



News Release

South Dakota Department of Revenue

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South Dakota Commission on Gaming Contributes Over a Half Million Dollars to Black Hills Area Municipalities and Schools

PIERRE, S.D., -- The South Dakota Commission on Gaming announces the 2015 annual funding release from Gaming Tax Revenues in South Dakota.

“The Department of Revenue enjoys an excellent relationship with Black Hills schools and municipalities,” Andy Gerlach, Secretary of the Department of Revenue said. “We are enthusiastic to help distribute funding and help create funding flexibilities.”

“Each year the Commission on Gaming remits a portion of the gaming tax revenue to school districts and municipalities located in Lawrence County,” Larry Eliason, executive secretary for the S.D. Commission on Gaming said. “There is no restriction in the gaming statutes on how those entities can use the funds, but if a school district receives any general state aid, the amount of the state aid paid to that district is offset on a dollar for dollar basis, by any funds that it receives from the gaming tax revenues.”

Municipalities receiving funds are:

Central City	\$ 2,601.11
Lead	\$ 60,640.77
Spearfish	\$ 203,701.74
Whitewood	\$ 17,994.24
Total	\$ 284,937.86

School Districts receiving funds are:

Belle Fourche School District	\$ 610.72
Lead-Deadwood School District	\$ 73,714.23
Spearfish School District	\$ 193,274.52
Meade School District	\$ 17,338.38

Total \$ 284,937.85

These distributions of revenue are being made in accordance with SDCL-42-7B-48.1(3).

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