
THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE BILL

No. 1932 Session of
2014

INTRODUCED BY PASHINSKI, KOTIK, MAHONEY, COHEN, MOUL, READSHAW,
CALTAGIRONE, BURNS, YOUNGBLOOD, MASSER AND EVERETT,
JANUARY 2, 2014

REFERRED TO COMMITTEE ON GAMING OVERSIGHT, JANUARY 2, 2014

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 Account; and prescribing penalties.

4 TABLE OF CONTENTS

5 Section 1. Scope of act.

6 Section 2. Definitions.

7 Section 3. Video gaming generally.

8 Section 4. Licensing of manufacturers, distributors and
9 vendors.

10 Section 5. Licensed establishment license.

11 Section 6. Limitations on licensed establishments.

12 Section 7. Central computer system.

13 Section 8. Video gaming machine prototype.

14 Section 9. Fees.

15 Section 10. Unlawful use by minors.

16 Section 11. Inducements prohibited.

17 Section 12. Multiple types of licenses prohibited.

18 Section 13. Illegal activities.

- 1 Section 14. Establishment of account and distribution of funds.
2 Section 15. Preemption of local taxes and license fees.
3 Section 16. Exemption from State gaming laws.
4 Section 17. Exemption from Federal regulation.
5 Section 18. Effective date.

6 The General Assembly of the Commonwealth of Pennsylvania
7 hereby enacts as follows:

8 Section 1. Scope of act.

9 This act permits the Department of Revenue to regulate and
10 adopt standards for video gaming in this Commonwealth.

11 Section 2. Definitions.

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

15 "Account." The Video Gaming Account established under
16 section 14.

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

1 shall not include any of the following:

2 (1) A coin-operated amusement machine.

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

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

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

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

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

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

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

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

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

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

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

26 (2) manufactures or assembles video gaming machines.

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

29 "Service technician." An individual holding a service
30 technician's license issued by the Department of Revenue

1 allowing the individual to service, maintain and repair video
2 gaming machines.

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

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

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

11 (2) that utilizes a video display and microprocessors;
12 and

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

16 Section 3. Video gaming generally.

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

21 Section 4. Licensing of manufacturers, distributors and
22 vendors.

23 (a) Background investigation and application fee.--The
24 department shall have the Pennsylvania State Police conduct a
25 background investigation of an applicant for a manufacturer,
26 distributor or machine vendor license as to personal and
27 business character, honesty and integrity. An applicant must pay
28 a nonrefundable application fee of \$5,000. The investigation may
29 utilize information on the applicant compiled by the
30 Pennsylvania Liquor Control Board. The investigation includes

1 the following:

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

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

7 (3) An examination of personal or business relationships
8 which:

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

11 (ii) bear on the fitness of the applicant for
12 licensure.

13 (b) Production of information.--An applicant to become a
14 licensee must produce information, documentation and assurances
15 as required by the department. This subsection includes the
16 following:

17 (1) Each license applicant must:

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

25 (ii) authorize all third parties in possession or
26 control of accounts or records under subparagraph (i) to
27 allow for their examination as deemed necessary by the
28 department in conducting background investigations.

29 (2) Each license applicant must disclose on the
30 application form any criminal convictions for offenses graded

1 above summary offenses covering the ten-year period
2 immediately preceding the filing of the application. The
3 license applicant must also include on the application form
4 any convictions of the gambling laws of any jurisdiction.

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

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

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

1 (c) Third-party disclosure.--Each license applicant must
2 accept any risk of adverse public notice, embarrassment,
3 criticism, damages or financial loss, which may result from
4 disclosure or publication by a third party of material or
5 information requested by the department pursuant to action on an
6 application. The license applicant expressly must waive a claim
7 against the department, executive director or the Commonwealth
8 and its employees from damages as a result of disclosure or
9 publication by a third party.

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

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

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

19 (2) Be of good moral character and reputation in the
20 community.

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

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

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

29 (f) Partnership vendors.--Partnership vendors must comply
30 with all of the following:

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

5 (2) Demonstrate sufficient financial resources to
6 support the activities required to place and service video
7 gaming machines.

8 (3) Have each partner be:

9 (i) of good moral character and reputation in the
10 community;

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

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

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

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

19 (1) Be current in the payment of taxes, interest and
20 penalties owed to the Commonwealth and political
21 subdivisions. This paragraph excludes items under formal
22 dispute or appeal under applicable law.

23 (2) Demonstrate sufficient financial resources to
24 support the activities required to place and service video
25 gaming machines.

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

28 (i) of good moral character and reputation in the
29 community;

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

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

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

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

7 (2) Be of good moral character and reputation in the
8 community.

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

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

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

17 (i) Partnership distributors.--Partnership distributors must
18 comply with all of the following:

19 (1) Be current in the payment of taxes, interest and
20 penalties owed to the Commonwealth and political
21 subdivisions. This paragraph excludes items under formal
22 dispute or appeal under applicable law.

23 (2) Demonstrate sufficient financial resources to
24 support the activities required to sell and service video
25 gaming machines.

26 (3) Have each partner be:

27 (i) of good moral character and reputation in the
28 community;

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

30 (iii) a resident of this Commonwealth for at least

1 one year prior to application.

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

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

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

11 (2) Demonstrate sufficient financial resources to
12 support the activities required to sell and service video
13 gaming machines.

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

16 (i) of good moral character and reputation in the
17 community; and

18 (ii) at least 18 years of age.

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

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

26 (1) Be of good moral character and reputation in the
27 community.

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

29 (3) Be current in the payment of taxes, interest and
30 penalties owed to the Commonwealth and political

1 subdivisions. This paragraph excludes items under formal
2 dispute or appeal under applicable law.

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

6 (1) Partnership manufacturers.--Partnership manufacturers
7 must comply with all of the following:

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

12 (2) Demonstrate sufficient financial resources to
13 support the activities required to manufacture and sell video
14 gaming machines through a licensed distributor.

15 (3) Have each partner be:

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

17 (ii) of good moral character and reputation in the
18 community.

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

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

25 (2) Demonstrate sufficient financial resources to
26 support the activities required to manufacture and sell video
27 gaming machines through a licensed distributor.

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

30 (i) of good moral character and reputation in the

1 community; and

2 (ii) at least 18 years of age.

3 (n) Service technician.--A service technician must comply
4 with 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) Be of good moral character and reputation in the
10 community.

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

12 (o) Written agreement.--Each licensed establishment shall
13 have a written agreement with a licensed machine vendor for a
14 minimum 12-month term. The agreement shall be approved by the
15 department and on file at the licensed establishment.

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

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

26 Section 5. Licensed establishment license.

27 The department shall issue a license to any licensed
28 establishment upon a showing that its liquor or retail dispenser
29 license is valid and is in good standing with the Pennsylvania
30 Liquor Control Board. The annual fee for a licensed

1 establishment shall be \$500 per video gaming machine.

2 Section 6. Limitations on licensed establishments.

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

5 (1) No licensed establishment may have more than three
6 video gaming machines.

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

9 (3) Each licensee is responsible for payment of its
10 license fee. Payment of the fee by a person, partnership or
11 corporation other than the licensee is prohibited.

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

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

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

17 (3) A visibly intoxicated person to play a video gaming
18 machine.

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

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

23 (c) Seizure, forfeiture and destruction of gaming
24 machines.--Gaming machines shall be considered to be per se
25 illegal. Gaming machines and the proceeds therefrom may be
26 seized upon view as illegal contraband by agents of the
27 department and any other law enforcement agency. The owner of a
28 gaming machine shall have no right to compensation for the
29 seizure and destruction of a gaming machine or the proceeds of a
30 gaming machine.

1 (d) Penalties.--The following penalties shall apply:

2 (1) In the case of a gaming machine seized from a
3 licensed establishment, for a first violation, a penalty of
4 at least \$1,000 and not more than \$5,000 and a suspension of
5 the licensed establishment owner's liquor license for not
6 less than seven consecutive days, and for each subsequent
7 violation, a penalty of \$15,000 and a suspension of the
8 liquor license for not less than 14 consecutive days.

9 (2) In the case of a gaming machine seized from a place
10 of business other than a licensed establishment, for a first
11 violation, a penalty of at least \$1,000 and not more than
12 \$5,000 against the owner of the business from which the
13 gaming machine was seized, and for each subsequent violation,
14 a penalty of \$15,000.

15 Section 7. Central computer system.

16 The department shall utilize the central computer system
17 utilized by the State Lottery. All licensed video gaming
18 machines must be linked to the central computer system at the
19 State Lottery.

20 Section 8. Video gaming machine prototype.

21 The department shall develop a prototype video gaming machine
22 that includes hardware and software specifications. These
23 specifications shall include:

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

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

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

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

11 (5) No cash award for any individual game may exceed
12 \$1,000.

13 (6) All video gaming machines must be designed and
14 manufactured with total accountability to include gross
15 proceeds, net profits, winning percentages and any other
16 information the department requires.

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

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

21 Section 9. Fees.

22 (a) Vendors license and fee.--The annual fee for a machine
23 vendor license shall be \$25,000 for the first 50 video gaming
24 machines and an additional \$500 per video gaming machine license
25 in excess of 50. A machine vendor license permits the vendor to
26 sell video gaming machines to another licensed machine vendor or
27 licensed distributor.

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

30 (c) Manufacturer license fee.--The annual fee for a

1 manufacturer license shall be \$10,000.

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

4 Section 10. Unlawful use by minors.

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

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

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

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

14 Section 11. Inducements prohibited.

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

18 (b) Definition.--As used in this section, the term
19 "inducement" or "incentive" means consideration from a licensed
20 machine vendor to a licensed establishment owner as an
21 enticement to solicit or maintain the licensed establishment
22 owner's business. The term includes cash, gifts, loans and
23 prepayment of commissions.

24 Section 12. Multiple types of licenses prohibited.

25 (a) Manufacturer restriction.--A manufacturer may not be
26 licensed as a machine vendor or own, manage or control a
27 licensed establishment and shall be licensed only to sell to
28 licensed distributors.

29 (b) Distributor restriction.--A licensed machine distributor
30 may not be licensed as a machine vendor or own, manage or

1 control a licensed establishment and shall only contract with
2 licensed machine vendors.

3 (c) Vendor restriction.--A machine vendor may not be
4 licensed as a manufacturer or distributor or own, manage or
5 control a licensed establishment and shall be licensed only to
6 contract with licensed distributors and licensed establishments.
7 This shall not prohibit a licensed vendor from selling used
8 equipment to another licensed vendor.

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

13 Section 13. Illegal activities.

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

18 Section 14. Establishment of account and distribution of funds.

19 (a) Video Gaming Account.--There is established a separate
20 account in the State Treasury to be known as the Video Gaming
21 Account. Fees and fines under this act and the portion of net
22 profits under subsection (b) (2) (iii) shall be deposited in the
23 account.

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

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

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

30 (i) 23% to the licensed establishment.

1 (ii) 22% to the licensed vendor.

2 (iii) 45% to the Property Tax Relief Fund
3 established under 4 Pa.C.S. § 1409 (relating to Property
4 Tax Relief Fund).

5 (iv) 5% to the host municipality.

6 (v) 5% to Category 1, Category 2 and Category 3
7 licensed facilities.

8 (c) Department funding.--The department shall derive all
9 funding for its operations related to the establishment,
10 enforcement and operation of video gaming from the account.

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

15 (e) Funds maintained in account.--An annual minimum balance
16 of \$2,000,000 shall be maintained in the account. Money in
17 excess of this amount at the end of each fiscal year shall be
18 distributed to the Property Tax Relief Fund.

19 (f) Funding for compulsive gambling programs.--The
20 department shall allocate from the account at least \$1,000,000
21 annually for the purpose of treating compulsive gambling in this
22 Commonwealth.

23 (g) Continuous appropriation.--The money in the account is
24 continuously appropriated to the account and shall not lapse at
25 the end of any fiscal year.

26 Section 15. Preemption of local taxes and license fees.

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

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

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

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

5 (4) Any statute that confers taxing authority to a
6 political subdivision.

7 (b) Licensing fees.--Licensing fees shall comply with the
8 following:

9 (1) Video gaming machines are exempt from local
10 licensing fees.

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

13 Section 16. Exemption from State gaming laws.

14 Video gaming machines authorized under this act and their use
15 as authorized under this act are exempt from 18 Pa.C.S. § 5513
16 (relating to gambling devices, gambling, etc.).

17 Section 17. Exemption from Federal regulation.

18 The General Assembly declares that the Commonwealth is exempt
19 from section 2 of the Gambling Devices Transportation Act (64
20 Stat. 1134, 15 U.S.C. § 1172). Shipments of approved video
21 gaming machines into this Commonwealth in compliance with
22 sections 3 and 4 of the Gambling Devices Transportation Act (64
23 Stat. 1134, 15 U.S.C. §§ 1173 and 1174) shall be deemed legal
24 shipments into this Commonwealth.

25 Section 18. Effective date.

26 This act shall take effect in 60 days.