

## AMENDMENTS TO HOUSE BILL NO. 649

Sponsor: REPRESENTATIVE MUSTIO

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1 Amend Bill, page 1, line 6, by inserting after "DEFINITIONS;"  
2 providing for video gaming;

3 Amend Bill, page 39, by inserting between lines 20 and 21

4 Section 2.1. Title 4 is amended by adding a chapter to read:

5 CHAPTER 11A  
6 VIDEO GAMING

7 Sec.

8 11A01. Definitions.

9 11A02. Powers and duties.

10 11A03. Licensing of manufacturers, distributors, terminal  
11 operators and service technicians.

12 11A04. Video gaming license.

13 11A05. License prohibitions.

14 11A06. Video gaming limitations.

15 11A07. Central computer system.

16 11A08. Video gaming terminal and redemption terminal.

17 11A09. Unlawful acts.

18 11A10. Enforcement.

19 11A11. Multiple types of licenses prohibited.

20 11A12. Establishment of account and distribution of funds.

21 11A13. Initial funding.

22 11A14. Preemption of local taxes and license fees.

23 11A15. Exemption from State gaming laws.

24 11A16. Exemption from Federal regulation.

25 11A17. Preemption.

26 11A18. Compulsive and problem gambling.

27 11A19. Provisional licenses.

28 11A20. Temporary video gaming regulations.

29 § 11A01. Definitions.

30 The following words and phrases when used in this chapter  
31 shall have the meanings given to them in this section unless the  
32 context clearly indicates otherwise:

33 "Central computer system." A central site computer system  
34 controlled by the department and accessible by the board that at  
35 all times is connected to video gaming terminals at licensed  
36 establishments and that, at a minimum, is capable of monitoring,  
37 communicating, auditing, retrieving information, generating

1 games, activating and disabling each video gaming terminal.  
2 "Coin-operated amusement game." A machine that requires the  
3 insertion of a coin, currency or token to play or activate a  
4 game, the outcome of which is predominantly and primarily  
5 determined by the skill of the player. The term does not include  
6 a video gaming terminal.  
7 "Department." The Department of Revenue of the Commonwealth.  
8 "Distributor." A person licensed by the board to buy, sell,  
9 lease, service or distribute video gaming terminals. The term  
10 does not include a terminal operator or a manufacturer.  
11 "Enforcement Bureau." The Bureau of Liquor Control  
12 Enforcement of the Pennsylvania State Police.  
13 "Gaming machine." A device or game that has the outcome of  
14 play primarily determined by chance. The term includes an  
15 antique slot machine under 18 Pa.C.S. § 5513(c) (relating to  
16 gambling devices, gambling, etc.) when used for profit. The term  
17 shall not include any of the following:  
18 (1) A coin-operated amusement game.  
19 (2) A video gaming terminal that has all of its seals or  
20 identification plates.  
21 (3) A slot machine as defined under section 1103  
22 (relating to definitions).  
23 (4) A game of chance under the act of December 19, 1988  
24 (P.L.1262, No.156), known as the Local Option Small Games of  
25 Chance Act.  
26 (5) A lottery terminal used under the act of August 26,  
27 1971 (P.L.351, No.91), known as the State Lottery Law.  
28 "Grocery store." A retail establishment, commonly known as a  
29 grocery store, supermarket or delicatessen, where food, food  
30 products and supplies are sold for human consumption on or off  
31 the premises. The term shall include a restaurant with an  
32 interior connection to, and the separate and segregated portion  
33 of, any other retail establishment which is dedicated solely to  
34 the sale of food, food products and supplies for the table for  
35 human consumption on or off the premises.  
36 "Gross revenue." The total of cash or cash equivalents used  
37 for the play of a video gaming terminal minus cash or cash  
38 equivalent paid players as a result of playing a video gaming  
39 terminal.  
40 "Incentive." Any consideration, including a promotion or  
41 prize, provided from a licensee under this chapter or an  
42 employee of a licensee to a patron of a licensed establishment  
43 as an enticement to play a video gaming terminal.  
44 "Inducement." Any consideration paid directly or indirectly,  
45 from a terminal operator, employee of the terminal operator or  
46 any other person on behalf of the terminal operator, to a  
47 licensed establishment owner or an employee of the licensed  
48 establishment, directly or indirectly as an enticement to  
49 solicit or maintain the licensed establishment owner's business.  
50 The term includes cash, a gift, loan and prepayment of gross  
51 revenue.

1 "Licensed establishment." A licensed liquor establishment or  
2 a truck stop establishment with a video gaming license granted  
3 under § 11A05 (relating to license prohibitions).

4 "Licensed liquor establishment." A brew pub, club, hotel,  
5 privately owned public golf course or restaurant as defined or  
6 licensed under the act of April 12, 1951 (P.L.90, No.21), known  
7 as the Liquor Code, that operates under a valid liquor or malt  
8 or brewed beverage license under Article IV of the Liquor Code.  
9 The term shall not include a grocery store or a hotel or  
10 restaurant whose place of business is located in a licensed  
11 facility as defined in 4 Pa.C.S. § 1103 (relating to  
12 definitions).

13 "Manufacturer." A person that:

14 (1) is licensed by the board; and

15 (2) manufactures, produces or assembles video gaming  
16 terminals or major parts and components of video gaming  
17 terminals.

18 "Minor." An individual who is less than 21 years of age.

19 "Redemption terminal." The collective hardware, software,  
20 communications technology and other ancillary equipment used to  
21 facilitate the payment of cash or cash equivalent to a player as  
22 a result of playing a video gaming terminal.

23 "Service technician." An individual licensed by the board to  
24 service, maintain and repair video gaming terminals.

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

28 "Terminal operator." A person that:

29 (1) is licensed by the board; and

30 (2) owns, services or maintains video gaming terminals  
31 for placement in licensed establishments.

32 "Truck stop establishment." A premises that is equipped with  
33 diesel islands used for fueling commercial motor vehicles, has  
34 sold on average 50,000 gallons of diesel or biodiesel fuel each  
35 month for the previous 12 months or is projected to sell an  
36 average of 50,000 gallons of diesel or biodiesel fuel each month  
37 for the next 12 months, has parking spaces dedicated for  
38 commercial motor vehicles, has a convenience store and is  
39 situated on a parcel of land not less than three acres.

40 "Video gaming license." A license issued by the board  
41 authorizing the placement and operation of video gaming  
42 terminals at the licensed establishment specified in the  
43 application for licensure.

44 "Video gaming terminal." A device or terminal:

45 (1) that, upon insertion of a coin or currency, will  
46 play or simulate the play of a video poker, bingo, keno, slot  
47 machine, blackjack or any other game authorized by the board;

48 (2) that utilizes a video display and microprocessor;  
49 and

50 (3) in which, by the skill of the player or by chance,  
51 the player may receive a free game or credit that may be

1 redeemed for cash at a redemption terminal.

2 § 11A02. Powers and duties.

3 The board shall regulate and adopt standards for video gaming  
4 as authorized under this chapter.

5 § 11A03. Licensing of manufacturers, distributors, terminal  
6 operators and service technicians.

7 (a) Application.--A person that applies to the board for a  
8 manufacturer, distributor, terminal operator or service  
9 technician license related to video gaming under this section  
10 shall do so on a form prescribed by the board.

11 (b) Application fee.--

12 (1) An applicant for a manufacturer or distributor  
13 license must pay a nonrefundable application fee of \$50,000.

14 (2) An applicant for a terminal operator license must  
15 pay a nonrefundable application fee of \$10,000.

16 (3) An applicant for a service technician license must  
17 pay a nonrefundable application fee of \$100.

18 (c) Production of information.--An applicant must produce  
19 information, documentation and assurances as required by the  
20 board, including:

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

27 (2) Written authorization by the applicant for third  
28 parties in possession or control of accounts or records under  
29 paragraph (1) to allow for examination of such documents as  
30 deemed necessary by the board or the Pennsylvania State  
31 Police in conducting background investigations.

32 (3) If the applicant has conducted a gaming operation in  
33 a jurisdiction that permits such activity, a letter of  
34 reference from the gaming or casino enforcement or control  
35 agency that specifies the experience of the agency with the  
36 applicant, the applicant's associates and the applicant's  
37 gaming operations. If the applicant is unable to obtain the  
38 letter within 60 days of the request, the applicant may  
39 submit a copy of the letter requesting the information,  
40 together with a statement under oath or affirmation that,  
41 during the period activities were conducted, the applicant  
42 was in good standing with the appropriate gambling or casino  
43 enforcement control agency.

44 (4) Information, documentation and assurances as  
45 required by the board to establish the applicant's good  
46 character, honesty and integrity. Information under this  
47 paragraph may relate to family, habits, character,  
48 reputation, business affairs, financial affairs, business  
49 associates, professional associates and personal associates,  
50 covering the 10-year period immediately preceding the filing  
51 of the application.

1 (d) Background investigation.--Pennsylvania State Police  
2 shall conduct, at the request of the board, a background  
3 investigation of an applicant for a manufacturer, distributor or  
4 terminal operator license as follows:

5 (1) The applicant shall consent to a background  
6 investigation and provide any and all information requested  
7 by the Pennsylvania State Police and consent to a release of  
8 any and all information necessary for the completion of the  
9 background investigation, which information shall include  
10 fingerprints.

11 (2) The background investigation shall include a  
12 security, criminal and credit investigation by the  
13 Pennsylvania State Police, which shall include records of  
14 criminal arrests and convictions, in any jurisdiction,  
15 including Federal criminal history record information. The  
16 investigation may utilize information about the applicant  
17 compiled by the Pennsylvania Liquor Control Board. The  
18 Pennsylvania State Police may share investigation information  
19 with the board to the extent permitted by Federal and State  
20 law as determined by the Pennsylvania State Police. None of  
21 the information obtained by the Pennsylvania State Police may  
22 be disclosed publicly nor be subject to disclosure under the  
23 act of February 14, 2008 (P.L.6, No.3), known as the Right-  
24 to-Know Law.

25 (3) The background investigation shall include an  
26 examination of personal, financial or business records,  
27 including tax returns, bank accounts, business accounts,  
28 mortgages and contracts to which the applicant is a party or  
29 has an interest.

30 (4) The background investigation shall include an  
31 examination of personal or business relationships that:

32 (i) Include a partial ownership or voting interest  
33 in a partnership, association or corporation.

34 (ii) Bear on the fitness of the applicant for  
35 licensure.

36 (5) The applicant shall reimburse the bureau for the  
37 actual costs of conducting the background investigation. The  
38 board may not approve an applicant that has not fully  
39 reimbursed the Pennsylvania State Police for the  
40 investigation.

41 (e) Eligibility.--To be eligible for a license under this  
42 section, an applicant for a manufacturer, distributor, terminal  
43 operator or service technician license must comply with all of  
44 the following:

45 (1) Be of good moral character and reputation in the  
46 community.

47 (2) Be 18 years of age or older.

48 (3) Be current in the payment of all taxes, interest and  
49 penalties owed to the Commonwealth and political subdivisions  
50 of the Commonwealth. This paragraph excludes taxes subject to  
51 a timely administrative or judicial appeal or subject to a

1 duly authorized deferred payment plan.

2 (4) An applicant for a manufacturer, distributor or  
3 terminal operator license must also demonstrate sufficient  
4 financial resources to support the activities required of,  
5 respectively, a manufacturer, distributor or terminal  
6 operator related to video gaming terminals.

7 (f) Review and approval.--The board shall review the  
8 information submitted by the applicant and the investigation  
9 information provided by the Pennsylvania State Police. If being  
10 satisfied that the requirements of subsection (e) have been met,  
11 the board may approve the application and grant the applicant a  
12 manufacturer, distributor or terminal operator license  
13 consistent with all of the following:

14 (1) The license shall be valid for a period of two  
15 years. Nothing in this paragraph shall be construed to  
16 relieve the licensee of the affirmative duty to notify the  
17 board of any change relating to the status of its license or  
18 to any other information contained in application materials  
19 on file with the board.

20 (2) The license shall be nontransferable.

21 (3) Any other condition established by the board.

22 (g) Annual fees.--

23 (1) The annual fee for a terminal operator license shall  
24 be \$25,000 for a terminal operator that has placed 50 or  
25 fewer video gaming terminals at licensed establishments in  
26 this Commonwealth. An additional annual fee of \$500 shall be  
27 charged per video gaming terminal license for a terminal  
28 operator that has placed more than 50 video gaming terminals  
29 at licensed establishments in this Commonwealth.

30 (2) The annual fee for a distributor license shall be  
31 \$10,000.

32 (3) The annual fee for a manufacturer license shall be  
33 \$10,000.

34 (4) The annual fee for a service technician license  
35 shall be \$100.

36 (h) Renewal and late filing fees.--

37 (1) Sixty days prior to expiration of the license, the  
38 licensee seeking renewal of the license shall submit a  
39 renewal application accompanied by the annual fee or the  
40 license shall be subject to appropriate late filing fees.

41 (2) If the renewal application satisfies the  
42 requirements of subsection (e), the board may renew the  
43 license.

44 (3) If the board receives a complete renewal application  
45 but fails to act upon the renewal application prior to the  
46 expiration of the license, the license shall continue in  
47 effect for an additional six-month period or until acted upon  
48 by the board, whichever occurs first.

49 (4) The board may accept renewal applications filed less  
50 than 60 days before the effective date of renewal upon the  
51 payment of the requisite annual fees and an additional late

1 filing fee of \$100. A renewal application filed on or after  
2 the effective date of renewal shall be accompanied by the  
3 requisite annual fee and an additional late filing fee of  
4 \$250. A renewal application may not be considered for  
5 approval unless accompanied by the requisite annual and late  
6 filing fees, tax clearance and any other information required  
7 by the board.

8 (i) Validation of licenses and late filing fees.--

9 (1) One year after the issuance or renewal of a license,  
10 the licensee shall file an application for validation of the  
11 license with the requisite annual fees and tax clearance, at  
12 least 60 days before the effective date of the validation or  
13 the license shall be subject to appropriate late filing fees.

14 (2) The board may accept a validation application filed  
15 less than 60 days before the effective date of renewal upon  
16 the payment of the requisite annual fee and an additional  
17 late filing fee of \$100. A validation application filed on or  
18 after the effective date of validation shall be accompanied  
19 by the requisite annual fee and an additional late filing fee  
20 of \$250. A validation application may not be considered for  
21 approval unless accompanied by the requisite annual and late  
22 filing fees, tax clearance and any other information required  
23 by the board.

24 (j) Third-party disclosure.--An applicant must accept any  
25 risk of adverse public notice, embarrassment, criticism, damages  
26 or financial loss, which may result from disclosure or  
27 publication by a third party of material or information  
28 requested by the board pursuant to action on an application. The  
29 applicant expressly must waive a claim against the board or the  
30 Commonwealth and the applicant's employees from damages as a  
31 result of disclosure or publication by a third party.

32 (k) Hearing upon denial.--A person that is denied a license  
33 or the renewal of a license under this section has the right to  
34 a hearing before the board in accordance with the provisions of  
35 2 Pa.C.S. Chs. 5 Subch. A (relating to practice and procedure of  
36 Commonwealth agencies) and 7 Subch. A (relating to judicial  
37 review of Commonwealth agency action).  
38 § 11A04. Video gaming license.

39 (a) Application.--A person that applies to the board for a  
40 video gaming license under this section shall do so on a form  
41 prescribed by the board.

42 (b) Licensed liquor establishment.--Except as provided in  
43 section 11A05 (relating to license prohibitions), the board  
44 shall issue a video gaming license to a licensed liquor  
45 establishment upon a showing that the establishment's liquor or  
46 retail dispenser license is valid and is in good standing with  
47 the Pennsylvania Liquor Control Board.

48 (c) Truck stop establishment.--The board shall issue a  
49 license to a truck stop establishment if the person who owns  
50 establishment meets the following requirements:

51 (1) Is of good moral character and reputation in the

1 community.

2 (2) Is 18 years of age or older.

3 (3) Is current in the payment of all taxes, interest and  
4 penalties owed to the Commonwealth and political subdivisions  
5 of the Commonwealth. This paragraph excludes taxes subject to  
6 a timely administrative or judicial appeal or subject to a  
7 duly authorized deferred payment plan.

8 (4) Demonstrates sufficient financial resources to  
9 support the activities required of a manufacturer,  
10 distributor or terminal operator related to video gaming  
11 terminals.

12 (5) Produces information, documentation and assurances  
13 as required by the board, including:

14 (i) Written consent by the applicant to provide for  
15 the examination of financial and business accounts, bank  
16 accounts, tax returns and related records in the  
17 applicant's possession or under the applicant's control  
18 that establish the financial stability, integrity and  
19 responsibility of the license applicant.

20 (ii) Written authorization by the applicant for  
21 third parties in possession or control of accounts or  
22 records under paragraph (1) to allow for examination of  
23 such documents as deemed necessary by the board or the  
24 Pennsylvania State Police in conducting background  
25 investigations.

26 (iii) If the applicant has conducted a gaming  
27 operation in a jurisdiction that permits such activity, a  
28 letter of reference from the gaming or casino enforcement  
29 or control agency that specifies the experience of the  
30 agency with the applicant, the applicant's associates and  
31 the applicant's gaming operations. If the applicant is  
32 unable to obtain the letter within 60 days of the  
33 request, the applicant may submit a copy of the letter  
34 requesting the information, together with a statement  
35 under oath or affirmation that, during the period  
36 activities were conducted, the applicant was in good  
37 standing with the appropriate gambling or casino  
38 enforcement control agency.

39 (iv) The applicant must provide information,  
40 documentation and assurances as required by the board to  
41 establish the applicant's good character, honesty and  
42 integrity. Information under this paragraph may relate to  
43 family, habits, character, reputation, business affairs,  
44 financial affairs, business associates, professional  
45 associates and personal associates, covering the 10-year  
46 period immediately preceding the filing of the  
47 application.

48 (6) Consent to a background investigation and provide  
49 any and all information requested by the Pennsylvania State  
50 Police and consent to a release to obtain any and all  
51 information necessary for the completion of the background



1 investigation, which information shall include fingerprints.  
2 The background investigation shall include the following:

3 (i) A security, criminal and credit investigation by  
4 the Pennsylvania State Police, which shall include  
5 records of criminal arrests and convictions, in any  
6 jurisdiction, including Federal criminal history record  
7 information. The investigation may utilize information  
8 about the applicant compiled by the Pennsylvania Liquor  
9 Control Board. The Pennsylvania State Police may share  
10 investigation information with the board to the extent  
11 permitted by Federal and State law as determined by the  
12 Pennsylvania State Police. None of the information  
13 obtained by the Pennsylvania State Police shall be  
14 disclosed publicly nor be subject to disclosure under the  
15 act of February 14, 2008 (P.L.6, No.3), known as the  
16 Right-to-Know Law.

17 (ii) An examination of personal, financial or  
18 business records, including tax returns, bank accounts,  
19 business accounts, mortgages and contracts to which the  
20 applicant is a party or has an interest.

21 (iii) An examination of personal or business  
22 relationships that include a partial ownership or voting  
23 interest in a partnership, association or corporation and  
24 bear on the fitness of the applicant for licensure.

25 (iv) The applicant shall reimburse the bureau for  
26 the actual costs of conducting the background  
27 investigation. The board may not approve an applicant  
28 that has not fully reimbursed the Pennsylvania State  
29 Police for the investigation.

30 (d) Application fee.--A licensed establishment shall pay an  
31 application fee of \$100.

32 (e) Annual fees.--A licensed establishment shall pay an  
33 annual fee of \$1,000 and an annual fee of \$500 per video gaming  
34 terminal.

35 (f) Review and approval.--The board shall review the  
36 information submitted by the applicant and, if the applicant is  
37 a truck stop establishment, the investigation information  
38 provided by the Pennsylvania State Police. If satisfied that the  
39 requirements for a video gaming license have been met, the board  
40 shall approve the application and grant the applicant a video  
41 gaming license consistent with all of the following:

42 (1) The license shall be valid for a period of two  
43 years. Nothing in this paragraph shall be construed to  
44 relieve the licensee of the affirmative duty to notify the  
45 board of any change relating to the status of its license or  
46 to any other information contained in application materials  
47 on file with the board.

48 (2) The license shall be nontransferable.

49 (3) Any other condition established by the board.

50 (g) Renewal and late filing fees.--

51 (1) Sixty days prior to expiration of the license, the

1 licensee seeking renewal of the license shall submit a  
2 renewal application accompanied by the renewal fee or the  
3 license shall be subject to appropriate late filing fees.

4 (2) If the renewal application satisfies the  
5 requirements for the video gaming license, the board may  
6 renew the license.

7 (3) If the board receives a complete renewal application  
8 but fails to act upon the renewal application prior to  
9 the expiration of the license, the license shall continue in  
10 effect for an additional six-month period or until acted upon  
11 by the board, whichever occurs first.

12 (4) The board may accept a renewal application filed  
13 less than 60 days before the effective date of renewal upon  
14 the payment of the requisite license and filing fee and an  
15 additional late filing fee of \$100. A renewal application  
16 filed on or after the effective date of renewal shall be  
17 accompanied by the requisite license and filing fee and an  
18 additional late filing fee of \$250. A renewal application may  
19 not be considered for approval unless accompanied by the  
20 requisite annual and late filing fees, tax clearance and any  
21 other information required by the board.

22 (h) Validation of licenses and late filing fees.--

23 (1) One year after the issuance or renewal of a license,  
24 the licensee shall file an application for validation of  
25 the license with the requisite annual fees and tax clearance,  
26 at least 60 days before the effective date of the validation  
27 or the license shall be subject to appropriate late filing  
28 fees.

29 (2) The board may accept a validation application filed  
30 less than 60 days before the effective date of renewal upon  
31 the payment of the requisite annual fee and an additional  
32 late filing fee of \$100. A validation application filed on or  
33 after the effective date of validation shall be accompanied  
34 by the requisite annual fee and an additional late filing fee  
35 of \$250. A validation application will not be considered for  
36 approval unless accompanied by the requisite filing, license  
37 and late filing fees, tax clearance and any other information  
38 required by the board.

39 (i) Third-party disclosure.--An applicant must accept any  
40 risk of adverse public notice, embarrassment, criticism, damages  
41 or financial loss, which may result from disclosure or  
42 publication by a third party of material or information  
43 requested by the board pursuant to action on an application. The  
44 applicant expressly must waive a claim against the board or the  
45 Commonwealth and the applicant's employees from damages as a  
46 result of disclosure or publication by a third party.

47 (j) Hearing upon denial.--A person who is denied a license  
48 or the renewal of a license under this section has the right to  
49 a hearing before the board in accordance with the provisions of  
50 2 Pa.C.S. Chs. 5 Subch. A (relating to practice and procedure of  
51 Commonwealth agencies) and 7 Subch. A (relating to judicial

1 review of Commonwealth agency action).

2 § 11A05. License prohibitions.

3 (a) Felony conviction prohibition.--A person that has been  
4 convicted of a felony in any jurisdiction may not be issued a  
5 license under this chapter.

6 (b) Gambling offense prohibition.--A person that has been  
7 convicted in any jurisdiction of a gambling offense, including a  
8 violation of 18 Pa.C.S. § 5516 (relating to gambling devices,  
9 gambling, etc.), unless 15 years have elapsed from the date of  
10 conviction for the offense, may not be issued a license under  
11 this chapter.

12 (c) Factors to be considered.--Following the expiration of  
13 any prohibition period applicable to an applicant under  
14 subsection (b), in determining whether to issue a license, the  
15 board shall consider the following factors:

16 (1) The nature and seriousness of the offense or  
17 conduct.

18 (2) The circumstances under which the offense or conduct  
19 occurred.

20 (3) The age of the applicant when the offense or conduct  
21 was committed.

22 (4) Whether the offense or conduct was an isolated or  
23 repeated incident.

24 (5) Any evidence of rehabilitation, including good  
25 conduct in the community, counseling or psychiatric treatment  
26 received and the recommendation of persons who have  
27 substantial contact with the applicant.

28 (d) Felony offenses.--For purposes of this section, a felony  
29 offense is any of the following:

30 (1) An offense punishable under the laws of this  
31 Commonwealth by imprisonment for more than five years.

32 (2) An offense which, under the laws of another  
33 jurisdiction, is:

34 (i) classified as a felony; or

35 (ii) punishable by imprisonment for more than five  
36 years.

37 (3) An offense under the laws of another jurisdiction  
38 which, if committed in this Commonwealth, would be subject to  
39 imprisonment for more than five years.

40 § 11A06. Video gaming limitations.

41 (a) General rule.--A licensed establishment shall be subject  
42 to the following limitations:

43 (1) No more than five video gaming terminals may be  
44 placed on the premises of the licensed establishment.

45 (2) With the exception of tickets indicating amounts  
46 won, which are redeemable for cash, or which can be  
47 reinserted into video gaming machines for play of games  
48 authorized by the board, no video gaming terminal may  
49 directly dispense a coin, cash, token or anything else of  
50 value. The winning ticket may, however, be used in other  
51 video gaming terminals in the same licensed establishment.

1           (3) (i) The licensed establishment must enter into a  
2 written video gaming terminal placement agreement with a  
3 licensed terminal operator for a minimum 60-month term  
4 and a maximum 120-month term. The form of the agreement  
5 shall be approved by the board and on file and available  
6 for inspection at the licensed establishment. A licensed  
7 establishment or licensed establishment applicant, may  
8 only sign, or agree to sign, a written agreement with a  
9 terminal operator or terminal operator applicant.

10           (ii) Any person soliciting the execution of a video  
11 gaming terminal placement agreement on behalf of an  
12 applicant or licensee shall be disclosed to the board.

13           (iii) No video gaming terminal placement agreement  
14 may be transferred or assigned unless the individual or  
15 entity making the assignment and the individual or entity  
16 receiving the assignment of the video gaming terminal  
17 placement agreement are both applicants or licensees  
18 under this chapter.

19           (iv) No payment may be made to an individual or  
20 entity for or with respect to the procurement of a video  
21 gaming terminal placement agreement to an individual or  
22 entity which or whom is not licensed by or disclosed to  
23 the board.

24           (v) If an application for a terminal operator  
25 license is denied or withdrawn, the video gaming terminal  
26 placement agreement shall be null and void.

27           (vi) A video gaming terminal placement agreement not  
28 in strict compliance with this section is void.

29           (4) (i) No video gaming terminal may be in an area  
30 easily accessible to a minor. A floor-to-ceiling wall is  
31 not required.

32           (ii) The entrance to the video gaming area must be  
33 secure and easily seen and observed by the employees or  
34 management of the licensed establishment.

35           (iii) The video gaming area must at all times be  
36 monitored by an employee of the licensed establishment,  
37 who is at least 18 years of age, either directly or  
38 through video surveillance.

39           (5) (i) Except as may be approved by the board, no  
40 licensed establishment with a video gaming license may  
41 generally advertise gaming to the general public.

42           (ii) A customer of a licensed establishment may opt  
43 in to receive written advertising materials from a  
44 licensed establishment.

45           (6) No licensed establishment or employee of a licensed  
46 establishment may offer an incentive to a patron of the  
47 licensed establishment related to the play of a video gaming  
48 terminal.

49           (b) Fines.--A person found in violation of any of the  
50 limitations in subsection (a) shall be subject to the following  
51 finer:

1           (1) A fine of not less than \$300, nor more than \$500 for  
2 the first violation.

3           (2) For more than one violation or subsequent  
4 violations, a fine of not less than \$500, nor more than  
5 \$1,000.

6           (3) The right to suspend and revoke licenses granted  
7 under this chapter shall be in addition to the fines  
8 enumerated in this subsection.

9 § 11A07. Central computer system.

10 The department shall establish and procure a central computer  
11 system capable of monitoring and communicating with each video  
12 gaming terminal. The following shall apply:

13           (1) All video gaming terminals shall be linked to the  
14 central computer system under the control of the department  
15 and accessible by the board.

16           (2) The department may utilize the central control  
17 computer system employed by the department to monitor slot  
18 machine gaming or the State Lottery.

19           (3) All communications data collected by the central  
20 computer system may be provided to the terminal operator.

21           (4) Interconnection of jackpots, pursuant to a wide area  
22 progressive system, shall be allowed.

23 § 11A08. Video gaming terminal and redemption terminal.

24 (a) Specifications.--

25           (1) The board shall approve one or more video gaming  
26 terminals and redemption terminals that include hardware and  
27 software specifications. All video gaming terminals and  
28 redemption terminals offered for play or use in this  
29 Commonwealth shall conform to the approved specifications.

30           (2) The board may utilize the standards and models  
31 approved by other states, and may contract for the services  
32 of the board's testing laboratory.

33 (b) Service contracts authorized.--The board may also  
34 contract for services of one or more independent outside testing  
35 laboratories that have been accredited by a national  
36 accreditation body and that, in the judgment of the board, are  
37 qualified to perform such examinations and tests.

38 (c) Contents of specifications.--The specifications shall  
39 include:

40           (1) All video gaming terminals shall have the ability to  
41 interact with the central communications system.

42           (2) Unremovable identification plates shall appear on  
43 the exterior of the video gaming terminal containing the name  
44 of the manufacturer and the serial and model number of the  
45 video gaming terminal.

46           (3) Rules of play shall be displayed on the video gaming  
47 terminal face or screen as promulgated by the board.

48           (4) A video gaming terminal may not directly dispense  
49 coins, cash, tokens or any other article of exchange or value  
50 except for tickets. Such tickets shall be dispensed by  
51 pressing the ticket dispensing button on the video gaming

1 terminal at the end of one's turn or play. The ticket shall  
2 indicate the total amount of the cash award. The player shall  
3 be permitted to insert the ticket into another terminal in  
4 the same licensed establishment or turn in the ticket for  
5 redemption. Redemption shall be made by giving the ticket to  
6 the responsible person in charge who is over 18 years of age  
7 at the licensed establishment or through the use of an  
8 approved redemption machine. A redemption machine is required  
9 at the licensed establishment if the establishment has three  
10 or more terminals.

11 (5) The cost of a credit shall be 1¢, 5¢, 10¢ or 25¢ and  
12 the maximum wager played per game shall not exceed \$2.50. A  
13 game may result in one or more prizes.

14 (6) No cash award for any individual game may exceed  
15 \$1,000.

16 (7) All video gaming terminals must be designed and  
17 manufactured with total accountability to include gross  
18 proceeds, net profits, winning percentages and any other  
19 information the board requires.

20 (8) Each video gaming terminal shall pay out a minimum  
21 of 85% of the amount wagered.

22 § 11A09. Unlawful acts.

23 (a) General rule.--It shall be unlawful for any person to do  
24 any of the following:

25 (1) To operate or attempt to operate a video gaming  
26 terminal or to receive or attempt to receive payment from a  
27 redemption terminal if the person is under 21 years of age.

28 (2) To permit a person under 21 years of age to play a  
29 video gaming terminal or to provide payment as a result of  
30 playing video gaming to a person under 21 years of age.

31 (3) To permit a visibly intoxicated person to play a  
32 video gaming terminal.

33 (4) To possess a gaming machine.

34 (5) To install or operate more video gaming terminals in  
35 a licensed establishment than permitted by this chapter or  
36 the board.

37 (6) To tamper with the connection of a video gaming  
38 terminal to the central communications system.

39 (7) To sell, distribute, service, own, operate or place  
40 on location a video gaming terminal unless the person holds  
41 the appropriate license under this chapter and is in  
42 compliance with all requirements of this chapter.

43 (8) As a terminal operator, to give, or offer to give,  
44 directly or indirectly, any type of inducement to a licensed  
45 liquor establishment or truck stop establishment to secure a  
46 video gaming terminal placement agreement.

47 (9) As a licensed liquor establishment or truck stop  
48 establishment, to accept any inducement from a terminal  
49 operator or any other third party, directly or indirectly,  
50 associated with a terminal operator.

51 (b) Penalties and fines.--In addition to any other penalty

1 provided by law, the following shall apply:

2 (1) A person convicted of violating subsection (a)(1) or  
3 (3) is guilty of a summary offense.

4 (2) A person convicted of violating subsection (a)(4) is  
5 guilty of a misdemeanor of the first degree and shall be  
6 subject to additional penalties as provided in subsection  
7 (c).

8 (3) Except for subsection (a)(1), (3) or (4):

9 (i) A person convicted of violating any other  
10 provision of subsection (a) is guilty of a misdemeanor of  
11 the third degree and shall pay fine of not less than  
12 \$5,000.

13 (ii) A person convicted of violating any other  
14 provision of subsection (a) that is convicted of a second  
15 or subsequent violation is guilty of a misdemeanor of the  
16 second degree and shall pay a fine of not less than  
17 \$15,000.

18 (c) Seizure, forfeiture and destruction of gaming machines  
19 and fines.--

20 (1) A licensee under this chapter shall consent to  
21 seizure of its gaming machines. Gaming machines and the  
22 proceeds of gaming machines shall be subject to seizure under  
23 sections 1517(e) (relating to investigations and enforcement)  
24 and 1518(f) (relating to prohibited acts; penalties).

25 (2) In the case of a gaming machine seized from a  
26 licensed establishment:

27 (i) For a first violation, the penalty shall be a  
28 fine of at least \$10,000 and not more than \$25,000 and a  
29 suspension of the licensed establishment owner's liquor  
30 license for not less than seven consecutive days.

31 (ii) For a second or subsequent violation, the  
32 penalty shall be a fine of \$50,000 and a suspension of  
33 the liquor license for not less than 60 consecutive days,  
34 or a revocation of the establishment's license.

35 (3) In the case of a gaming machine seized from a place  
36 of business other than a licensed establishment:

37 (i) For a first violation, the penalty shall be a  
38 fine of at least \$10,000 and not more than \$25,000  
39 against the owner of the business from which the gaming  
40 machine was seized, and a suspension of the licensed  
41 establishment owner's liquor license for not less than 30  
42 consecutive days.

43 (ii) For a second or subsequent violation, the  
44 penalty shall be a fine of \$50,000, and a suspension of  
45 the liquor license for not less than 60 consecutive days.

46 § 11A10. Enforcement.

47 In addition to any other law enforcement agency with  
48 jurisdiction, the enforcement bureau shall have the jurisdiction  
49 and the authority to enter a business in order to enforce the  
50 provisions of this chapter.

51 § 11A11. Multiple types of licenses prohibited.

1 (a) Manufacturer restriction.--A manufacturer may not be  
2 licensed as a video gaming terminal distributor or a terminal  
3 operator, or own, manage or control a licensed establishment,  
4 and shall be licensed only to sell to licensed distributors.

5 (b) Distributor restriction.--A licensed video gaming  
6 terminal distributor may not be licensed as a manufacturer or a  
7 terminal operator, or own, manage or control a licensed  
8 establishment.

9 (c) Terminal operator restriction.--A terminal operator may  
10 not be licensed as a manufacturer or distributor and shall be  
11 licensed only to contract with licensed distributors and  
12 licensed establishments.

13 (d) Licensed establishment restriction.--An owner of a  
14 licensed establishment may not be licensed as a manufacturer,  
15 distributor or terminal operator.

16 § 11A12. Establishment of account and distribution of funds.

17 (a) Video Gaming Account.--The Video Gaming Account is  
18 established as a separate account in the State Treasury. Except  
19 as otherwise provided in this chapter, fees and fines collected  
20 under this chapter and the portion of gross revenue  
21 distributable to the Commonwealth under subsection (c) (3) shall  
22 be deposited in the Video Gaming Account.

23 (b) Video operator accounts.--A video operator shall  
24 establish and maintain an account in a State depository in this  
25 Commonwealth into which the video operator shall deposit gross  
26 revenue generated by the play of all video gaming terminals for  
27 which the operator has been issued a video operator license. The  
28 sums in the video operator account shall be withdrawn weekly by  
29 the department and deposited as provided in subsection (a).

30 (c) Distribution of gross revenue.--The gross revenue from  
31 each video gaming terminal shall be distributed in the following  
32 manner:

33 (1) To the licensed establishment, 33%.

34 (2) To the terminal operator, 33%.

35 (3) To the Commonwealth, 34%.

36 (d) Video Gaming Account appropriations.--

37 (1) Money from the Video Gaming Account shall be  
38 appropriated to:

39 (i) The board for its operations related to the  
40 licensing and regulation of video gaming.

41 (ii) To the department for operation of the central  
42 management system.

43 (iii) To the bureau for enforcement of this chapter  
44 upon appropriation by the General Assembly.

45 (2) The board, department and bureau shall prepare and  
46 annually submit to the chairperson and minority chairperson  
47 of the Appropriations Committee of the Senate and the  
48 chairperson and minority chairperson of the Appropriations  
49 Committee of the House of Representatives, an itemized budget  
50 consisting of amounts to be appropriated out of the Video  
51 Gaming Account necessary to pay such costs.



1 (e) Payments to municipalities.--On an annual basis, each  
2 municipality that has one or more licensed establishments within  
3 the municipality shall be paid \$1,000 per licensed terminal  
4 located in the municipality from the Video Gaming Account.

5 (f) Funding for compulsive gambling programs.--The board  
6 shall allocate from the Video Gaming Account \$1,000,000  
7 annually for the purpose of treating compulsive gambling in this  
8 Commonwealth.

9 § 11A13. Initial funding.

10 The sum of \$10,000,000 is hereby appropriated from the  
11 General Fund to the board for the purpose of paying costs  
12 associated with the licensing and regulation of video gaming and  
13 the initial implementation of this chapter and other costs  
14 associated with this chapter by the board. The appropriated  
15 amount shall be repaid from the Video Gaming Account to the  
16 General Fund by June 30, 2017.

17 § 11A14. Preemption of local taxes and license fees.

18 (a) Statutes.--Video gaming terminals shall be exempt from  
19 taxes levied under the following:

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

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

24 (3) 53 Pa.C.S. Pt. III Subpt. E (relating to home rule  
25 and optional plan government).

26 (4) Any statute that confers taxing authority to a  
27 political subdivision.

28 (b) Licensing fees.--

29 (1) Video gaming terminals are exempt from local  
30 licensing fees.

31 (2) Local licensing fees imposed on all other coin-  
32 operated amusement games shall not exceed \$100.

33 § 11A15. Exemption from State gaming laws.

34 Video gaming terminals authorized under this chapter and the  
35 use of video gaming terminals as authorized under this chapter  
36 are exempt from 18 Pa.C.S. § 5513 (relating to gambling devices,  
37 gambling, etc.).

38 § 11A16. Exemption from Federal regulation.

39 The General Assembly declares that the Commonwealth is exempt  
40 from section 2 of the Gambling Devices Transportation Act (64  
41 Stat. 1134, 15 U.S.C. § 1172). Shipments of approved video  
42 gaming terminals into this Commonwealth in compliance with  
43 sections 3 and 4 of the Gambling Devices Transportation Act (15  
44 U.S.C. §§ 1173 and 1174) shall be deemed legal shipments into  
45 this Commonwealth.

46 § 11A17. Preemption.

47 This chapter shall preempt all laws of units of local  
48 government to the extent they are inconsistent with this  
49 chapter.

50 § 11A18. Compulsive and problem gambling.

51 (a) Establishment of program.--

1           (1) The Department of Health shall develop program  
2 guidelines for public education, awareness and training  
3 regarding compulsive and problem gambling and the treatment  
4 and prevention of compulsive and problem gambling  
5 specifically in the area of video gaming. The program shall  
6 supplement and be complimentary to the existing program under  
7 4 Pa.C.S. § 1509 (relating to compulsive and problem gambling  
8 program).

9           (2) Except as otherwise provided in this subsection, the  
10 provisions of 4 Pa.C.S. § 1509 shall be fully applicable to  
11 video gaming. The guidelines shall include strategies for the  
12 prevention of compulsive and problem gambling. The Department  
13 of Health may consult with the board and licensed gaming  
14 entities to develop such strategies.

15           (3) The program shall include the following,  
16 specifically with respect to video gaming:

17           (i) Maintenance of a compulsive gamblers assistance  
18 organization's toll-free problem gambling telephone  
19 number to provide crisis counseling and referral services  
20 to families experiencing difficulty as a result of  
21 problem or compulsive gambling.

22           (ii) The promotion of public awareness regarding the  
23 recognition and prevention of problem or compulsive  
24 gambling.

25           (iii) Facilitation, through in-service training and  
26 other means, of the availability of effective assistance  
27 programs for problem and compulsive gamblers and family  
28 members affected by problem and compulsive gambling.

29           (iv) Conducting studies to identify adults and  
30 juveniles in this Commonwealth who are, or are at risk of  
31 becoming, problem or compulsive gamblers.

32           (v) Providing grants to and contracting with  
33 organizations which provide services as provided in this  
34 section.

35           (vi) Providing reimbursement for organizations for  
36 reasonable expenses in assisting the Department of Health  
37 in carrying out the purposes of this section.

38 (b) Notice of availability of assistance.--

39           (1) A licensed establishment shall obtain a toll-free  
40 telephone number to be used to provide persons with  
41 information on assistance for compulsive or problem gambling.  
42 A licensed establishment shall conspicuously post at least  
43 two signs containing language similar to the following  
44 statement: If you or someone you know has a gambling problem,  
45 help is available. Call (toll-free telephone number). The  
46 signs shall be posted within 50 feet of each entrance and  
47 exit and, within 50 feet of each automated video gaming area  
48 within the licensed establishment and in other appropriate  
49 public areas of the licensed establishment as determined by  
50 the licensed establishment.

51           (2) A licensed establishment shall have available in its

1 establishment written handout materials in a format  
2 prescribed by the Department of Health which contain the same  
3 information as the signs referenced in paragraph (1).

4 (3) A licensed establishment that fails to post or print  
5 the warning sign or provide the written materials in  
6 accordance with paragraph (1) or (2) shall be assessed a fine  
7 of \$1,000 per day for each day the minimum number of signs  
8 are not posted as required in this subsection.

9 (c) Mandatory training.--The board's Office of Compulsive and  
10 Problem Gambling shall develop mandatory training for employees  
11 and management of a licensed establishment who oversee the video  
12 gaming terminal to identify and address compulsory gambling  
13 behaviors and provide assistance to problem gamblers. The board  
14 shall establish a fee to cover the cost of the training.  
15 § 11A19. Provisional licenses.

16 (a) General rule.--The General Assembly has determined that  
17 prompt and expedited implementation of video gaming in this  
18 Commonwealth is desirable, to the extent that such expedited  
19 implementation can be accomplished without compromising the  
20 integrity of gaming. The provisional licensing provisions of  
21 this section are found to strike the correct balance between  
22 assuring that licensees meet the licensing criteria without  
23 causing an undue delay in implementation of this chapter.

24 (b) Provisional licensing of licensed liquor  
25 establishments.--

26 (1) Within 60 days after the effective date of this  
27 section, the board shall make applications for a video gaming  
28 license as a licensed liquor establishment available to  
29 applicants.

30 (2) The board shall issue a provisional license to an  
31 applicant for a video gaming license as a licensed liquor  
32 establishment if the applicant satisfies, as determined by  
33 the board, all of the following criteria:

34 (i) The applicant has never been convicted of a  
35 felony.

36 (ii) The applicant is current on all State taxes.

37 (iii) The applicant has submitted a completed  
38 application for licensure as a licensed establishment,  
39 which may be submitted concurrently with the applicant's  
40 request for a provisional license.

41 (iv) The applicant held a valid liquor license under  
42 Article IV of the act of April 12, 1951 (P.L.90, No.21),  
43 known as the Liquor Code, on the date of application and  
44 has never had the liquor license revoked.

45 (v) The applicant has never been convicted of any  
46 gambling law violation in any jurisdiction.

47 (3) The board shall issue a provisional license to an  
48 applicant for a video gaming license as a licensed liquor  
49 establishment, within 60 days after the application has been  
50 received by the board, provided that the board determines  
51 that the criteria contained in paragraph (2) has been

1 satisfied. If the board has determined that the criteria  
2 contained in paragraph (2) has not been satisfied, the board  
3 shall give a written explanation to the applicant as to why  
4 it has determined the criteria has not been satisfied.

5 (4) A provisional license shall be valid until:

6 (i) the board either approves or denies the  
7 applicant's application for licensure;

8 (ii) the provisional license is terminated for a  
9 violation of this chapter; or

10 (iii) one calendar year has passed since the  
11 provisional license was issued.

12 If the board fails to act upon the application for a video  
13 gaming license as a licensed liquor establishment, within 60  
14 days after the expiration of a provisional license, the  
15 applicant may apply for a renewal of the provisional license.

16 (5) Each applicant shall attest by way of affidavit  
17 under penalty of perjury that the applicant is not otherwise  
18 prohibited from licensure according to the requirements of  
19 this section or any other provision of this chapter.

20 (6) All requests for provisional licensure under this  
21 subsection shall include payment of a \$100 fee, which is in  
22 addition to the applicable fee required for an application  
23 for licensure as a licensed establishment.

24 (7) If the board fails to act upon a request for  
25 provisional licensure within 60 days after receipt of the  
26 request, the request shall be deemed approved and the board  
27 shall issue the applicant a provisional video gaming license  
28 as a licensed liquor establishment.

29 (b) Provisional licensing of terminal operators.--

30 (1) Within 60 days after the effective date of this  
31 section, the board shall make applications for licensure as  
32 terminal operator available to applicants.

33 (2) The board shall accept applications for licensure as  
34 a terminal operator beginning 14 days after applications  
35 become available.

36 (3) The board shall issue a provisional license to an  
37 applicant for licensure as a terminal operator if the  
38 applicant satisfies, as determined by the board, all of the  
39 following criteria:

40 (i) The applicant has never been convicted of a  
41 felony.

42 (ii) The applicant is current on all State taxes.

43 (iii) The applicant has submitted a completed  
44 application for licensure as a licensed terminal  
45 operator, which may be submitted concurrently with the  
46 applicant's request for a provisional license.

47 (iv) The applicant has never had its terminal  
48 operator license or similar gaming license revoked in  
49 another jurisdiction.

50 (v) The applicant has never been convicted of any  
51 gambling law violation in any jurisdiction.

1       (4) The board shall issue a provisional license to an  
2 applicant for licensure as a licensed terminal operator,  
3 within 60 days after such application has been received by  
4 the board, provided that the board determines that the  
5 criteria contained in paragraph (3) has been satisfied. If  
6 the board has determined that the criteria contained in  
7 paragraph (3) has not been satisfied, the board shall give a  
8 written explanation to the applicant as to why it has  
9 determined the criteria has not been satisfied.

10       (5) A provisional license shall be valid until:

11           (i) the board either approves or denies the  
12 applicant's application for licensure;

13           (ii) the provisional license is terminated for a  
14 violation of this chapter; or

15           (iii) one calendar year has passed since the  
16 provisional license was issued.

17 If the board fails to act upon the application for licensure  
18 as a terminal operator, within 60 days after the expiration  
19 of a provisional license, the applicant may apply for a  
20 renewal of the provisional license.

21       (6) Each applicant shall attest by way of affidavit  
22 under penalty of perjury that the applicant is not otherwise  
23 prohibited from licensure according to the requirements of  
24 this subsection or any other provision of this chapter.

25       (7) All requests for provisional licensure under this  
26 subsection shall include payment of a \$5,000 fee, which is in  
27 addition to the applicable fee required for an application  
28 for licensure as a terminal operator.

29       (8) The board shall initially issue no fewer than 10  
30 provisional licenses to terminal operator applicants, unless  
31 the board receives less than 10 applications for provisional  
32 licenses.

33       (9) If the board fails to act upon a request for  
34 provisional licensure within 60 days after receipt of the  
35 request, the request shall be deemed approved and the board  
36 shall issue the applicant a provisional license as a licensed  
37 terminal operator.

38 (c) Provisional licensing of service technicians.--

39       (1) Within 60 days after the effective date of this  
40 section, the board shall make applications for licensure as a  
41 service technician available to applicants.

42       (2) The board shall issue a provisional license to an  
43 applicant for licensure as a service technician if the  
44 applicant satisfies, as determined by the board, all of the  
45 following criteria:

46           (i) The applicant has never been convicted of a  
47 felony.

48           (ii) The applicant is current on all State taxes.

49           (iii) The applicant has submitted a completed  
50 application for licensure as a service technician, which  
51 may be submitted concurrently with the applicant's

1 request for a provisional license.

2 (iv) The applicant has never been convicted of any  
3 gambling law violation in any jurisdiction.

4 An individual who has a valid license issued by the  
5 Commonwealth that allows the individual to serve as a service  
6 technician in a Pennsylvania casino shall be exempt from the  
7 requirements of this section and shall automatically be  
8 eligible for a provisional license as a service technician.

9 (3) The board shall issue a provisional license to an  
10 applicant for licensure as a service technician, within 60  
11 days after the application has been received by the board,  
12 provided that the board determines that the criteria  
13 contained in paragraph (2) has been satisfied. If the board  
14 has determined that the criteria contained in paragraph (2)  
15 of this subsection has not been satisfied, the board shall  
16 give a written explanation to the applicant as to why it has  
17 determined the criteria has not been satisfied.

18 (4) A provisional license shall be valid until:

19 (i) the board either approves or denies the  
20 applicant's application for licensure;

21 (ii) the provisional license is terminated for a  
22 violation of this chapter; or

23 (iii) one calendar year has passed since the  
24 provisional license was issued.

25 If the board fails to act upon the application for licensure  
26 as a service technician, within 60 days after the expiration  
27 of a provisional license, the applicant may apply for a  
28 renewal of the provisional license.

29 (5) Each applicant shall attest by way of affidavit  
30 under penalty of perjury that the applicant is not otherwise  
31 prohibited from licensure according to the requirements of  
32 this subsection or any other provision of this chapter.

33 (6) All requests for provisional licensure under this  
34 subsection shall include payment of a \$100 fee, which is in  
35 addition to the applicable fee required for an application  
36 for licensure as a service technician.

37 (7) If the board fails to act upon a request for  
38 provisional licensure within 60 days after receipt of the  
39 request, the request shall be deemed approved and the board  
40 shall issue the applicant a provisional license as a service  
41 technician.

42 (d) Provisional licensing of manufacturers and  
43 distributors.--

44 (1) Within 60 days after the effective date of this  
45 section, the board shall make applications for licensure as  
46 manufacturers or distributors available to applicants.

47 (2) The board shall issue a provisional license to an  
48 applicant for licensure as a licensed manufacturer or  
49 distributor if the applicant satisfies, as determined by the  
50 board, all of the following criteria:

51 (i) The applicant has never been convicted of a

1 felony.

2 (ii) The applicant is current on all State taxes.

3 (iii) The applicant has submitted a completed  
4 application for licensure as a manufacturer or  
5 distributor, which may be submitted concurrently with the  
6 applicant's request for a provisional license;

7 (iv) The applicant has never been convicted of any  
8 gambling law violation in any jurisdiction.

9 (3) The board shall issue a provisional license to an  
10 applicant for licensure as a manufacturer or distributor,  
11 within 60 days after such application has been received by  
12 the board, provided that the board determines that the  
13 criteria contained in paragraph (2) has been satisfied. If  
14 the board has determined that the criteria contained in  
15 paragraph (2) has not been satisfied, the board shall give a  
16 written explanation to the applicant as to why it has  
17 determined the criteria has not been satisfied.

18 (4) A provisional license shall be valid until:

19 (i) the board either approves or denies the  
20 applicant's application for licensure;

21 (ii) the provisional license is terminated for a  
22 violation of this chapter; or

23 (iii) one calendar year has passed since the  
24 provisional license was issued.

25 If the board fails to act upon the application for licensure  
26 as a manufacturer or distributor, within 60 days after the  
27 expiration of a provisional license, the applicant may apply  
28 for a renewal of the provisional license.

29 (5) Each applicant shall attest by way of affidavit  
30 under penalty of perjury that the applicant is not otherwise  
31 prohibited from licensure according to the requirements of  
32 this subsection or any other provision of this chapter.

33 (6) All requests for provisional licensure under this  
34 subsection shall include payment of a \$1,000 fee, which is in  
35 addition to the applicable fee required for an application  
36 for licensure as a manufacturer or distributor.

37 (7) If the board has not acted upon a request for  
38 provisional licensure within 60 days after receipt of the  
39 request, the request shall be deemed approved and the board  
40 shall issue the applicant a provisional license as a licensed  
41 manufacturer or distributor.

42 § 11A20. Temporary video gaming regulations.

43 (a) General rule.--Regulations promulgated by the board  
44 under this chapter shall be deemed temporary regulations which  
45 shall expire not later than two years following the publication  
46 of the temporary regulation. The board may promulgate temporary  
47 regulations not subject to:

48 (1) Sections 201, 202, 203, 204 and 205 of the act of  
49 July 31, 1968 (P.L.769, No.240), referred to as the  
50 Commonwealth Documents Law.

51 (2) The act of June 25, 1982 (P.L.633, No.181), known as

1 the Regulatory Review Act.

2 (3) Sections 204(b) and 301(10) of the act of October  
3 15, 1980 (P.L.950, No.164), known as the Commonwealth  
4 Attorneys Act.

5 (b) Expiration.--The board's authority to adopt temporary  
6 regulations under subsection (a) shall expire two years after  
7 the effective date of this section. Regulations adopted after  
8 this period shall be promulgated as provided by law.

9 (c) Temporary regulations.--The board shall begin publishing  
10 temporary regulations governing video gaming within 120 days  
11 after the effective date of this section.