

in a summary proceeding, be sentenced to pay restitution of such amount of State blind pension, and to pay a fine of not more than two hundred dollars (\$200), and, in default of making restitution and the payment of the fine imposed, to undergo imprisonment not exceeding sixty days.

Section 14. Effective Date.—This act shall take effect immediately.

APPROVED—The 26th day of August, A. D. 1965.

WILLIAM W. SCRANTON

No. 205

AN ACT

HB 1277

Amending the act of June 3, 1937 (P. L. 1225), entitled "An act concerning game and other wild birds and wild animals; and amending, revising, consolidating and changing the law relating thereto," further providing for the sale of alien non-resident hunting licenses.

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

Section 1. The third paragraph of section 303, act of June 3, 1937 (P. L. 1225), known as "The Game Law," amended July 30, 1963 (P. L. 360), is amended to read:

Section 303. Nonresident Hunting and Alien Nonresident License Fees.— \* \* \*

Every alien nonresident of this Commonwealth who is also a non-resident of the United States, upon written application made to the Department of Revenue, any county treasurer of Pennsylvania or any field division office of the Pennsylvania Game Commission, setting forth satisfactory evidence of his mental and physical fitness to carry and use firearms, unless any such person has been disqualified for a license in the manner hereinafter specified, and upon the payment to the Department of Revenue, any county treasurer in Pennsylvania or any field division office of the Pennsylvania Game Commission of the fees above designated for nonresidents shall be entitled to a nonresident hunter's license, and the proper tag issued therewith, but the Department of Revenue, the county treasurer or the field division office of the Pennsylvania Game Commission shall indicate on the face of the license that the holder is an alien nonresident.

APPROVED—The 26th day of August, A. D. 1965.

WILLIAM W. SCRANTON