

20:18:33:13. Variation of the play - Sharp Shooter. Sharp Shooter is a variation of craps. This game offers an optional wager that may be made before the "come out" roll of a new shooter. Sharp Shooter may be played on an existing craps table. None of the existing features of the craps table may be eliminated. After a point is established by a new shooter - 4, 5, 6, 7, 9, or 10 - then no more Sharp Shooter wagers may be accepted. After a Sharp Shooter wager is made, the wager may not be taken down or called off after a new shooter established the initial point. A Sharp Shooter wager shall be paid according to the number of consecutive successful points made before the dice seven-out.

Any player making a Sharp Shooter wager must place the player's wager on the appropriate Sharp Shooter area on the layout directly below the player's gaming position. After a Sharp Shooter wager is made, the base dealer shall be instructed by the box person to bring the bets in. If the wager is more than one cheque high, the base dealer shall then splash the Sharp Shooter wager to confirm the exact amount of the wager. After all bets have been proved, the bets should be brought up and placed on the corresponding numerical betting circles located in front of the box person at the top of the layout. Sharp Shooter wagers must remain in these numeric betting circles until the bet is either lost or paid. Additional requirements include:

- (1) Players may only make a Sharp Shooter wager prior to a point being established by a new shooter;
- (2) Sharp Shooter limits and payouts shall be posted at each table;
- (3) The Sharp Shooter wager may not be called off or taken down once a new shooter has established the initial point;
- (4) The Sharp Shooter wager is paid according to the number of consecutive points the shooter successfully makes before the dice seven-out;
- (5) Points do not have to be in any specific order;
- (6) Winning or losing in the come out roll will not affect this bonus wager. Only the seven out may terminate the bet;
- (7) The stickman or boxman shall use a lammer to keep track of the number of passes; and
- (8) Players win if the shooter makes at least three points before a seven out. The more consecutive points the shooter makes, the higher the payouts. If a shooter makes 10 points, the Sharp Shooter bet pays the top award and the sequence ends.

Any dealer tip delivered as a Sharp Shooter wager is placed at the top of the Sharp Shooter numbering area or piggy-backed (dealer bet sits on top of the player's bet slightly pushed forward) on top of the player's Sharp Shooter numbering spot wager.

A Sharp Shooter wager is paid in accordance with one of the following paytables:

Points	SS-01	SS-02	SS-03	SS-04	SS-05	SS-06
10	300 for 1	300 for 1	500 for 1	299 to 1	299 to 1	500 to 1
9	200 for 1	200 for 1	200 for 1	200 to 1	200 to 1	200 to 1
8	100 for 1	50 for 1	100 for 1	100 to 1	50 to 1	100 to 1

7	50 for 1	40 for 1	50 for 1	50 to 1	40 to 1	50 to 1
6	30 for 1	30 for 1	30 for 1	30 to 1	30 to 1	30 to 1
5	20 for 1	20 for 1	20 for 1	20 to 1	20 to 1	15 to 1
4	10 for 1	10 for 1	10 for 1	9 to 1	9 to 1	9 to 1
3	6 for 1	7 for 1	6 for 1	5 to 1	6 to 1	5 to 1

Source: 44 SDR 65, effective October 16, 2017.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-4(5A), 42-7B-7, 42-7B-15.

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