



## 2025 South Dakota Legislature

# House Bill 1159

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

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