# 99TH GENERAL ASSEMBLY

# State of Illinois

# 2015 and 2016

#### HB0264

by Rep. Joe Sosnowski

### SYNOPSIS AS INTRODUCED:

65 ILCS 5/11-55-3 new

Amends the Illinois Municipal Code. Defines "vending machine" as a coin, currency, or debit or credit card operated machine that dispenses goods or services, and includes machines that use utility services. Provides that "vending machine" includes those machines that provide an enclosed space or area for the use of a customer or for the delivery of the goods or services. Excludes machines operated by the United States Postal Service for the sale of postage stamps or other postal products and services, or machines described in Section 1 of the Coin-Operated Amusement Device and Redemption Machine Tax Act, or video gaming machines defined under Section 5 of the Video Gaming Act. Effective immediately.

LRB099 03912 AWJ 23928 b

A BILL FOR

1 AN ACT concerning local government.

# 2 Be it enacted by the People of the State of Illinois, 3 represented in the General Assembly:

Section 5. The Illinois Municipal Code is amended by adding
Section 11-55-3 as follows:

6 (65 ILCS 5/11-55-3 new)

7 Sec. 11-55-3. Vending machines. As used in this Division, "vending machine" means either: (1) a coin, currency, or debit 8 9 or credit card operated machine that dispenses goods or services, or (2) a coin, currency, or debit or credit card 10 operated machine that is connected to utility services and that 11 12 provides an enclosed space or designated area for the use of a customer for pet grooming using goods or services dispensed by 13 14 the machine. "Vending machine" does not include machines operated by the United States Postal Service for the sale of 15 16 postage stamps or other postal products and services, or 17 machines described in Section 1 of the Coin-Operated Amusement Device and Redemption Machine Tax Act, or video gaming machines 18 19 defined under Section 5 of the Video Gaming Act.

20 Section 99. Effective date. This Act takes effect upon 21 becoming law.