



2022 South Dakota Legislature

House Bill 1301

Introduced by: **Representative** Odenbach

1 **An Act to revise percentages regarding certain municipal proceeds of gaming**
2 **revenues.**

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

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

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

- 12 (1) ~~Seventy~~ Forty percent to the state general fund;
- 13 (2) Ten percent to be distributed to municipalities in Lawrence County, except the City
14 of Deadwood, pro rata according to their population;
- 15 (3) Ten percent to be distributed to school districts, pro rata based upon the previous
16 year's average daily membership, located in whole or in part, in Lawrence County.
17 For any school district located only partly in Lawrence County, only that portion of
18 the district's average daily attendance ~~which~~ that represents students residing in
19 Lawrence County ~~shall~~ may be considered in calculating the proration required by
20 this subdivision; and
- 21 (4) ~~Ten~~ Forty percent to the City of Deadwood for deposit in the historic restoration and
22 preservation fund.