing of blood by a registered nurse to determine that person's ability to perform his duties at any time. If the results of this examination indicate that the person is temporarily unable to perform his duties or if any person refuses the examination, the stewards shall remove him from his duties until he is able to perform them. This removal is not a suspension.

Source: 11 SDR 138, 11 SDR 143, effective April 21, 1985; 12 SDR 151, 12 SDR 155, effective July 1, 1986.

General Authority: SDCL 42-7-56(11)(13).

Law Implemented: SDCL 42-7-56(11)(13).

ARTICLE 20:18

GAMING COMMISSION -- DEADWOOD GAMBLING

Chapter

- 20:18:01 General provisions.
- 20:18:02 Powers of commission.
- 20:18:03 Powers of executive secretary.
- 20:18:04 Declaratory rulings.
- 20:18:05 Promulgation of rules, Repealed.
- 20:18:06 Applications and fees.
- 20:18:07 Application approval.
- 20:18:07.01 Suitability procedure.
- 20:18:08 Enforcement.
- 20:18:08.01 Exclusion list.
- 20:18:09 Grounds for disciplinary action.
- 20:18:10 Disciplinary proceedings.
- 20:18:11 Contested cases.
- 20:18:12 Summary suspension procedure.
- 20:18:12.01 Operation of gaming establishments.
- 20:18:13 Integrity of equipment.
- 20:18:14 Authorized games.
- 20:18:14.01 Tournaments.
- 20:18:15 Blackjack.
- 20:18:16 Poker.
- 20:18:17 Slot machine requirements.
- 20:18:18 Slot machine testing, approval, and modifications.
- 20:18:18.01 Slot machine manufacturers.
- 20:18:18.02 Storing, displaying, and transporting slot machines.
- 20:18:19 Gaming equipment.
- 20:18:20 Chips, tokens, and tickets.
- 20:18:20.01 Cashier's cage.
- 20:18:20.02 Promotional items.
- 20:18:21 Operation of gaming establishments, Transferred or Repealed.
- 20:18:22 Accounting regulations.
- 20:18:23 Suitability and unsuitability procedure, Transferred.
- 20:18:24 Exclusion list, Transferred.
- 20:18:25 Building regulations.
- 20:18:26 Foreclosures.
- 20:18:27 Gaming compact with recognized Indian tribes.

20:18:28 Storing, displaying, and transporting slot machines, Transferred.
20:18:29 Security and surveillance.
20:18:30 Publicly traded corporations.
20:18:31 Gaming property owners.
20:18:32 Keno.
20:18:33 Craps.
20:18:34 Roulette.
Appendix A Gaming Internal Control and Revenue Reporting Manual.

CHAPTER 20:18:15

BLACKJACK

Section

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

20:18:15:30.05	Variations of the play -- Progressive blackjack.
20:18:15:30.06	Variations of the play -- STREAK blackjack.
20:18:15:30.07	Variations of the play -- Buster Blackjack.
20:18:15:30.08	Variations of the play -- Winners Option Blackjack.
20:18:15:30.09	Variations of the play -- Blackjack Switch.
20:18:15:30.10	Variations of the play -- Dealer Bust 21.
20:18:15:30.11	Variations of the play -- Dead Man's Hand blackjack.
20:18:15:30.12	Variations of the play -- War blackjack.
20:18:15:30.13	Variations of the play -- Lucky Lucky blackjack.
20:18:15:30.14	Variations of the play -- Free Bet blackjack.
20:18:15:30.15	Variations of the play -- Bonus Spin Counts—Kustom blackjack.
20:18:15:31	Posting of rules.
20:18:15:32	Procedure for distribution of chips to blackjack table.
20:18:15:33	Procedure for removing chips or coins from the blackjack table.
20:18:15:34	Procedure for accepting cash at blackjack table.
20:18:15:35	Drop procedures.
20:18:15:36	Count procedures.
20:18:15:36.01	Drop box requirements.
20:18:15:37	Keys.
20:18:15:38	Statistics.
20:18:15:39	Tip bets.

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~~ Buster blackjack” 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~~ Buster blackjack 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~~ Buster blackjack 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~~ Buster blackjack 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 the lammers must be removed by the dealer when either of the following occurs:

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

<u>Number of Cards in Dealer’s Busted Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>	<u>Paytable E</u>	<u>Paytable F</u>
<u>8 or more</u>	<u>250</u>	<u>200</u>	<u>250</u>	<u>200</u>	<u>250</u>	<u>250</u>
<u>7</u>	<u>50</u>	<u>50</u>	<u>50</u>	<u>50</u>	<u>50</u>	<u>50</u>
<u>6</u>	<u>15</u>	<u>15</u>	<u>12</u>	<u>12</u>	<u>12</u>	<u>20</u>
<u>5</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>3</u>	<u>8</u>

<u>4</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
<u>3</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>1</u>

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

and;

(9) Buster blackjack ~~bonus is~~ has a free bonus that may be offered by the casino operator ~~as a promotion.~~ Buster blackjack Free bonus may only be

played on tables designated by the licensee for the play of ~~buster~~ Buster blackjack ~~bonus~~. The game shall be dealt and played following the standard rules of ~~buster~~ Buster blackjack above and, ~~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~~ The player's Buster blackjack bonus side bet is at least a ~~predetermined minimum, such as five dollars~~ five dollar wager. The ~~buster~~ Buster blackjack bonus side bet may not exceed the player's blackjack bet; and
- (b) ~~If a~~ The player has a blackjack and the dealer busts with seven or more cards, in addition to the regular payoff for the player's ~~buster~~ Buster blackjack bet, the player shall receive a ~~bonus~~ fixed bonus pay in an amount ~~to be determined by the casino operator. A bonus example is as follows and must be posted on table per one of the posted paytables~~ below:

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

Free Bonus

<u>Number of Cards in Dealer's Busted Hand</u>	<u>B1</u>	<u>B3</u>

<u>8 or more</u>	<u>\$8,000</u>	<u>\$5,000</u>
<u>7</u>	<u>\$1,000</u>	<u>\$1,000</u>

Source: 33 SDR 63, effective October 18, 2006; 41 SDR 218, effective July 1, 2015.

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

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

20:18:15:30.15. Variations of the play -- Bonus Spin Counts ~~Kustom~~ blackjack. Bonus Spin Counts ~~Kustom~~ blackjack is a standard blackjack game using two, six or eight decks of cards with an optional bonus spin wager that gives players the opportunity to spin a wheel for a chance to win various fixed dollar amounts or a ~~custom~~ top prize of an incrementing progressive, fixed dollar amount or a non-cash fixed prize of undetermined amount, such as a custom vehicle. The game shall be dealt and played following the standard rules of blackjack in this chapter except as follows:

(1) Before the start of each round of blackjack, each player may place the optional Bonus Spin Counts ~~Kustom~~ blackjack wager of one or five dollars on the designated spot on the table layout at the same time the player's primary blackjack wager is made and before any cards are dealt.

In order to win on the Bonus Spin Counts ~~Kustom~~ side bet:

- (a) Players shall have an ace in their first two cards and are paid even money (for five dollar pay tables only); or
- (b) Players shall have a blackjack in their first two cards, not including splits and are paid the dollar amount or prize won from spinning the wheel at the end of the round;

(2) After all bets have been placed, the dealer shall press “new game” then “begin game” on the interface to lock in the bets. The dealer shall collect all Bonus Spin wagers ~~Counts~~ ~~Kustom~~ ~~side~~ ~~bets~~ ensuring the interface accurately reflects all bets made;

(3) The dealer then deals all players and the dealer's first two cards;

(4) After the initial two cards are dealt, the dealer shall stop and immediately register on the interface any even money winners with an ace (if the casino is utilizing a five dollar pay table) or spin winners with a blackjack;

(a) For even money winners, the dealer shall press the appropriate winning number spot one at a time which will display “even money” on the interface;

(i) If a player has an ace in the player's first two cards, the player will be paid even money (if the casino is utilizing a five dollar pay table). Players will be paid ten dollars at the beginning of the hand;

(ii) Tap once on the appropriate winning number spot for any even money winners before payout;

- (iii) These bets are settled immediately after registering the winning number spot into the interface and before the hitting sequence;
- (b) For blackjack winners, the dealer shall press the appropriate winning number spot two times which will display “spin” on the interface;
 - (i) When a player has a blackjack, the dealer shall tap the interface twice in the appropriate winning number spot to signify that the player will get to spin the wheel at the end of the round. The dealer shall register this into the interface immediately after delivering all players’ and the dealer's initial two cards. This signifies that the dealer will return to the player after the blackjack round is ~~finished in~~ finished. In order for the player to spin the Bonus Spin wheel. ~~If there are multiple winning Bonus Spin Counts Kustom blackjack side bets,~~ the automated button shall be offered to the players from left to right of the dealer, as shown on the interface from position 1 to 6. The player will be paid the blackjack in normal hitting sequence, but the cards will be left in front of the

player's betting spot and not collected until the player has spun the wheel at the end of the round;

- (ii) After the round is complete, the dealer shall press "proceed to spins" on the interface. Then the dealer shall press "press to enable" and the automated button will light up and is ready for use. The dealer shall then offer the player the automated button to press to spin the wheel. In order to ensure the button is not mistreated, the dealer shall gently extend the device to the players keeping it in the dealer's hands so that the player simply presses the button as opposed to slamming it;
- (iii) After the player presses the button, the dealer waits to see what dollar amount the spin lands on and pays out the Bonus Spin bet corresponding amount ~~to the Bonus Spin Counts Kustom side bet~~. After the payout the dealer shall press "winner paid" on the interface;
- (iv) When all bets are made for the next round, the dealer shall press "begin game" and the next round will start by the dealer locking in and collecting all Bonus Spin ~~Counts Kustom~~ side bets;

(c) If the wrong betting spot or the incorrect payout is pressed, the dealer shall tap the spot again until it is cleared or corrected;

(5) If there are no winners, before the next round, the dealer shall press “new game” on the interface, then “begin game” after all players have made their bets;

(6) If no Bonus Spin ~~Counts~~ ~~Kustom~~ side bets are made, then the game plays as regular blackjack and the dealer does not have to use the interface;

(7) To verify a ~~grand~~ top prize winner:

(a) The dealer shall leave the winning hand on the table and call the floor supervisor;

(b) The floor supervisor shall notify surveillance and the pit manager;

(c) Surveillance shall verify:

(i) The hand was dealt properly;

(ii) The ~~five dollar~~ Bonus Spin ~~Counts~~ ~~Kustom~~ side bet was made;

(iii) The winning hand is a natural blackjack; and

(iv) The virtual wheel stopped on the ~~grand~~ top prize.

~~Pay table~~ One dollar pay tables for two, six or eight decks:

Hand	Bonus Spin Pay
-	Car
-	\$250
-	\$200
-	\$150
-	\$100
Blackjack in first two cards	\$80
	\$75
	\$70
	\$65
	\$60
	\$55
	\$50
Ace in first two cards	2 for 1

Hand	Bonus Spin Pay Tables					
	A1	B1	C1	D1	E1	F1
Blackjack in first two cards	<u>Top Prize</u>	<u>Top Prize</u>	<u>Top Prize</u>	<u>Top Prize</u>	<u>Top Prize</u>	<u>Top Prize</u>
	<u>1,000</u>	<u>2,500</u>	<u>500</u>	<u>1,000</u>	<u>500</u>	<u>1,000</u>
	<u>500</u>	<u>1,000</u>	<u>250</u>	<u>500</u>	<u>250</u>	<u>500</u>
	<u>100</u>	<u>500</u>	<u>100</u>	<u>250</u>	<u>100</u>	<u>250</u>
	<u>75</u>	<u>100</u>	<u>75</u>	<u>100</u>	<u>75</u>	<u>100</u>
	<u>60</u>	<u>60</u>	<u>60</u>	<u>75</u>	<u>60</u>	<u>75</u>
	<u>50</u>	<u>50</u>	<u>50</u>	<u>60</u>	<u>50</u>	<u>60</u>
	<u>40</u>	<u>40</u>	<u>40</u>	<u>50</u>	<u>40</u>	<u>50</u>
	<u>30</u>	<u>30</u>	<u>30</u>	<u>40</u>	<u>30</u>	<u>40</u>
	<u>20</u>	<u>20</u>	<u>20</u>	<u>25</u>	<u>20</u>	<u>25</u>
	<u>10</u>	<u>10</u>	<u>10</u>	<u>10</u>	<u>10</u>	<u>10</u>
	<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>

Five dollar pay tables for two, six or eight decks:

Hand	Bonus Spin Pay Tables						
	A5	B5	C5	D5	E5	F5	G5
Blackjack in first two cards	<u>Top Prize</u>	<u>Top Prize</u>	<u>Top Prize</u>	<u>Top Prize</u>	<u>Top Prize</u>	<u>Top Prize</u>	<u>Top Prize</u>
	<u>250</u>	<u>1,000</u>	<u>2,500</u>	<u>5,000</u>	<u>1,000</u>	<u>2,500</u>	<u>5,000</u>

	<u>200</u>	<u>750</u>	<u>1,000</u>	<u>2,500</u>	<u>750</u>	<u>1,000</u>	<u>2,500</u>
	<u>150</u>	<u>500</u>	<u>500</u>	<u>1,000</u>	<u>500</u>	<u>500</u>	<u>1,000</u>
	<u>100</u>	<u>250</u>	<u>250</u>	<u>500</u>	<u>250</u>	<u>250</u>	<u>500</u>
	<u>80</u>	<u>100</u>	<u>100</u>	<u>250</u>	<u>100</u>	<u>100</u>	<u>250</u>
	<u>75</u>	<u>90</u>	<u>90</u>	<u>100</u>	<u>90</u>	<u>90</u>	<u>100</u>
	<u>70</u>	<u>80</u>	<u>80</u>	<u>85</u>	<u>80</u>	<u>80</u>	<u>80</u>
	<u>65</u>	<u>70</u>	<u>70</u>	<u>75</u>	<u>70</u>	<u>70</u>	<u>75</u>
	<u>60</u>	<u>60</u>	<u>60</u>	<u>65</u>	<u>60</u>	<u>60</u>	<u>60</u>
	<u>55</u>	<u>55</u>	<u>55</u>	<u>55</u>	<u>50</u>	<u>50</u>	<u>55</u>
	<u>50</u>	<u>50</u>	<u>50</u>	<u>50</u>	<u>40</u>	<u>40</u>	<u>40</u>
<u>Aces in first two cards</u>	<u>2 to 1</u>						

Source: 42 SDR 146, effective May 3, 2016.

General Authority: SDCL 42-7B-7.

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

CHAPTER 20:18:18
SLOT MACHINE TESTING, APPROVAL, AND MODIFICATIONS

Section

20:18:18:01	Definitions.
20:18:18:02	Approval of slot machines -- Applications and procedures.
20:18:18:03	Evaluation of new slot machines.
20:18:18:04	Field test of new slot machines.
20:18:18:05	Certification by manufacturer.
20:18:18:06	Final approval of slot machines.
20:18:18:07	Approval to modify slot machines -- Applications and procedures.
20:18:18:08	Evaluation of modifications.
20:18:18:09	Field test of modified machines.
20:18:18:10	Final approval of modifications.
20:18:18:11	Conversions.
20:18:18:12	Duplication of program storage media.
20:18:18:13	Marking and registration of slot machines.
20:18:18:14	Approval to sell or dispose of slot machines -- Conditions for destruction.
20:18:18:14.01	Purchasing of slot machines.
20:18:18:15	Maintenance of slot machines.
20:18:18:15.01	Licensed operator authorized to perform maintenance on bill acceptors.
20:18:18:16	Summary suspension of approval of slot machines.
20:18:18:17	Approval of new games -- Applications and procedures.
20:18:18:18	Field trials of new games.
20:18:18:19	Final approval of new games.
20:18:18:20	Approval of associated equipment -- Applications and procedures.
20:18:18:21	Evaluation of associated equipment.
20:18:18:22	Field trial of associated equipment.
20:18:18:23	Installation of associated equipment.
20:18:18:24	Maintenance of associated equipment.
20:18:18:24.01	Installation and upgrade of on-line monitoring and control system.
20:18:18:24.02	On-line monitoring and control system access and control.
20:18:18:24.03	On-line monitoring and control system -- Network security.
20:18:18:25	Retention of records.
20:18:18:26	Slot machine promotional and bonus systems.

20:18:18:14. Approval to sell or dispose of slot machines --

Conditions for destruction. A licensee, other than a manufacturer or distributor, may not sell or dispose of slot machines or parts which affect game outcome, as defined in § 20:18:18:15, to anyone outside of South Dakota other than a licensed manufacturer or distributor that is licensed by any gaming regulatory agency which has an agreement with the commission regarding the exchange of information concerning licensees and applicants. If the disposition or sale is to a person in South Dakota other than a licensed manufacturer or distributor, that person must be a licensed operator or a tribal entity that has a valid compact pursuant to 25 U.S.C.A. § 2701 et seq.

A licensed ~~manufacturer, distributor, or~~ operator may destroy a slot machine if the following conditions are met;

(1) Written notice is given to the executive secretary which describes the device or devices to be destroyed, setting forth the make, model, and serial number of each device;

(2) The serial number of each device is photocopied and forwarded with the notice; and

(3) The ~~manufacturer, distributor, or~~ operator keeps the actual serial number plate on file for review by the commission at its discretion.

Licensees must notify and receive the approval of the executive secretary prior to disposition.

Source: 16 SDR 57, effective October 1, 1989; 17 SDR 93, effective January 6, 1991; 22 SDR 95, effective January 18, 1996; 23 SDR 227, effective July 1, 1997; 30 SDR 115, effective February 1, 2004.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-4(21), 42-7B-7, 42-7B-17, ~~42-7B-43~~.

Cross-Reference: License required -- Sale, distribution, or lease only to licensed person, § 20:18:18.01:01.

CHAPTER 20:18:33

CRAPS

Section

20:18:33:01	Definitions.
20:18:33:02	Permissible wagers.
20:18:33:03	Making and removing wagers.
20:18:33:04	Payment odds.
20:18:33:05	Retention and selection of dice.
20:18:33:06	Throw of the dice.
20:18:33:07	Point throw; settlement of wagers.
20:18:33:08	Continuation of shooter; selection of new shooter.
20:18:33:09	Posting of rules.
20:18:33:10	Tips in craps.
20:18:33:11	Irregularities.
20:18:33:12	<u>Variations of the play – Bonus Craps.</u>

20:18:33:12. Variations of the play – Bonus Craps. Bonus Craps is a variation of craps. It offers the player a group of side bets during the game of craps. Bonus Craps can be played on an existing craps table. None of the existing features of the craps table are eliminated.

There are three side bets: All Small, All Tall, and Make ‘em All.

(1) ALL SMALL side bets are conducted in the following manner:

- (a) This feature consists of a side bet in which all of the “Small” numbers (2, 3, 4, 5 and 6) must be rolled before a seven (7);
- (b) The bet loses on any seven (7), including a seven (7) on the come out roll. If all of the small numbers are rolled, the side bet will pay according to the pay table and be taken down;
- (c) Players may bet this feature at the beginning of the roll only;

- (d) The numbers will be marked with lammers to show which numbers have already been rolled; and
 - (e) After all of the small numbers are lammered up, the dealer will pay the bettors and take their “Small” bets down.
- (2) ALL TALL side bets are conducted in the following manner:
- (a) This is the same feature and side bet as All Small;
 - (b) The “Tall” numbers (8, 9,10,11,12) must be rolled before a seven (7);
 - (c) The bet loses on any seven (7), including a seven (7) on the come out roll;
 - (d) If all of the tall numbers are rolled, the side bet will pay according to the pay table and be taken down;
 - (e) Players may bet this feature at the beginning of the roll only;
 - (f) The dealer will mark the numbers with lammers after they have rolled; and
 - (g) After all of the tall numbers are lammered up, the dealer will pay the bettors and take their “Tall” bets down.
- (3) MAKE ‘EM ALL side bets are conducted in the following manner:
- (a) This feature consists of all of the numbers (2, 3, 4, 5, 6, 8, 9, 10, 11 and 12) being rolled before any seven (7);
 - (b) This bet loses whenever a seven (7) rolls; and

- (c) After all of the numbers are lammered up, the dealer will pay the bettors and take the bet down.

Pay Tables:

Side Bet	Pay Table 1	Pay Table 2
<u>All Small</u>	<u>34</u>	<u>30</u>
<u>All Tall</u>	<u>34</u>	<u>30</u>
<u>Make 'Em All</u>	<u>175</u>	<u>150</u>

Source:

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

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).