

## **ARTICLE 20:18**

### **GAMING COMMISSION -- DEADWOOD GAMBLING**

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### BLACKJACK

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**20:18:15:30.03. Variations of the play -- 21+3.** 21+3 is a copyrighted, trademarked, and patent-pending variation of blackjack with optional three-card poker. 21+3 must be dealt and played following the standards rules of blackjack in this chapter, except as follows:

- (1) 21+3 may only be played with either six decks or two decks; ~~With the six deck version the payoff is 9 to 1 for the following winning hands: flush, straight (including 3, 2, ace), three of a kind, straight flush (includes 3, 2, ace).~~ With the two deck version the payoff is 5 to 2 for the following winning hands:

~~pair, flush, straight (including 3, 2, ace), three of a kind, straight flush (includes 3, 2, ace);~~

(2) 21+3 may be played only on tables displaying the 21+3 layout. At the beginning of each round, in addition to the regular 21 bet the player may also place an optional “3” bet;

(3) The cards are dealt according to regular blackjack procedures noting that both player cards must be dealt face up. One of the dealer's cards is dealt face up;

(4) The dealer's up card and the first two cards of each player with a wager on the “3” bet form a three-card poker hand;

(5) Each player "3" bet is resolved from dealer's right to left. Losing “3” bets are taken, winning “3” bets are paid and removed from the play area immediately;

(6) After all “3” bets are resolved standard blackjack procedures apply. Insurance and hold-card peek after “3” bets resolved;

(7) The table minimum “3” bet shall equal table minimum 21 bet. The “3” bet amount may not be more than 21 bet amount, but may be limited by posted house policy;

(8) Tip bets may be placed by any bet (21 or "3" or both ). Tip “3” bet may not be more than the player’s “3” bet and may also be limited by posted house policy; ~~and~~

(9) Tip bets are paid at the same time as player bet and wins are taken immediately; and

(10) 21+3 wagers shall be paid in accordance with the following paytables:

	<u>Paytables for 6 decks</u>	
	<u>Classic</u>	<u>Xtreme</u>
<u>Straight Flush</u>	<u>9</u>	<u>30</u>
<u>3 of a Kind</u>	<u>9</u>	<u>20</u>
<u>Straight</u>	<u>9</u>	<u>10</u>
<u>Flush</u>	<u>9</u>	<u>5</u>
<u>Pair</u>	<u>9</u>	<u>-1</u>

	<u>Paytables for 2 decks</u>		
	<u>1</u>	<u>2</u>	<u>3</u>
<u>Straight Flush</u>	<u>2.5</u>	<u>7</u>	<u>9</u>
<u>3 of a Kind</u>	<u>2.5</u>	<u>7</u>	<u>9</u>
<u>Straight</u>	<u>2.5</u>	<u>7</u>	<u>9</u>
<u>Flush</u>	<u>2.5</u>	<u>7</u>	<u>9</u>
<u>Pair</u>	<u>2.5</u>	<u>0</u>	<u>-1</u>

(All payouts are “to 1.”)

**Source:** 28 SDR 24, effective August 28, 2001.

**General Authority:** SDCL 42-7B-7.

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

**20: 18:15:30.16. Variations of the play -- Bust Bonus.** Bust Bonus is a variation of the game of blackjack where the player bets that the dealer will bust. Bust Bonus must be played according to the following rules:

(1) The Bust Bonus table layout is identical to a standard blackjack layout with an additional but separate and distinct betting spot added to the upper right hand side of the standard blackjack betting spot;

(2) Bust Bonus wagers may only be made if a regular blackjack bet is made;

(3) Bust Bonus wagers are made by placing chips in the Bust Bonus betting spot located on the right hand side of the blackjack betting spot;

(4) All Bust Bonus wagers shall be made prior to the dealer exposing their hole/up card. Any wager made after that is considered no bet and returned to the person making the bet. The dealer may, as a courtesy announce “any Bust Bonus bets?” or “anymore Bust Bonus bets?” prior to the dealer exposing their hole card, however it is the player’s responsibility to place the bet prior to the dealer exposing the hole/up card;

(5) Bust Bonus wagers win if the dealer's blackjack hand busts;

(6) Payouts are determined by the dealer's original up card, all up cards are placed in the box labeled up card, after the dealer exposes the bottom card;

(7) Once all wagers are made the dealer shall deal the cards according to standard blackjack procedures. When all the cards have been dealt the dealer shall follow standard blackjack procedures that give each player the option to hit, stand, split, or double down. If a player does not have a Bust Bonus wager then the standard blackjack procedures apply;

(8) If a player has a Bust Bonus wager and busts the player's blackjack hand, the dealer will take the losing blackjack bet and pick up the cards. However, instead of putting the cards in the discard holder the dealer shall tuck the cards under the Bust Bonus bet. This action prevents the dealer from paying a Bust Bonus bet that was past-posted or inadvertently placed too early for the next hand;

(9) If the dealer's hand does not bust, all Bust Bonus wagers lose and the dealer shall remove the wagers from the layout prior to resolving the remaining blackjack hands;

(10) If the dealer's hand busts the dealer shall resolve all the remaining blackjack bets and Bust Bonus bets beginning in a counter-clockwise order, if a player has both a blackjack bet and a Bust Bonus bet remaining, the blackjack bet is paid first and the Bust Bonus bet is paid second;

(11) If all of the player's blackjack hands have busted leaving only the dealer with live cards remaining and there is at least one Bust Bonus wager, the dealer's hand is played out according to the house rules;

(12) Bust Bonus wagers shall be paid in accordance with one of the following pay tables:

<u>Dealer Up Card</u>	<u>Bust, Off-Suit</u>	<u>Bust, Suited</u>
<u>Ace</u>	<u>3</u>	<u>50</u>
<u>2</u>	<u>1</u>	<u>25</u>
<u>3</u>	<u>1</u>	<u>15</u>
<u>4</u>	<u>1</u>	<u>10</u>
<u>5</u>	<u>1</u>	<u>5</u>
<u>6</u>	<u>1</u>	<u>3</u>
<u>7</u>	<u>2</u>	<u>15</u>
<u>8</u>	<u>2</u>	<u>10</u>
<u>9</u>	<u>2</u>	<u>20</u>
<u>10</u>	<u>2</u>	<u>20</u>
<u>Bust with three 8s</u>	<u>25</u>	<u>75</u>

(All payouts are “to 1.”)

**Source:**

**General Authority:** SDCL 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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**20:18:16:15.03. 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 designated 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 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 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 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 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 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 button on the keypad. If the button is pressed by accident, the dealer shall press the button again to turn it off;
- iv. If there is a progressive winner, the dealer shall contact a supervisor;
- v. If more than one progressive hand payable from the progressive meter hits at the same table during the same time, house procedures are then followed for paying the prize;
- vi. After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any

reserve amount. The dealer will continue handling progressive awards in a counter-clockwise fashion; and;

vii. After the dealer reconciles all action, the dealer shall press the appropriate button on the keyboard. This action shall reset the system to begin the next hand and be logged into the progressive system; 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~~ posted table 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; 41 SDR 187, effective May 13, 2015.

**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.

**20:18:16:15.21. The play – High Card Flush.** High Card Flush must be played according to the following rules:

(1) High Card Flush must be played on tables designated by the licensee for the play of High Card Flush. A single deck of cards must be used.

The rank of hands in High Card Flush, from highest to lowest, is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a 2, 3, 4, and 5. All suits are considered equal in rank;

(2) Each player shall make an initial bet in the amount specified at the table by the retail licensee and shall place the bet in ante wagering area and, optionally the flush and straight flush wagering areas, not to exceed the posted table limits, in front of the player's position. The optional progressive bet is made on the sensor in front of the player's position. The flush, straight flush and progressive wager are placed to play for hand value only; the ante and odds bet are placed to play for hand value and against the dealer. All bets may be placed if the player wants to play all ways;

(3) Any dealer tip delivered as a wager may be placed on any one, or all, of the trips, pocket, ante, odds or raise bets, if the player has placed a personal wager on the same hand. If a player continues play with a raise wager, the dealer's tip ante may remain in play whether or not the player adds a raise wager for the dealer;

(4) Immediately before play begins and after each round of play has been completed, the dealer shall shuffle the cards. After all players have placed wagers, if the progressive is on the game, the dealer shall press 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. Otherwise, following shuffle and cut, the dealer deals seven 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, seven-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: raise, ante, flush and straight flush, if applicable. The optional progressive wager shall be collected before cards are 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 player's seven cards, the player must either fold the hand and surrender the player's ante wager or place a raise wager equal to the ante wager, unless the player's hand consists of five or more cards of the same suit. In that instance, a player with five suited cards may increase the raise wager up to double the player's ante wager and a player with more than five suited cards (6 or 7) may increase the raise wager up to triple the player's ante wager. If a player makes a raise bet, that player shall place an additional wager in the raise wagering area in front of the player's position

and place the cards face down under the ante wager. Once a player makes a raise 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) If a player has placed an ante, flush or straight flush bet and does not wish to play, the player may fold and forfeit any or all bets. After each player who wishes to fold has folded, the dealer collects all bets 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. If a player has a bet placed on the straight flush bonus, but decides to fold the player's ante, the player is to take the cards with the straight flush and tuck them under the straight flush bet and discard the remaining.

(9) After each player has decided to play or fold, the dealer shall expose the dealer's seven cards and call out and show their highest flush 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's best possible flush is lower than a 3-card 9-high flush, the dealer shall, starting with the player farthest to the dealer's right who has placed a raise wager and proceeding counter-clockwise around the table, pay each player even money on their ante wager and return each player's raise wager and settle all other wagers in accordance with the posted paytables; or

(b) If the dealer's best possible flush is a 3-card 9-high flush or higher, the dealer shall, starting with the player farthest to the dealer's right who has placed a raise wager and proceeding counter-clockwise around the table, turn the cards of each player who has placed a raise wager face up and announce the best possible flush hand that can be formed:

i. If the player's hand is ranked lower than the dealer's hand, the player shall lose and the dealer shall immediately collect any ante and raise wagers made by the player and place the wagers in the chip tray;

ii. If the player's hand is ranked higher than the dealer's hand, the player is paid even money on the player's ante and raise wagers; or

iii. If the player's hand and dealer's hands tie, the ante and raise wagers push.

(10) For flush bets, if a player's hand contains a 4-card flush or better, the player wins, regardless of the dealer's hand. If the player's hand contains less than a 4-card flush, the player loses. The player is paid according to the following flush bonus paytables, which must be included as part of the table layout;

<u>Flush Wager Paytable</u>	<u>HCF/F</u>						
	<u>B</u>						
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>
<u># of Flush Cards</u>							
<u>7</u>	<u>300</u>	<u>100</u>	<u>200</u>	<u>300</u>	<u>200</u>	<u>500</u>	<u>400</u>
<u>6</u>	<u>100</u>	<u>20</u>	<u>20</u>	<u>75</u>	<u>60</u>	<u>50</u>	<u>60</u>
<u>5</u>	<u>10</u>	<u>10</u>	<u>10</u>	<u>5</u>	<u>12</u>	<u>12</u>	<u>12</u>
<u>4</u>	<u>1</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>1</u>	<u>1</u>	<u>1</u>

- a. All odds shown above are “to 1.”
- b. Only the highest qualifying hand is paid.

(11) For straight flush bets, if a player's hand contains a 3-card straight flush or better, the player wins, regardless of the dealer's hand. If the player's hand contains less than a 3-card straight flush, the player loses. The player is paid according to the following straight flush bonus paytables, which must be included as part of the table layout;

<u>Paytable</u>	<u>HCF/SFB</u>	<u>HCF/SFB</u>	<u>HCF/SFB</u>	<u>HCF/SFB</u>	<u>HCF/SFB</u>
<u># of Straight Flush Cards</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>6</u>
<u>7</u>	<u>8000</u>	<u>500</u>	<u>500</u>	<u>1000</u>	<u>500</u>
<u>6</u>	<u>1000</u>	<u>200</u>	<u>200</u>	<u>500</u>	<u>200</u>
<u>5</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>
<u>4</u>	<u>60</u>	<u>50</u>	<u>75</u>	<u>75</u>	<u>60</u>
<u>3</u>	<u>7</u>	<u>9</u>	<u>7</u>	<u>7</u>	<u>8</u>

- a. All odds shown above are “to 1.”
- b. An Ace may be used as either the lowest or highest rank of the suit.

- c. Only the highest qualifying hand is paid. Should a player's seven-card hand consist of more than one Straight Flush, only the highest ranking Straight Flush will be paid.

(12) If the High Card Flush progressive wager is offered, a player has bet on the optional progressive wager, and the player's hand contains 3 or 4-card straight flush the player could win depending on the payable the licensee chose, regardless of the dealer's hand. If the player's hand contains less than a 3-card straight flush the player loses. The player is paid according to the following payment schedule, which must be displayed on a table placard or video progressive sign:

<u>Hand</u>	<u>Paytable</u> <u>1</u>	<u>Paytable</u> <u>2</u>
<u>7-Card Straight Flush</u>	<u>100%</u>	<u>100%</u>
<u>6-Card Straight Flush</u>	<u>10%</u>	<u>10%</u>
<u>5-Card Straight Flush</u>	<u>250</u>	<u>900</u>
<u>4-Card Straight Flush</u>	<u>40</u>	<u>50</u>
<u>3-Card Straight Flush</u>	<u>3</u>	<u>0</u>
<u>1-Card or 2-Card Straight Flush</u>	<u>0</u>	<u>0</u>
<u>Hand</u>	<u>Paytable</u> <u>3</u>	<u>Paytable</u> <u>4</u>
<u>7-Card Straight Flush or 9TJQKA Suited</u>	<u>100%</u>	<u>100%</u>
<u>6-Card Straight Flush or A23456-89TJQK Suited</u>	<u>10%</u>	<u>10%</u>
<u>5-Card Straight Flush</u>	<u>250</u>	<u>800</u>
<u>4-Card Straight Flush</u>	<u>40</u>	<u>50</u>
<u>3-Card Straight Flush</u>	<u>3</u>	<u>0</u>
<u>1-Card or 2-Card Straight Flush</u>	<u>0</u>	<u>0</u>

The original progressive wager may not be returned to the player. The seed amounts adjust up or down accordingly with changes made to the wager amount:

For 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 there is a progressive winner, the dealer shall contact a supervisor;
- (d) If more than one progressive hand payable from the progressive meter hits at the same table during the same time, house procedures are then followed for paying the prize; and
- (e) After awarding the progressive winner, the meter may be reduced, depending on the winning hand. Awarding a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer continues handling progressive awards in a counter-clockwise fashion.

**Source:**

**General Authority:** SDCL 42-7B-7.

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

## CHAPTER 20:18:29

### SECURITY AND SURVEILLANCE

#### Section

20:18:29:01	Security and surveillance required.
20:18:29:02	Closed-circuit surveillance system.
20:18:29:03	Areas requiring surveillance during hours of operation.
20:18:29:03.01	Visual surveillance for tournament play.
20:18:29:04	Additional surveillance of cashier's cages, slot areas, and count rooms.
20:18:29:05	Slot machines with award capability of \$12,000 or greater.
20:18:29:06	Recording and monitoring.
20:18:29:07	Surveillance equipment malfunctions.
20:18:29:08	Securing and retaining recorded video images.
20:18:29:09	Labeling of recorded tapes.
20:18:29:10	Number of recorders.
20:18:29:11	Surveillance plan.
20:18:29:12	Maintenance records.
20:18:29:13	Surveillance room.
20:18:29:14	Quality review of recorded surveillance video images.

**20:18:29:05. Slot machines with award capability of \$12,000 or greater.** A licensee must install a closed-circuit system to surveil each slot machine that has ~~a capability of awarding an amount~~ an award of \$12,000 or greater. ~~However, a progressive slot machine that has a credit increment value that is \$.05 or less is required to have surveillance covering each machine that has reached a progressive award amount of \$5,000 or greater.~~ The system must continuously record with a clear, unobstructed view of the lights, handle, play buttons of the device, and patrons.

**Source:** 19 SDR 195, effective June 21, 1993; 34 SDR 200, effective January 29, 2008; 40 SDR 101, effective December 2, 2013.

**General Authority:** SDCL 42-7B-7.

**Law Implemented:** SDCL 42-7B-7, 42-7B-11(2)(~~11~~)(13), 42-7B-17.

**20:18:29:10. Number of recorders.** A licensee must provide, maintain, and operate at least one video recorder ~~for every four video cameras~~ within the surveillance system. One-on-one first-generation recording is required for all cameras that view the following key areas:

- (1) Blackjack and poker table surfaces, players, spectators, and pit personnel;
- (2) Customers at the cashier's cage window;
- (3) Count room scales, coin sorters, and count tables; and
- (4) Stationary imprest banks.

The quality of the picture and recordings must be approved by the commission, the executive secretary, or its agents.

**Source:** 19 SDR 195, effective June 21, 1993; 22 SDR 95, effective January 18, 1996; 22 SDR 189, effective July 11, 1996.

**General Authority:** SDCL 42-7B-7, ~~42-7B-11~~.

**Law Implemented:** SDCL ~~42-7B-2.1, 42-7B-3~~, 42-7B-7, 42-7B-11(2)(~~11~~)(13), 42-7B-17.