CHAPTER 1109. OCCUPATION PERMITS—TEMPORARY REGULATIONS

Sec. 1109.1. Gaming employee occupation permits.
(a) A gaming employee as defined in this subpart shall apply for an occupation permit in accordance with § 435a.3 (relating to occupation permit).
(b) In addition to the requirements in subsection (a), a gaming employee applying for an occupation permit shall submit all of the following:
   (1) Verification of an offer of employment from, or employment by a terminal operator licensee, an establishment licensee, a manufacturer licensee, a supplier licensee or a video gaming service provider and the nature and scope of the proposed duties of the person.
   (2) The previous employment history of the person.
   (3) The details of an occupation permit or similar license granted or denied to the applicant in other jurisdictions.
   (4) A current photograph of the person.
   (5) The criminal history record of the person, as well as the person’s consent for the Bureau to conduct a background investigation.
   (6) Other information as determined by the Board.
(c) After reviewing the application and the results of the applicant’s background investigation, the Board may issue a gaming employee occupation permit if the individual has proven that he is a person of good character, honesty and integrity, and is eligible and suitable to hold an occupation permit.

Cross References
This section cited in 58 Pa. Code § 1106.1 (relating to supplier licenses); and 58 Pa. Code § 1107.1 (relating to manufacturer licenses).

§ 1109.2. Nongaming employee registrations.
A person who is employed by an terminal operator licensee, establishment licensee, manufacturer, supplier or gaming service provider and whose duties do not involve monitoring a video gaming area or the conduct of video gaming may be required to apply for a nongaming employee registration in accordance with § 435a.5 (relating to nongaming employee registration) if the Board or the Bureau of Licensing determines that submitting an application and obtaining a registration is required to ensure the integrity of video gaming in this Commonwealth.

Cross References
This section cited in 58 Pa. Code § 1106.1 (relating to supplier licenses); and 58 Pa. Code § 1107.1 (relating to manufacturer licenses).