
THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE BILL

No. 29

Session of
1985

INTRODUCED BY TIGUE, CAWLEY, BLAUM, DOMBROWSKI, JAROLIN,
STABACK, BELARDI, OLASZ, STEIGHNER, COLAFELLA, PISTELLA,
WOZNIAK, HALUSKA, KUKOVICH, F. E. TAYLOR, DAWIDA, DeWEESE,
VAN HORNE, KOSINSKI, DeLUCA AND DUFFY, JANUARY 23, 1985

REFERRED TO COMMITTEE ON BUSINESS AND COMMERCE,
JANUARY 23, 1985

AN ACT

1 Providing for the manufacture, assembly and sale of certain
2 mechanical, electronic and coin-operated gaming machines in
3 the Commonwealth of Pennsylvania.

4 The General Assembly of the Commonwealth of Pennsylvania
5 hereby enacts as follows:

6 Section 1. Legislative purpose.

7 The General Assembly of Pennsylvania recognizes that the
8 number of persons unemployed in Pennsylvania is at or near an
9 all-time high. Pennsylvania has been losing jobs to other states
10 for a number of years. The General Assembly realizes that some
11 positive steps must be made in order to stimulate the economy
12 and halt this downward trend of unemployment. One positive step
13 concerns this legislation which would permit the manufacturing
14 of games of chance to be utilized in states where their use is
15 not prohibited by law. It is a well-known economic fact that an
16 increase in manufacturing has a beneficial effect on the total
17 economy of a state, to include stepped-up employment.

1 Section 2. Short title.

2 This act shall be known and may be cited as the Game
3 Manufacturing Law.

4 Section 3. Definitions.

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

8 "Game machine." Any mechanical, electrical or other coin-
9 operated device, contrivance or machine which, upon insertion of
10 a coin or token therein or upon payment of any consideration
11 whatsoever, is available to play or operate with the opportunity
12 to win coins, tokens, cash, premiums, merchandise or anything of
13 value whatsoever, by application of the element of skill or
14 chance, or both. A slot machine shall be considered as such a
15 machine.

16 "Person." An individual, firm, partnership, company,
17 association or corporation.

18 Section 4. Qualifications.

19 (a) Making and distribution of machines.--It shall be lawful
20 for any person to engage in the manufacture, assembly and
21 distribution of all coin-operated game machines as provided for
22 in this act.

23 (b) Permitted sales.--It shall be lawful for any person
24 engaged in the manufacture, assembly or distribution of any game
25 machine to sell or offer to sell any game machine to any person,
26 for use in any state wherein the use of such a type of game
27 machine is not prohibited by law.

28 (c) Use of premises.--It shall be lawful for any person
29 being the owner, tenant, lessee or occupant of any premises to
30 use the premises or to knowingly permit the premises to be used

1 for the manufacture, assembly and distribution of game machines
2 in accordance with the provisions of this act.

3 Section 5. Prohibitions.

4 It shall be unlawful for any person engaged in the
5 manufacture, assembly or distribution of game machines to sell
6 any slot machine for use in the Commonwealth unless otherwise
7 permitted by law.

8 Section 6. Penalties.

9 A person who violates this act commits a misdemeanor of the
10 third degree and shall, upon conviction, be sentenced to pay a
11 fine not exceeding \$10,000 or to imprisonment for not more than
12 30 days, or both.

13 Section 7. Repeals.

14 (a) Specific repeal.--The provisions of 18 Pa.C.S. § 5513
15 (relating to gambling devices, gambling, etc.) are repealed to
16 the extent that they are inconsistent with this act.

17 (b) General repeal.--All other acts and parts of acts are
18 repealed insofar as they are inconsistent with this act.

19 Section 8. Effective date.

20 This act shall take effect in 60 days.