

**CHAPTER 20:18:12.01
OPERATION OF GAMING ESTABLISHMENTS**

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20:18:12.01:07. Patron disputes. In a patron dispute, a licensee must notify the disputing patron that the patron has a right to have a commission agent present when the dispute is discussed or resolved.

If a licensee refuses payment of alleged winnings to a patron, the licensee and the patron are unable to resolve the dispute to the patron's satisfaction, or the dispute involves at least \$250, the licensee must immediately notify the executive secretary or a designee. A licensee may review immediately available surveillance or slot machine event logs prior to contacting the executive

secretary or a designee to help determine if a payout, cards played or procedures followed were correct in determining if the event is disputed. The executive secretary or a designee shall conduct whatever investigation is necessary. Following the investigation, if necessary, the executive secretary or a designee shall render a decision on the dispute.

The executive secretary must notify the licensee and the patron in writing of the executive secretary's decision regarding the dispute within 30 days after the date that the notice of the dispute was first received. A patron or a licensee aggrieved by a decision of the executive secretary or a designee may appeal to the commission.

A licensee's failure to notify the executive secretary, failure to notify the patron of the patron's rights, or failure to pay after an adverse decision is grounds for disciplinary action.

Source: 16 SDR 57, effective October 1, 1989; transferred from § 20:18:21:12, 21 SDR 98, effective November 30, 1994; 29 SDR 107, effective February 2, 2003.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-3, 42-7B-7, 42-7B-11(13).

Cross-Reference: Petition for hearing, § 20:18:11:01.

20:18:12.01:14. Minimum bankroll requirements. A licensee, including a manufacturer upon the prior approval by the executive secretary,

must maintain cash or cash equivalents in an amount sufficient to protect the licensee's patrons against defaults in gaming debts owed by the licensee.

Each licensee shall maintain the minimum bankroll requirement according to the formula set forth at Article 20:18, Appendix A, § 535.5. The licensee is required to maintain at least 85 percent of the “immediate exposure” calculation in cash which shall be available to the cashier. If at any time the licensee’s available cash ~~or cash equivalents are~~ is less than the amount required by the “immediate exposure” calculation, the licensee must immediately notify the executive secretary of this deficiency. Once a month, the licensee must calculate and retain the documentation for the “thirty-day exposure” calculation. If the licensee shows a cash deficiency based on the “thirty-day exposure” calculation, the licensee must notify the executive secretary. Failure to maintain the minimum bankroll required by this section, or failure to notify the executive secretary of any deficiencies is an unsuitable method of operation and may result in disciplinary action including summary suspension of a license as set forth in chapter 20:18:12.

Source: 16 SDR 57, effective October 1, 1989; 18 SDR 9, effective July 23, 1991; transferred from § 20:18:22:15, 21 SDR 98, effective November 30, 1994; 29 SDR 147, effective May 6, 2003; 38 SDR 213, effective June 18, 2012; 39 SDR 168, effective April 22, 2013.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-7, 42-7B-11(13), ~~42-7B-32~~.

Cross-Reference: Article 20:18, Appendix A, § 535.5.

CHAPTER 20:18:15 BLACKJACK

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20:18:15:01.01. Types of blackjack authorized. The retail licensee may conduct the following blackjack games:

- (1) Rainbow 21;
- (2) Ten sticks 21;
- (3) 21 + 3;
- (4) Lucky ladies blackjack;
- (5) Progressive blackjack;
- (6) STREAK blackjack;
- (7) Buster blackjack;
- (8) Winners option blackjack; ~~and~~
- (9) Blackjack switch; and
- (10) Dealer Bust 21.

Source: 37 SDR 131, effective January 10, 2011.

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

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

20:18:15:03. Wagers. Before the first card is dealt for a round of play, a player may make a wager of not more than ~~one hundred dollars~~ the table limit against the dealer. The player wins the wager if any of the following events occur:

(1) The sum of the player's cards is 21 or less and the sum of the dealer's cards is more than 21;

(2) The sum of the player's cards exceeds that of the dealer without either exceeding 21; or

(3) The player has blackjack and the dealer does not.

Source: 16 SDR 57, effective October 1, 1989; 27 SDR 73, effective January 30, 2001.

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

Law Implemented: SDCL 42-7B-7, 42-7B-11(13), 42-7B-14, 42-7B-15.

20:18:15:30.08. Variations of the play -- Winners Option Blackjack.

Winners Option Blackjack offers the player the chance to play standard blackjack or a variation of blackjack where the player bets that the dealer will have a winning hand. Winners Option Blackjack may only be played on a table

exhibiting the Winners Option betting areas. The game shall be played as follows:

(1) Before a round of play the player places a bet either in the “P” arrow or the “D” arrow on the Winners Option Blackjack table, but not in both arrows. After all the bets have been made the dealer deals each player two cards and the dealer also receives two cards, the second card is exposed face up;

(2) Each player betting the “P” arrow plays out their hand according to standard rules of blackjack;

(3) Each “D” player's cards are played under the same rules as a dealer's hand of hitting soft total of 17 and under and standing on hard total of 17 and over;

(4) “D” players’ cards that exceed 21 are stacked and placed sideways on the insurance line with the “D” bet placed on top of the cards;

(5) “D” players that are dealt a blackjack will have the bet collected by the dealer unless the dealer also has a blackjack for a tie;

(6) After “P” players complete their decisions and the “D” players’ cards have been administered by the dealer, the dealer will expose the unexposed “hole” card and complete the play under standard rules of blackjack of hitting soft total of 17 and under and standing hard total of 17 and over;

(7) “P” players’ bets are collected or paid according to standard rules of blackjack;

(8) "D" players are paid even money if their cards are a lower point total than the dealer and the dealer did not bust and exceed 21;

(9) "D" players are paid even money if the dealer has a blackjack and they do not have a blackjack;

(10) When the dealer exceeds 21 and the "D" player has not exceeded 21, those bets are lost and will be collected by the dealer;

(11) Busted "D" players are paid even money if the dealer's hand does not exceed 21;

(12) When both the "D" player and the dealer exceed 21 the dealer will collect half of the "D" bet or the larger portion if the bet cannot be equally divided;

(13) All ties, on both "P" and "D" are a tie and do not win or lose;

(14) Both "P" and "D" players shall be offered insurance according to the standard rules of blackjack when the dealer's up card is an ace;

(15) Surrender is not offered in this game;

(16) Before the first card of Winners Option Blackjack is dealt for a round of play, a player may make a wager of not more than ~~one hundred dollars~~ the table limit betting against the dealer having the winning hand or betting for the dealer having the winning hand. The player wins the wager if any of the following events occur:

- (a) The player wagers against the dealer and the sum of the “P” player’s cards is 21 or less and the sum of the dealer’s cards is more than 21;
- (b) The player wagers for the dealer and the sum of the “D” player’s cards is less than the sum of the sum of the dealers’ cards without either exceeding the sum of 21;
- (c) The player wagers for the dealer and the sum of the “P” player’s cards exceeds that of the dealer with either exceeding 21;
- (d) The player wagers against the dealer and the “P” player has a blackjack and the dealer does not;
- (e) The player wagers for the dealer and the dealer has a blackjack and the “D” player does not;
- (f) The player wagers for the dealer and the “D” player exceeds 21 and the dealer does not;
- (g) When the “D” players and the dealer both exceed 21, the casino will collect half of the “D” players’ bet or the larger portion if the bet cannot be equally divided.

Source: 35 SDR 55, effective September 8, 2008.

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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20:18:16:02. Types of poker authorized. The retail licensee may conduct the following poker games:

- (1) Texas hold'em;
- (2) Five-card low draw poker;
- (3) Five-card high draw poker;
- (4) Five-card high-low split draw poker;
- (5) Five-card high stud poker;
- (6) Seven-card low stud poker;
- (7) Seven-card high stud poker;
- (8) Seven-card high-low split stud poker;
- (9) Omaha;
- (10) Pineapple poker;
- (11) Super eight poker;
- (12) Hold'em eighty-eight;
- (13) Three-card poker;
- (14) Let it ride poker;
- (15) Phil 'em up poker;
- (16) Caribbean stud poker; ~~and~~
- (17) Bonus 6 poker;
- (18) Twisted pineapple poker;
- (19) Texas shootout poker;

- (20) Silverado stud poker;
- (21) Four-card poker;
- (22) Hold'em 212 poker;
- (23) Texas hold'em bonus poker;
- (24) Heads up poker challenge;
- (25) Mississippi stud poker;
- (26) Ultimate Texas hold'em;
- (27) Pai Gow; ~~and~~
- (28) Casino War; and
- (29) Fortune Pai Gow.

Source: 16 SDR 57, effective October 1, 1989; 17 SDR 93, effective January 6, 1991; 18 SDR 9, effective July 23, 1991; 21 SDR 98, effective November 30, 1994; 23 SDR 227, effective July 1, 1997; 25 SDR 172, effective July 11, 1999; 28 SDR 24, effective August 28, 2001; 37 SDR 131, effective January 10, 2011; 38 SDR 213, effective June 18, 2012.

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

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

20:18:16:11. The play -- Texas hold'em. Texas hold'em must be played according to the following rules:

(1) The dealer must deal two cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player

assigned the button. After each player has received two cards, there is a betting round. The player to the left of the button opens and each following player may call, raise, or fold;

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

(3) After the flop, the betting continues for another round. The player sitting left of the player assigned the button opens. After the opening, a player may call, raise, or fold;

(4) The dealer deals another community card face upward in the center of the table. Another betting round occurs. The dealer deals another community card face upward in the center of the table for the final betting round. After all bets are made and if there are two or more players remaining in the game, there is a showdown; and

(5) ~~After all bets are made and if there are two or more players remaining in the game, there is a showdown with the best high hand winning the pot.~~ In high Hold'em, the highest hand wins the pot. In high-low split Hold'em, the highest hand and the lowest hand split the pot. A player who wins in one direction (high or low) and ties a player for the other direction receives three-quarters of the pot. A player who wins in both direction without a tie receives all of the pot. Aces may be used for either high or low.

Source: 16 SDR 57, effective October 1, 1989.

General Authority: SDCL 47-7B-4(18), 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-4(18), ~~42-7B-1~~, ~~42-7B-2~~, ~~42-7B-3~~, 42-7B-4, 42-7B-7, 42-7B-11(13), 42-7B-14, 42-7B-15.

20:18:16:11.03. The play -- Super eight poker. Super eight poker must be played according to the following rules:

(1) The dealer must deal three cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player assigned the button. After each player has received three cards, there is a betting round. The player to the left of the button opens and each following player may call, raise, or fold;

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

(3) After the flop, the betting continues for another round. The player sitting left of the player assigned the button opens. After the opening, a player may call, raise, or fold;

(4) The dealer deals another community card face upward in the center of the table. Another betting round occurs. The dealer deals another

community card face upward in the center of the table for the final betting round;

(5) After all bets are made and if there are two or more players remaining in the game, there is a showdown;

(6) A straight high or high-low is split allowed, with the best high or low hand splitting the pot. Aces may be used for either high or low;

(7) A low hand must have an eight or lower hand;

(8) Players may use any combination of their down cards and the five community cards to form their best five card high or low hand; and

(9) ~~The raise limit is one hundred dollars; and~~

~~(10) —~~There is a 1 to 4 and 1 to 5 limit.

Source: 21 SDR 98, effective November 30, 1994; 27 SDR 73, effective January 30, 2001.

General Authority: SDCL 42-7B-4(18), 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-4(18), 42-7B-7, 42-7B-11(13), 42-7B-14, 42-7B-15.

20:18:16:15.01. The play -- Hold 'em eighty-eight. Hold 'em eighty-eight must be played according to the following rules:

(1) Hold 'em eighty-eight may only be played on tables designated by the licensee for the play of Hold 'em eighty-eight. A single deck of cards and a dealer button must be used;

(2) Each player makes an initial bet in the amount specified at the table and places the bet in the first circle in front of the player's position;

(3) Following shuffle and cut, the dealer burns a card and deals two cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player assigned the button;

(4) The dealer burns the top card of the deck and deals the three-card flop in the center of the table. The dealer then burns the top card of the deck and deals one final community card face down in the center of the table. Community cards are common to the hand of every active player in the pot;

(5) After the flop, a player may either fold or may raise the player's bet by an amount not more than ~~one hundred dollars~~ the table limit. If a player folds, the player's wager is pulled to the middle and the hand is removed from play. If a player raises, the raise is placed in the second circle in front of each player's position;

(6) The dealer turns over the fourth community card, pulls the bets into the pot, and takes the rake; and

(7) All players remaining in the game show their cards and the player holding the highest hand wins the pot. Each player makes that player's best five-card hand, using either one card from the player's hand together with four community cards or both cards from the player's hand together with three

community cards. If two or more players have a tying hand, the pot is split among them.

Source: 23 SDR 227, effective July 1, 1997; 27 SDR 73, effective January 30, 2001; 32 SDR 128, effective January 30, 2006.

General Authority: SDCL 42-7B-4(18), 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-4(18), 42-7B-7, 42-7B-11(13), 42-7B-14, 42-7B-15.

20:18:16:15.16. The play -- Pai Gow poker. Pai Gow poker must be played according to the following rules:

(1) Pai Gow poker may be played only on tables designated by the licensee for the play of Pai Gow poker. A single deck of 52 cards and one joker must be used. The joker may be used as a wild card to complete a straight, any flush, or as an ace. The rank of hands in Pai Gow poker, from highest to lowest is five aces (four aces and the Joker), royal flush, ace to five straight flush, straight flush, four of a kind, full house, flush, straight (ace to ten), straight (ace to five), straight without an ace, three of a kind, two pair, pair, and high card;

(2) Before each hand, the dealer deck must shuffle the deck of cards. The dealer shall distribute the cards into seven stacks, each containing seven cards. The four unused cards are placed into the discard rack;

(3) Player banking is not permitted for this game. Before the first card is dealt for a round of play, a player may make a wager of not more than ~~one hundred dollars~~ the table limit against the dealer. All wagers must be made by placing gaming chips or tokens on the appropriate areas of the Pai Gow poker table;

(4) The dealer distributes the seven stacks of cards to each position at the table pursuant to the outcome from a roll of two dice. The position to the far left of the dealer must be position one and counted clockwise around the table with the dealer being position seven. The first position after counting past the dealer will be position eight and so on to position 12. The stacks of cards (a “hand”) are then distributed to the players beginning with the position at the table that corresponds with the dice roll. The cards shall be distributed in a clockwise direction. The cards shall be distributed into seven stacks regardless of the number of players present at the Pai Gow poker table. After all seven positions have been dealt a hand, any cards placed at positions without a player are removed from the table and placed by the dealer into the discard rack;

(5) After the cards are dealt by the dealer, the player shall set the player's own hand, without the assistance of the dealer, by arranging the seven cards into two hands: a high hand containing five cards and a second highest hand containing two cards. Each player at the table is responsible for setting the player's own hands. Each player shall keep the seven cards in full view of

the dealer at all times. Once the player has set the player's own hands, the high and low hand shall be placed face down in the appropriate area of the table. Once a player places the cards in these areas, the player may not touch the cards again. If a player fails to set the player's hand with the highest ranking hand in the five card hand, it is considered a foul hand and must be reset by the dealer according to the house rules;

(6) After all players have set the players' hands and placed the hands on the table, the dealer shall turn over the seven cards dealt to the dealer's position, setting the dealer's hands, and arrange the cards into two hands, a high hand and a low hand according to the house rules. The dealer shall then place the dealer's hands on the appropriate area of the table. The dealer shall expose both hands of each player, starting from the far right and proceeding counterclockwise around the table. The dealer shall compare the high hand and low hand of each player to the high hand and low hand of the dealer and then announce if a player's wager wins or loses. The dealer shall immediately collect all losing wagers along with the cards of that player. The dealer shall also indicate which wagers are tie or push wagers and collect the cards;

(7) For a player to win, both of a player's hands must be superior to both of the dealer's hands. If either of the dealer's hand results in a tie or loss to a player, the player receives a push. If both of the dealer's hands are superior to both of the player's hands, the player loses the original wager;

(8) All cards collected by the dealer when completing the round of play shall immediately be placed in the discard rack in the manner collected to allow reconstruction of the hand if a dispute or question arises;

(9) A player may surrender the player's wager, whereby half of the original bet is placed into the rack, the other half returned to the player. To effectuate surrender, a player shall fold by placing the seven cards face down in front of the player's wager. The dealer shall make change for the player and spread the cards, counting to make sure all seven cards are returned. If all seven cards are present, the dealer shall place the cards into the discard rack. Surrender must be completed prior to the reveal of the dealer's hand;

(10) If a player would like assistance, the player must ask for a house rules button. The player shall lay all seven cards face down. The dealer shall set the player's hand according to the house rules when the hand is revealed;

(11) The licensee shall prescribe house rules consistent with the rules for Pai Gow poker;

(12) Winning wagers must be paid at odds of one to one except that a commission of not more than ten percent may be taken from the amount won. The commission shall be collected at the time that the winning wager is paid; and

(13) The provisions of §§ 20:18:16:21 and 20:18:16:31.01 do not apply to Pai Gow poker.

Source: 38 SDR 116, effective January 10, 2012.

General Authority: SDCL 42-7B-4(18), 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-4(18), 42-7B-7, 42-7B-11(13), 42-7B-14, 42-7B-15.

CHAPTER 20:18:17 SLOT MACHINE REQUIREMENTS

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20:18:17:01. Definitions. Terms used in this chapter mean:

(1) “Leakage current,” an electrical current which flows when a conductive path is provided between exposed portions of a slot machine and the environmental electrical ground when the slot machine is isolated from the normal AC power ground;

(2) “Inappropriate coin-in,” a coin or token which has been accepted by a slot machine after the slot machine has already accepted the maximum number of coins or when the slot machine is in a state which normally rejects additional coins, sometimes caused by mechanical timing limits in coin handling equipment;

(3) “Par sheet,” a document which depicts the possible outcomes from the play of a slot machine, the probability of occurrence of each, and the contribution of each winning outcome to the payback percentage of the slot machine;

(4) “Random access memory,” “RAM,” the electronic component used for computer work space and storage of volatile information in a slot machine;

(5) “Randomness,” the unpredictability and absence of pattern in the outcome of an event or sequence of events;

(6) “Random number generator,” a hardware, software, or combination hardware and software device for generating number values that exhibit characteristics of randomness;

(7) “Read only memory,” “ROM,” the electronic component used for storage of nonvolatile information in a slot machine, including programmable ROM and erasable programmable ROM;

(8) “Tilt condition,” a programmed error state for a slot machine which occurs when the slot machine detects an internal error, malfunction, or attempted cheating. The machine ceases processing further input, output, or display information other than that indicating the tilt condition itself;

(9) “Slot machine payout receipt,” an instrument that is redeemable for cash and is either issued by a gaming device or as a result of a communication from a gaming device to associated equipment. This voucher

cannot be redeemed by insertion into an acceptance device on another slot machine;

(10) “Slot machine wagering voucher,” a voucher for credits accumulated on a slot machine which is generated by a printer located internally in a slot machine. This voucher may be redeemed by insertion into an acceptance device on a slot machine;

(11) “Slot machine coupon,” a preprinted voucher of predetermined value for redemption of credits. A slot machine coupon may also be accepted into a slot machine to accumulate credits;

(12) “Message Digest,” the mathematical results/signature of a hashing algorithm used to authenticate the programming of a slot machine.

(13) “Static jackpot award,” the top award of a nonprogressive machine which award remains constant and does not increment based on coin in and which may be funded by a manufacturer upon approval by the executive secretary.

Source: 16 SDR 57, effective October 1, 1989; 27 SDR 53, effective December 4, 2000; 36 SDR 22, effective August 18, 2009.

General Authority: SDCL 42-7B-7.

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

20:18:17:20. Slot machine specifications -- Credits. Collectible credits may be accumulated from wins or from coin or token acceptance if the slot machine uses a coin or token acceptor that accepts or rejects on the basis of the metallic composition of the coins being used. The maximum number of credits which may be applied to any wager on a slot machine may not exceed one ~~hundred~~ thousand dollars.

Source: 16 SDR 57, effective October 1, 1989; 27 SDR 53, effective December 4, 2000; 27 SDR 73, effective January 30, 2001; 28 SDR 24, effective August 28, 2001.

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

Law Implemented: SDCL 42-7B-7, 42-7B-11(13), 42-7B-14, ~~42-7B-17,~~
~~42-7B-43.~~

20:18:17:24.11. Annuities. Payments of large progressive or static jackpots exceeding \$100,000 for twenty-five cent and one dollar devices and exceeding \$20,000 for five cent devices may be paid in annual equal installments over a period of not more than 25 years or as otherwise approved by the executive secretary. A ~~progressive~~ slot machine paying by annuity must have a notice prominently posted on it that the jackpot will be paid over time, the number of payments, and the time interval between the payments. The first payment must take place immediately after verification of the jackpot.

Source: 16 SDR 233, effective July 1, 1990; 19 SDR 21, effective August 20, 1992; 23 SDR 227, effective July 1, 1997.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL ~~42-7B-1, 42-7B-3,~~ 42-7B-7, 42-7B-11(13).

20:18:17:24.12. Security for payment of annuity, cash, or other prize with cash value exceeding \$100,000. A licensee who is liable for payment of an annuity, cash, or other prize with a cash value exceeding \$100,000 must secure the amount of the annuity, cash, or other prize by a cash deposit, a performance bond, or a security instrument nationally recognized in the gaming industry or satisfy the minimum bankroll requirements set forth in § 20:18:12.01:14.

Source: 16 SDR 233, effective July 1, 1990; 19 SDR 21, effective August 20, 1992; 21 SDR 98, effective November 30, 1994.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL ~~42-7B-1, 42-7B-2, 42-7B-2.1, 42-7B-3,~~ 42-7B-7, 42-7B-11(13), ~~42-7B-18, 42-7B-25, 42-7B-26.~~

20:18:17:24.15. Performance bond. The commission may require a performance bond from any manufacturer or distributor that applies to furnish a central controlling and accounting system for ~~progressive~~ slot machines or

fund any machine with a static jackpot award. The bond must be in an amount necessary to secure the static jackpot award or integrity of the service to be provided.

Source: 16 SDR 233, effective July 1, 1990.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL ~~42-7B-1, 42-7B-2, 42-7B-2.1, 42-7B-3, 42-7B-7, 42-7B-11(13), 42-7B-18, 42-7B-19, 42-7B-20, 42-7B-21, 42-7B-22, 42-7B-24, 42-7B-25, 42-7B-26, 42-7B-27.~~

20:18:17:28. Jackpot payouts and hand pays. If a slot machine is unable to drop sufficient coins for payment of jackpots and hand pays, the payment must be made by the operator or manufacturer who owns the machine.

The jackpot payout slip must be a three-part carbonless form if the operator does not utilize a slot management system and a two-part carbonless form if the operator utilizes a slot management system. Prior to use, access to the jackpot payout slip shall be restricted to authorized personnel.

Jackpot payout slips must be sequential prenumbered forms and must be used in order. Serial numbers of all jackpot payout slips in possession of a retail licensee or operator must be reconciled. All original and duplicate void slips must be marked "VOID" and require the signature of the preparer.

Jackpot payout slips must be prepared containing the following information:

- (1) The location;
- (2) The date;
- (3) The time of day;
- (4) The slot machine number;
- (5) The reel symbols displayed on the slot machine;
- (6) The amount of the jackpot payout in numeric and alpha form; and
- (7) The signature of the support or key licensee or operator making the payment and the signature of at least one other operator or support licensee attesting to the accuracy of the form.

After the jackpot payout or hand pay slip has been prepared, the original jackpot payout slip must be delivered to the accounting department of the licensed operator who owns the machine to be used in the calculation of slot wins. The second part of the jackpot payout slip must be retained by the cage cashier. The third part of the jackpot payout slip must be dropped into the accounting paperwork lock box or retained in a locked dispensing machine. Jackpot payout procedures must have the approval of the executive secretary.

This rule does not apply to the disbursement of progressive payouts pursuant to § 20:18:17:24.14.

Source: 16 SDR 57, effective October 1, 1989; 16 SDR 233, effective July 1, 1990; 19 SDR 21, effective August 20, 1992; 19 SDR 177, effective May 27, 1993; 20 SDR 113, effective January 23, 1994; 22 SDR 95, effective January 18, 1996; 27 SDR 53, effective December 4, 2000; 38 SDR 172, effective April 23, 2012.

General Authority: SDCL 42-7B-7.

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

20:18:17:42. Server-supported gaming system requirements.

Server-supported gaming systems are the combination of a server and client terminal which together allow the transfer of the control programs, game content, and other software resources to the client terminal as well as providing command and control instruction that may change the configuration of the software already loaded on the client terminal on an intermittent basis. The client terminals connected to the system must be capable of operating independently from the system once the downloading process has been completed. This configuration encompasses cases where the system may take control of peripheral devices or associated equipment typically considered part of a conventional client terminal such as a bill validator or a printer. In a system-supported game, game outcome is determined by the client terminals connected to the system and not by the server. The client terminal must be capable of functioning if disconnected from the system.

All server-supported gaming system client terminals must conform to the current South Dakota requirements for slot machines set forth in ARSD Chapter 20:18:17.

Requirements for server-supported gaming systems must comply with standards identified in GLI-21 v2.2 dated September 6, 2011.

A licensee may not install or use a server-supported gaming system without prior written approval by the executive secretary. Application for approval to install or use a server-supported gaming system must be made thirty days prior to installation on forms provided by the executive secretary.

A licensee may not make any modifications or upgrades to a server-supported gaming system, excluding the downloading of control programs without prior written approval of the executive secretary. Application for approval to modify or upgrade a server-supported gaming system must be made fourteen days prior to the modification or upgrade on forms provided by the executive secretary.

A licensee must obtain approval for any control programs that are downloaded to the server-supported gaming system. Control programs will be downloaded to server using a secure methodology approved by the South Dakota Commission on Gaming. Any and all changes made to the control programs library must be stored in an un-alterable audit log, which shall include:

- (a) Time and date of access or event;

- (b) Name or user identification of individual making the change;
- (c) Identification of the game program added, changed or deleted;
- (d) Gaming device(s) to which the game program was downloaded and the program replaced; and
- (e) Gaming device configuration changes.

A licensee must maintain a secure control environment for any server-supported gaming system.

System hardware must be located in an area approved by the executive secretary. Access to the area is restricted to licensed employees and to vendors who are accompanied by a licensed employee.

The licensee must provide internal controls that protect the integrity of all hardware, networks, applications, databases, and data to the executive secretary for approval prior to completion of the system testing period and final approval of the system.

The server(s) shall utilize adequate virus protection mechanisms to preserve the integrity and operability of the system. The virus protection mechanism(s) shall be updated at least once every thirty days to ensure the server(s) is/are protected against known threats.

All server-supported gaming system hardware, software and network equipment must meet system vendor/manufacture minimum requirements.

Source: 38 SDR 116, effective January 10, 2012.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-4(21), 42-7B-11(13).

Reference: GLI21 v2.2, September 6, 2011. Copies may be obtained without charge from Gaming Laboratories International, LLC, at 600 Airport Road, Lakewood, New Jersey, 08701. (732)942-3999, and online at Gaminglabs.com/standards.

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

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20:18:18:11. Conversions. A licensee, other than a manufacturer, who converts a slot machine from one approved game configuration to another approved game configuration must notify the executive secretary prior to the conversion. If the conversion affects the payback percentage, the executive secretary must approve the conversion in writing. A licensee must maintain records of all such conversions.

A licensee using an approved server supported gaming system does not need to get prior approval before downloading control programs, game content and other software resources from the server to the client terminals.

Source: 16 SDR 57, effective October 1, 1989; 18 SDR 9, effective July 23, 1991.

General Authority: SDCL 42-7B-7.

Law Implemented: ~~SDCL 42-7B-1, 42-7B-2, 42-7B-2.1, 42-7B-3, 42-7B-4, 42-7B-5, 42-7B-7, 43-7B-11(13), 42-7B-14, 42-7B-17, 42-7B-43.~~

**CHAPTER 20:18:19
GAMING EQUIPMENT**

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20:18:19:01. Blackjack table -- Physical characteristics. Blackjack must be played at a table having on one side places for the players and on the opposite side a place for the dealer. The cloth covering the blackjack table may have imprinted on it the name of the establishment and must have rectangular, circular, or oval areas to indicate boxes for wagers.

The following inscriptions shall appear on the cloth covering the blackjack table:

- (1) ~~Blackjack pays at least 3 to 2~~ The payout odds for a blackjack; and
- (2) Insurance pays 2 to 1.

A blackjack table must have a drop box.

Source: 16 SDR 57, effective October 1, 1989; 19 SDR 21, effective August 20, 1992.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL ~~42-7B-1, 42-7B-2, 42-7B-3, 42-7B-4, 42-7B-7, 42-7B-11(13), 42-7B-14, 42-7B-15.~~

**CHAPTER 20:18:29
SECURITY AND SURVEILLANCE**

Section

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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 of \$12,000 or greater. However, a ~~stand-alone~~ 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.

General Authority: SDCL 42-7B-7.

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