
THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE BILL

No. 931 Session of
2019

INTRODUCED BY NEILSON, McNEILL, HARKINS AND HILL-EVANS,
MARCH 25, 2019

REFERRED TO COMMITTEE ON GAMING OVERSIGHT, MARCH 25, 2019

AN ACT

1 Amending Title 18 (Crimes and Offenses) of the Pennsylvania
2 Consolidated Statutes, in riot, disorderly conduct and
3 related offenses, further providing for gambling devices,
4 gambling, etc.

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

7 Section 1. Section 5513(b) of Title 18 of the Pennsylvania
8 Consolidated Statutes is amended and subsection (f) is amended
9 by adding definitions to read:

10 § 5513. Gambling devices, gambling, etc.

11 * * *

12 (b) Confiscation of gambling devices or slot machines.--Any
13 gambling device or slot machine possessed or used in violation
14 of the provisions of subsection (a) shall be seized and
15 forfeited to the Commonwealth. The forfeiture shall be conducted
16 in accordance with 42 Pa.C.S. §§ 5803 (relating to asset
17 forfeiture), 5805 (relating to forfeiture procedure), 5806
18 (relating to motion for return of property), 5807 (relating to
19 restrictions on use), 5807.1 (relating to prohibition on

1 adoptive seizures) and 5808 (relating to exceptions).

2 * * *

3 (f) Definitions.--The following words and phrases when used
4 in this section shall have the meanings given to them in this
5 subsection unless the context clearly indicates otherwise:

6 "Amusement game." Any mechanical, electrical or computerized
7 contrivance, terminal, machine or other device which, upon
8 insertion of a coin, currency, ticket, token or similar object
9 therein, is available to play or operate exclusively for
10 recreational or amusement purposes and meets the following
11 criteria:

12 (1) The contrivance, terminal, machine or device does
13 not offer a cash prize or award or other thing which can be
14 redeemed for cash.

15 (2) The only prize offered, if any, is a noncash
16 merchandise prize, the value of which is less than or equal
17 to the cost of playing the game, or food or drink of de
18 minimis value.

19 * * *

20 "Hybrid slot machine." A slot machine in which a combination
21 of the skill of the player and elements of chance affect the
22 outcome of the game.

23 * * *

24 "Skill slot machine." A slot machine in which the skill of
25 the player, rather than the element of chance, is the
26 predominant factor in affecting the outcome of the game.

27 "Slot machine."

28 (1) The term includes:

29 (i) Any mechanical, electrical or computerized
30 contrivance, terminal, machine or other device which,

1 upon insertion of a coin, bill, ticket, token or similar
2 object therein or upon payment of any consideration
3 whatsoever, including the use of any electronic payment
4 system, is available to play or operate, the play or
5 operation of which, whether by reason of skill or
6 application of the element of chance or both:

7 (A) May deliver or entitle the person or persons
8 playing or operating the contrivance, terminal,
9 machine or other device to receive cash, billets,
10 tickets, tokens or electronic credits to be exchanged
11 for cash or to receive merchandise or anything of
12 value whatsoever, whether the payoff is made
13 automatically from the machine or manually.

14 (B) May utilize spinning reels or video displays
15 or both.

16 (C) May or may not dispense coins, tickets or
17 tokens to winning patrons.

18 (D) May use an electronic credit system for
19 receiving wagers and making payouts.

20 (ii) Associated equipment necessary to conduct the
21 operation of the contrivance, terminal, machine or other
22 device.

23 (2) This term does not include:

24 (i) A slot machine certified and approved for use by
25 the Pennsylvania Gaming Control Board under 4 Pa.C.S.
26 (relating to amusements).

27 (ii) An antique slot machine under subsection (c).

28 (iii) An amusement game.

29 Section 2. This act shall take effect in 90 days.