
THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE BILL

No. 1462 Session of
2015

INTRODUCED BY PASHINSKI, KOTIK, THOMAS, CALTAGIRONE, MAHONEY AND
HARHAI, JULY 21, 2015

REFERRED TO COMMITTEE ON GAMING OVERSIGHT, JULY 21, 2015

AN ACT

1 Providing for the regulation of video gaming and for powers and
2 duties of the Department of Revenue; establishing the Video
3 Gaming Fund and the Public School Employees' Retirement
4 Contribution Restricted Account; and prescribing penalties.

5 TABLE OF CONTENTS

- 6 Section 1. Short title.
7 Section 2. Definitions.
8 Section 3. Video gaming generally.
9 Section 4. Licensing of manufacturers, distributors and
10 vendors.
11 Section 5. Licensed establishment license.
12 Section 6. Limitations on licensed establishments.
13 Section 7. Central computer system.
14 Section 8. Video gaming machine prototype.
15 Section 9. Fees.
16 Section 10. Unlawful use by minors.
17 Section 11. Inducements prohibited.
18 Section 12. Multiple types of licenses prohibited.
19 Section 13. Illegal activities.

- 1 Section 14. Video Gaming Fund.
- 2 Section 15. Public School Employees' Retirement Contribution
- 3 Restricted Account.
- 4 Section 16. Preemption of local taxes and license fees.
- 5 Section 17. Exemption from State gaming laws.
- 6 Section 18. Exemption from Federal regulation.
- 7 Section 19. Effective date.

8 The General Assembly of the Commonwealth of Pennsylvania
9 hereby enacts as follows:

10 Section 1. Short title.

11 This act shall be known and may be cited as the Video Gaming
12 Regulation Act.

13 Section 2. Definitions.

14 The following words and phrases when used in this act shall
15 have the meanings given to them in this section unless the
16 context clearly indicates otherwise:

17 "Coin-operated amusement machine." A machine that requires
18 the insertion of a coin, currency or tokens to play or activate
19 a game, the outcome of which is primarily determined by the
20 skill of the player. The term does not include a video lottery
21 terminal.

22 "Department." The Department of Revenue of the Commonwealth.

23 "Distributor." Any individual, partnership, association or
24 corporation, licensed by the Department of Revenue to buy, sell,
25 service or distribute video gaming machines. The term does not
26 include a machine vendor or a manufacturer.

27 "Fund." The Video Gaming Fund established under section 14.

28 "Gaming machine." A device or machine that has the outcome
29 of play primarily determined by chance. The term includes an
30 antique slot machine under 18 Pa.C.S. § 5513(c) (relating to

1 gambling devices, gambling, etc.) when used for profit. The term
2 does not include any of the following:

3 (1) A coin-operated amusement machine.

4 (2) A video lottery terminal that has all of its seals
5 or identification plates.

6 (3) Slot machines as defined under 4 Pa.C.S. § 1103
7 (relating to definitions).

8 (4) A game of chance under the act of December 19, 1988
9 (P.L.1262, No.156), known as the Local Option Small Games of
10 Chance Act.

11 (5) Lottery machines used under the act of August 26,
12 1971 (P.L.351, No.91), known as the State Lottery Law.

13 "Host municipality." A municipality in which a licensed
14 establishment licensed under section 5 is located.

15 "Licensed establishment." A restaurant, bar, tavern, hotel
16 or club that has a valid liquor or malt or brewed beverage
17 license under Article IV of the act of April 12, 1951 (P.L.90,
18 No.21), known as the Liquor Code.

19 "Machine vendor." Any individual, partnership, association
20 or corporation that:

21 (1) is licensed by the Department of Revenue; and

22 (2) owns, services and maintains video gaming machines
23 for placement in licensed establishments.

24 "Manufacturer." Any individual, partnership, association or
25 corporation that:

26 (1) is licensed by the Department of Revenue; and

27 (2) manufactures or assembles video gaming machines.

28 "Net profits." All money put into a video gaming machine
29 minus the cash awards paid out to players.

30 "Restricted account." The Public School Employees'

1 Retirement Contribution Restricted Account.

2 "Service technician." An individual holding a service
3 technician's license issued by the Department of Revenue
4 allowing the individual to service, maintain and repair video
5 gaming machines.

6 "State Lottery." The lottery established and operated under
7 the act of August 26, 1971 (P.L.351, No.91), known as the State
8 Lottery Law.

9 "Video gaming machine." A device or machine:

10 (1) that, upon insertion of a coin or currency, will
11 play or simulate the play of a video poker, bingo, keno,
12 blackjack or any other game authorized by the Department of
13 Revenue;

14 (2) that utilizes a video display and microprocessors;
15 and

16 (3) in which, by the skill of the player or by chance,
17 the player may receive free games or credits that may be
18 redeemed for cash.

19 Section 3. Video gaming generally.

20 The department shall provide for video gaming at licensed
21 establishments. With the exception of tickets indicating credits
22 won, which are redeemable for cash, no machine may directly
23 dispense coins, cash, tokens or anything else of value.

24 Section 4. Licensing of manufacturers, distributors and
25 vendors.

26 (a) Background investigation and application fee.--The
27 department shall have the Pennsylvania State Police conduct a
28 background investigation of an applicant for a manufacturer,
29 distributor or machine vendor license as to personal and
30 business character, honesty and integrity. An applicant must pay

1 a nonrefundable application fee of \$5,000. The investigation may
2 utilize information on the applicant compiled by the
3 Pennsylvania Liquor Control Board. The investigation includes
4 the following:

5 (1) An examination of criminal or civil records.

6 (2) An examination of personal, financial or business
7 records. This paragraph includes tax returns, bank accounts,
8 business accounts, mortgages and contracts to which the
9 license applicant is a party or has an interest.

10 (3) An examination of personal or business relationships
11 which:

12 (i) include a partial ownership or voting interest
13 in a partnership, association or corporation; and

14 (ii) bear on the fitness of the applicant for
15 licensure.

16 (b) Production of information.--

17 (1) In order to become a licensee, an applicant must
18 produce information, documentation and assurances as required
19 by the department.

20 (2) A license applicant must:

21 (i) consent in writing to and provide for the
22 examination of financial and business accounts, bank
23 accounts, tax returns and related records in the
24 applicant's possession or under the applicant's control
25 that establish by clear and convincing evidence the
26 financial stability, integrity and responsibility of the
27 license applicant; and

28 (ii) authorize all third parties in possession or
29 control of accounts or records under subparagraph (i) to
30 allow for their examination as deemed necessary by the

1 department in conducting background investigations.

2 (3) A license applicant must disclose on the application
3 form any criminal convictions for offenses graded above
4 summary offenses covering the 10-year period immediately
5 preceding the filing of the application. The license
6 applicant must also include on the application form any
7 convictions of the gambling laws of any jurisdiction.

8 (4) If a license applicant has conducted a gaming
9 operation in a jurisdiction that permits such activity, the
10 license applicant must produce letters of reference from the
11 gaming or casino enforcement or control agency that specify
12 the experiences of the agency with the license applicant, the
13 license applicant's associates and the license applicant's
14 gaming operations. If the license applicant is unable to
15 obtain these letters within 60 days of the request, the
16 license applicant may submit a copy of the letter requesting
17 the information together with a statement under oath or
18 affirmation that, during the period activities were
19 conducted, the license applicant was in good standing with
20 the appropriate gambling or casino enforcement control
21 agency.

22 (5) A license applicant must provide information,
23 documentation and assurances as required by the department to
24 establish by clear and convincing evidence the license
25 applicant's good character, honesty and integrity.
26 Information under this paragraph may relate to family,
27 habits, character, reputation, business affairs, financial
28 affairs, business associates, professional associates and
29 personal associates, covering the 10-year period immediately
30 preceding the filing of the application.

1 (b.1) Felony conviction prohibition.--A person that has been
2 convicted of a felony within 10 years of the date of application
3 shall not be issued a license under this act.

4 (c) Third-party disclosure.--

5 (1) A license applicant must accept any risk of adverse
6 public notice, embarrassment, criticism, damages or financial
7 loss, which may result from disclosure or publication by a
8 third party of material or information requested by the
9 department pursuant to action on an application.

10 (2) A license applicant expressly must waive a claim
11 against the department, executive director or the
12 Commonwealth and its employees from damages as a result of
13 disclosure or publication by a third party.

14 (d) Hearing upon denial.--A person who is denied a license
15 has the right to a hearing before the department in accordance
16 with the provisions of 2 Pa.C.S. Chs. 5 Subch. A (relating to
17 practice and procedure of Commonwealth agencies) and 7 Subch. A
18 (relating to judicial review of Commonwealth agency action).

19 (e) Sole proprietor vendors.--A sole proprietor vendor must
20 comply with all of the following:

21 (1) Be a resident of this Commonwealth for at least two
22 years prior to application for a license.

23 (2) Be of good moral character and reputation in the
24 community.

25 (3) Be at least 18 years of age.

26 (4) Be current in the payment of all taxes, interest and
27 penalties owed to the Commonwealth and political
28 subdivisions. This paragraph excludes items under formal
29 dispute or appeal under applicable law.

30 (5) Demonstrate sufficient financial resources to

1 support the activities required to place and service video
2 gaming machines.

3 (f) Partnership vendors.--Partnership vendors must comply
4 with all of the following:

5 (1) Be current in the payment of taxes, interest and
6 penalties owed to the Commonwealth and political
7 subdivisions. This paragraph excludes items under formal
8 dispute or appeal under applicable law.

9 (2) Demonstrate sufficient financial resources to
10 support the activities required to place and service video
11 gaming machines.

12 (3) Have each partner be:

13 (i) of good moral character and reputation in the
14 community;

15 (ii) at least 18 years of age; and

16 (iii) a resident of this Commonwealth for at least
17 two years prior to application for a license.

18 (4) At all times subsequent to licensing, a majority of
19 the partnership ownership interest must be held by residents
20 of this Commonwealth.

21 (g) Association and corporate vendors.--Association or
22 corporate vendors must comply with all of the following:

23 (1) Be current in the payment of taxes, interest and
24 penalties owed to the Commonwealth and political
25 subdivisions. This paragraph excludes items under formal
26 dispute or appeal under applicable law.

27 (2) Demonstrate sufficient financial resources to
28 support the activities required to place and service video
29 gaming machines.

30 (3) Have each shareholder holding more than 10% of the

1 stock of a corporation be:

2 (i) of good moral character and reputation in the
3 community;

4 (ii) at least 18 years of age; and

5 (iii) a resident of this Commonwealth for at least
6 two years prior to application.

7 (h) Sole proprietor distributors.--A sole proprietor
8 distributor must comply with all of the following:

9 (1) Be a resident of this Commonwealth for at least one
10 year prior to application.

11 (2) Be of good moral character and reputation in the
12 community.

13 (3) Be at least 18 years of age.

14 (4) Be current in the payment of taxes, interest and
15 penalties owed to the Commonwealth and political
16 subdivisions. This paragraph excludes items under formal
17 dispute or appeal under applicable law.

18 (5) Demonstrate sufficient financial resources to
19 support the activities required to sell and service video
20 gaming machines.

21 (i) Partnership distributors.--Partnership distributors must
22 comply with all of the following:

23 (1) Be current in the payment of taxes, interest and
24 penalties owed to the Commonwealth and political
25 subdivisions. This paragraph excludes items under formal
26 dispute or appeal under applicable law.

27 (2) Demonstrate sufficient financial resources to
28 support the activities required to sell and service video
29 gaming machines.

30 (3) Have each partner be:

1 (i) of good moral character and reputation in the
2 community;

3 (ii) at least 18 years of age; and

4 (iii) a resident of this Commonwealth for at least
5 one year prior to application.

6 (4) At all times subsequent to licensing, a majority of
7 the partnership ownership interest must be held by residents
8 of this Commonwealth.

9 (j) Association and corporate distributors.--Association or
10 corporate distributors must comply with all of the following:

11 (1) Be current in the payment of taxes, interest and
12 penalties owed to the Commonwealth and political
13 subdivisions. This paragraph excludes items under formal
14 dispute or appeal under applicable law.

15 (2) Demonstrate sufficient financial resources to
16 support the activities required to sell and service video
17 gaming machines.

18 (3) Have each shareholder holding more than 10% of the
19 stock of a corporation be:

20 (i) of good moral character and reputation in the
21 community; and

22 (ii) at least 18 years of age.

23 (4) For at least one year immediately prior to
24 application, have maintained and operated a coin machine
25 distributorship office and sales staff within this
26 Commonwealth. This paragraph does not apply to an association
27 distributor.

28 (k) Sole proprietor manufacturers.--A sole proprietor
29 manufacturer must comply with all of the following:

30 (1) Be of good moral character and reputation in the

1 community.

2 (2) Be at least 18 years of age.

3 (3) Be current in the payment of taxes, interest and
4 penalties owed to the Commonwealth and political
5 subdivisions. This paragraph excludes items under formal
6 dispute or appeal under applicable law.

7 (4) Demonstrate sufficient financial resources to
8 support the activities required to manufacture and sell video
9 gaming machines through a licensed distributor.

10 (1) Partnership manufacturers.--Partnership manufacturers
11 must comply with all of the following:

12 (1) Be current in the payment of taxes, interest and
13 penalties owed to the Commonwealth and political
14 subdivisions. This paragraph excludes items under formal
15 dispute or appeal under applicable law.

16 (2) Demonstrate sufficient financial resources to
17 support the activities required to manufacture and sell video
18 gaming machines through a licensed distributor.

19 (3) Have each partner be:

20 (i) at least 18 years of age; and

21 (ii) of good moral character and reputation in the
22 community.

23 (m) Association and corporate manufacturers.--Association or
24 corporate manufacturers must comply with all of the following:

25 (1) Be current in the payment of taxes, interest and
26 penalties owed to the Commonwealth and political
27 subdivisions. This paragraph excludes items under formal
28 dispute or appeal under applicable law.

29 (2) Demonstrate sufficient financial resources to
30 support the activities required to manufacture and sell video

1 gaming machines through a licensed distributor.

2 (3) Have each shareholder holding more than 10% of the
3 stock of the corporation or association be:

4 (i) of good moral character and reputation in the
5 community; and

6 (ii) at least 18 years of age.

7 (n) Service technician.--A service technician must comply
8 with the following:

9 (1) Be current in the payment of taxes, interest and
10 penalties owed to the Commonwealth and political
11 subdivisions. This paragraph excludes items under formal
12 dispute or appeal under applicable law.

13 (2) Be of good moral character and reputation in the
14 community.

15 (3) Be at least 18 years of age.

16 (o) Written agreement.--A licensed establishment shall have
17 a written agreement with a licensed machine vendor for a minimum
18 12-month term. The agreement shall be approved by the department
19 and on file at the licensed establishment.

20 (p) Nonaccessibility to minors.--No video gaming machine may
21 be in an area easily accessible to minors. A floor-to-ceiling
22 wall is not required, but the area must be secure and easily
23 seen and observed by the employees or management of the licensed
24 establishment.

25 (q) Advertising prohibited.--No licensed establishment with
26 a video gaming license may advertise gaming in any form, written
27 or electronic, nor may its name include the words "casino,"
28 "gambling," "gaming" or any other term that may be interpreted
29 to advertise gaming.

30 Section 5. Licensed establishment license.

1 The department shall issue a license to any licensed
2 establishment upon a showing that its liquor or retail dispenser
3 license is valid and is in good standing with the Pennsylvania
4 Liquor Control Board. The annual fee for a licensed
5 establishment shall be \$500 per video gaming machine.

6 Section 6. Limitations on licensed establishments.

7 (a) Limitations.--Licensed establishments shall be subject
8 to the following limitations:

9 (1) No licensed establishment may have more than three
10 video gaming machines.

11 (2) No applicant may hold more than one type of license
12 authorized by this chapter.

13 (3) A licensee is responsible for payment of its license
14 fee. Payment of the fee by a person, partnership or
15 corporation other than the licensee is prohibited.

16 (b) Unlawful acts.--No licensed establishment shall permit:

17 (1) An individual under 21 years of age to operate or
18 attempt to operate a video gaming machine.

19 (2) An individual under 21 years of age to receive or
20 attempt to receive a prize from a video gaming machine.

21 (3) A visibly intoxicated person to play a video gaming
22 machine.

23 (4) An individual to tamper with the connection of a
24 video gaming machine to the central computer.

25 In addition to any other penalties provided by law, a person who
26 violates paragraph (1), (2) or (3) commits a summary offense.

27 (c) Seizure, forfeiture and destruction of gaming
28 machines.--Gaming machines shall be considered to be per se
29 illegal. Gaming machines and their proceeds may be seized upon
30 view as illegal contraband by agents of the department and any

1 other law enforcement agency. The owner of a gaming machine
2 shall have no right to compensation for the seizure and
3 destruction of a gaming machine or the proceeds of a gaming
4 machine.

5 (d) Penalties.--

6 (1) In the case of a gaming machine seized from a
7 licensed establishment, for a first violation, the penalty
8 shall be no less than \$1,000 nor more than \$5,000 and a
9 suspension of the licensed establishment owner's liquor
10 license for not less than seven consecutive days, and for
11 each subsequent violation, the penalty shall be \$15,000 and a
12 suspension of the liquor license for not less than 14
13 consecutive days.

14 (2) In the case of a gaming machine seized from a place
15 of business other than a licensed establishment, for a first
16 violation, the penalty shall be not less than \$1,000 nor more
17 than \$5,000 against the owner of the business from which the
18 gaming machine was seized, and for each subsequent violation,
19 the penalty shall be \$15,000.

20 Section 7. Central computer system.

21 The department shall utilize the central computer system
22 utilized by the State Lottery. All licensed video gaming
23 machines must be linked to the central computer system at the
24 State Lottery.

25 Section 8. Video gaming machine prototype.

26 The department shall develop a prototype video gaming machine
27 that includes hardware and software specifications. These
28 specifications shall include:

29 (1) All machines must have the ability to interact with
30 the central communications system.

1 (2) Unremovable identification plates shall appear on
2 the exterior of the machine containing the name of the
3 manufacturer and the serial and model number of the machine.

4 (3) Rules of play shall be displayed on the machine face
5 or screen as promulgated by the department.

6 (4) A video gaming machine may not directly dispense
7 coins, cash, tokens or any other article of exchange or value
8 except for tickets. Such tickets shall be dispensed by
9 pressing the ticket-dispensing button on the machine at the
10 end of one's turn or play. The ticket shall indicate the
11 total amount of credits and the cash award, and the player
12 shall turn in this ticket to the appropriate person at the
13 licensed establishment to receive the cash award. The cost of
14 the credit shall be 25¢, and the number of credits played per
15 game shall not exceed 10.

16 (5) No cash award for any individual game may exceed
17 \$1,000.

18 (6) All video gaming machines must be designed and
19 manufactured with total accountability to include gross
20 proceeds, net profits, winning percentages and any other
21 information the department requires.

22 (7) Each machine shall pay out a minimum of 85% of the
23 amount wagered.

24 (8) The department may contract with the board to
25 develop and verify specifications for video gaming machines.

26 Section 9. Fees.

27 (a) Vendors license and fee.--

28 (1) The annual fee for a machine vendor license shall be
29 \$25,000 for the first 50 video gaming machines and an
30 additional \$500 per video gaming machine license in excess of

1 50.

2 (2) A machine vendor license permits the vendor to sell
3 video gaming machines to another licensed machine vendor or
4 licensed distributor.

5 (b) Distributor license fee.--The annual fee for a
6 distributor license shall be \$10,000.

7 (c) Manufacturer license fee.--The annual fee for a
8 manufacturer license shall be \$10,000.

9 (d) Service technician license fee.--The annual fee for a
10 service technician license shall be \$100.

11 Section 10. Unlawful use by minors.

12 (a) Minors.--No individual under 21 years of age may use or
13 play a video gaming machine. An individual who violates this
14 subsection commits a summary offense.

15 (b) Licensees.--Licensees shall be subject to the following:

16 (1) A licensed establishment may not, regardless of
17 knowledge or intent, permit an individual under 21 years of
18 age to play or use a video gaming machine.

19 (2) A licensed establishment that violates this
20 subsection commits a misdemeanor of the second degree.

21 Section 11. Inducements prohibited.

22 (a) General rule.--A video gaming machine owner may not
23 offer or give any type of inducement or incentive to a licensed
24 establishment to secure a machine placement agreement.

25 (b) Definition.--As used in this section, the term
26 "inducement" or "incentive" means consideration from a licensed
27 machine vendor to a licensed establishment owner as an
28 enticement to solicit or maintain the licensed establishment
29 owner's business. The term includes cash, gifts, loans and
30 prepayment of commissions.

1 Section 12. Multiple types of licenses prohibited.

2 (a) Manufacturer restriction.--A manufacturer may not be
3 licensed as a machine vendor or own, manage or control a
4 licensed establishment and shall be licensed only to sell to
5 licensed distributors.

6 (b) Distributor restriction.--A licensed machine distributor
7 may not be licensed as a machine vendor or own, manage or
8 control a licensed establishment and shall only contract with
9 licensed machine vendors.

10 (c) Vendor restriction.--A machine vendor may not be
11 licensed as a manufacturer or distributor or own, manage or
12 control a licensed establishment and shall be licensed only to
13 contract with licensed distributors and licensed establishments.
14 This shall not prohibit a licensed vendor from selling used
15 equipment to another licensed vendor.

16 (d) Establishment owner restriction.--An owner of a licensed
17 establishment may not be licensed as a manufacturer, distributor
18 or vendor and shall only contract with a machine vendor to place
19 and service equipment.

20 Section 13. Illegal activities.

21 A person may not sell, distribute, service, own, operate or
22 place on location a video gaming machine unless the person is
23 licensed under this act and is in compliance with all
24 requirements of this act.

25 Section 14. Video Gaming Fund.

26 (a) Establishment.--The Video Gaming Fund is established in
27 the State Treasury. Fees and fines under this act shall be
28 deposited in the fund.

29 (b) Distribution of net profits.--The following shall apply
30 to the distribution of net profits:

1 (1) Net profits shall be calculated by subtracting cash
2 awards from the total consideration played on the machine.

3 (2) The net profits from each video gaming machine shall
4 be distributed in the following manner:

5 (i) Thirty-three percent to the licensed
6 establishment.

7 (ii) Twenty-seven percent to the licensed vendor.

8 (iii) Thirty percent to the restricted account.

9 (iv) Five percent to the host municipality.

10 (v) Five percent to Category 1, Category 2 and
11 Category 3 licensed facilities.

12 (c) Department funding.--The department shall derive all
13 funding for its operations related to the establishment,
14 enforcement and operation of video gaming from the fund.

15 (d) Payments to municipalities.--In addition to the funds
16 distributed under subsection (b) (2) (iv), the department shall
17 pay each municipality from the account \$500 per licensed machine
18 located in the municipality.

19 (e) Funds maintained in account.--An annual minimum balance
20 of \$2,000,000 shall be maintained in the fund. Money in excess
21 of this amount on June 30 of each year shall be transferred to
22 the Property Tax Relief Fund.

23 (f) Funding for compulsive gambling programs.--The
24 department shall allocate from the fund at least \$1,000,000
25 annually for the purpose of treating compulsive gambling in this
26 Commonwealth.

27 (g) Continuous appropriation.--The money in the fund is
28 appropriated on a continuing basis to the department for the
29 purposes enumerated in this act and shall not lapse at the end
30 of any fiscal year.

1 Section 15. Public School Employees' Retirement Contribution
2 Restricted Account.

3 (a) Establishment.--The Public School Employees' Retirement
4 Contribution Restricted Account is established in the State
5 Treasury.

6 (b) Deposits.--The restricted account shall consist of the
7 distributions of net profits required by section 14(b)(2)(iii),
8 interest earned on the distributions and any other money
9 authorized to be deposited into the restricted account.

10 (c) Use.--The money of the restricted account shall be used
11 as provided by law.

12 Section 16. Preemption of local taxes and license fees.

13 (a) Statutes.--Video gaming machines shall be exempt from
14 taxes levied under the following:

15 (1) The act of August 5, 1932 (Sp.Sess., P.L.45, No.45),
16 referred to as the Sterling Act.

17 (2) The act of December 31, 1965 (P.L.1257, No.511),
18 known as The Local Tax Enabling Act.

19 (3) 53 Pa.C.S. Pt. III Subpt. E (relating to home rule
20 and optional plan government).

21 (4) Any statute that confers taxing authority to a
22 political subdivision.

23 (b) Licensing fees.--Licensing fees shall comply with the
24 following:

25 (1) Video gaming machines are exempt from local
26 licensing fees.

27 (2) Local licensing fees imposed on all other coin-
28 operated amusement machines shall not exceed \$150.

29 Section 17. Exemption from State gaming laws.

30 Video gaming machines authorized under this act and their use

1 as authorized under this act are exempt from 18 Pa.C.S. § 5513
2 (relating to gambling devices, gambling, etc.).

3 Section 18. Exemption from Federal regulation.

4 The General Assembly declares that the Commonwealth is exempt
5 from section 2 of the Gambling Devices Transportation Act (64
6 Stat. 1134, 15 U.S.C. § 1172). Shipments of approved video
7 gaming machines into this Commonwealth in compliance with
8 sections 3 and 4 of the Gambling Devices Transportation Act (64
9 Stat. 1134, 15 U.S.C. §§ 1173 and 1174) shall be deemed legal
10 shipments into this Commonwealth.

11 Section 19. Effective date.

12 This act shall take effect in 60 days.