



2026 South Dakota Legislature

Senate Bill 102

Introduced by: **Senator Deibert**

1 **An Act to modify the distribution of gaming revenues.**

2 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF SOUTH DAKOTA:

3 **Section 1. That § 42-7B-48.1 be AMENDED:**

4 **42-7B-48.1.** Disbursements from the Gaming Commission fund shall be as set
 5 forth in § 42-7B-48 until such time as the net municipal proceeds paid to the City of
 6 Deadwood equals six million eight hundred thousand dollars for each year, and after
 7 payment of commission expenses pursuant to subdivision 42-7B-48(2), and after payment
 8 of one hundred thousand dollars to the State Historical Preservation Grant and Loan fund
 9 pursuant to subdivision 42-7B-48(3). ~~Thereafter, all~~

10 All remaining funds shall moneys must be distributed as follows:

11 (1) ~~Seventy percent to the state~~ To the general fund;

12 (a) In 2026, seventy percent;

13 (b) In 2027, forty percent;

14 (c) In 2028, thirty percent; and

15 (d) In 2029, and each year thereafter, twenty percent;

16 (2) Ten percent to be distributed to municipalities in Lawrence County, except the City
 17 of Deadwood, pro rata according to their population;

18 (3) Ten percent to be distributed to school districts, pro rata based upon the previous
 19 year's average daily membership, located in whole or in part, in Lawrence County.
 20 For any school district located only partly in Lawrence County, only that portion of
 21 the district's average daily attendance which represents students residing in
 22 Lawrence County shall be considered in calculating the proration required by this
 23 subdivision; and

24 (4) ~~Ten percent to~~ To the City of Deadwood for deposit in the historic restoration and
 25 preservation fund;

26 (a) In 2026, ten percent;

- 1 (b) In 2027, forty percent;
- 2 (c) In 2028, fifty percent; and
- 3 (d) In 2029, and each year thereafter, sixty percent.