

# VIDEO GAMING

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Village of La Grange Park ♦ Village Board Work Session

Wednesday, November 9, 2022 - 7:30 p.m.

# Background

- **2009:** Illinois General Assembly passes the Video Gaming Act
- **2010:** Village Board approves ordinance prohibiting video gaming in La Grange Park
- **2012:** Live video gaming starts in Illinois
- **2022:** There are now 8,107 video gaming locations and 44,110 VGT's operational in Illinois

# About the Video Gaming Act

- The Video Gaming Act allows the use of Video Gaming Terminals (VGT's) in "licensed establishments"
- Any organization seeking to operate a VGT must have a valid liquor license
- The law includes regulations about the VGT's and requirements to prevent cheating and fraud



Source: Casino.org

# Statewide Restrictions on Video Gaming

- All video gaming establishments must have a valid liquor license
- VGT's cannot be operated within 100 feet of a school or place of worship, or within 1,000 feet of a riverboat casino or racetrack
- VGT's were initially capped at 5 per establishment – later increased to 6
- VGT's must be located in an area restricted to persons over 21 years of age and the entrance to the area must be within the view of at least 1 employee over 21 years of age
- Non-home rule municipalities were initially limited to charging local fees of \$25 per VGT – later increased to \$250 per VGT
- Municipalities may pass an ordinance prohibiting video gaming within the municipality, and counties can within the unincorporated areas of the county

# Local Regulations on Video Gaming

- Liquor Licensing Authority
  - Municipalities can limit the # of licensed establishments through available liquor licenses
  - Municipalities can impose a waiting period before establishments can begin operating VGT's
  - Municipalities have discretion as to the requirements for the design of a "Restricted Area"
- Zoning Code Standards
  - Municipalities can require minimum distance between establishments with VGT's
  - Municipalities can limit the use of VGT's to certain zoning districts

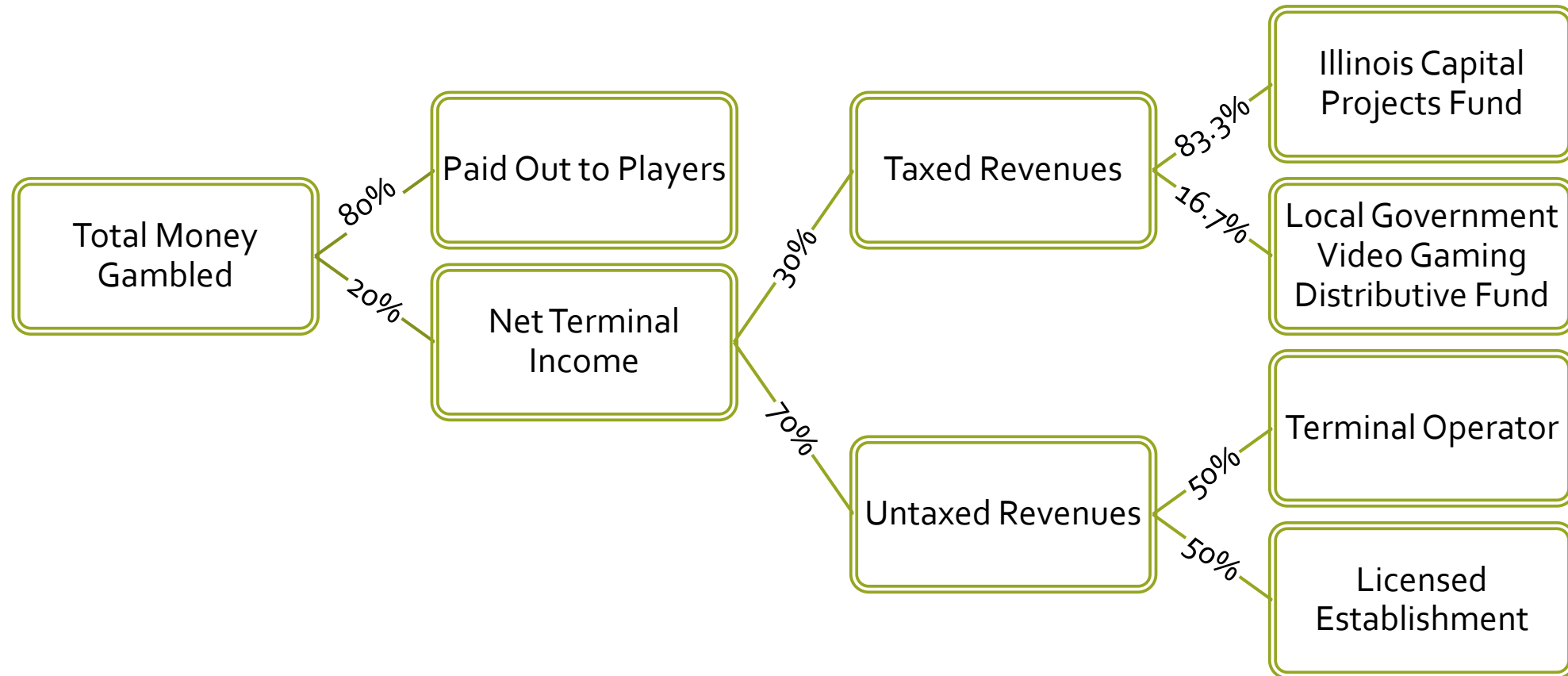
# Video Gaming Cafés



Source: Universal Gaming Group

Establishment Name	Count
Blackhawk Restaurant Group	55
Stella's Place (Laredo Hospitality)	43
Mac's Convenience Stores LLC	39
Lacey's Place LLC	34
Martin & Bayley, Inc.	32
Illinois Cafe & Service Company, LLC	32
Expresslane Inc.	30
Pilot Travel Centers LLC	27
Love's Travel Stops & Country Stores, Inc.	25
Lucy's Place, LLC	24
Speedway LLC	23
Casey's Retail Company	23
SUZI'S LLC	20

# VGT Income & Machine Payout



# Video Gaming Revenues

*October 2021-September 2022*

Municipality	# Establishments	VGT Count	Amount Played	Amount Won	Net Terminal Income	NTI Tax	State Share	Municipality Share
Bellwood	3	17	\$ 7,012,047.46	\$ 6,385,423.68	\$ 626,708.27	\$ 213,081.28	\$ 181,745.81	\$ 31,335.47
Berkeley	7	41	\$ 27,894,575.98	\$ 25,482,362.36	\$ 2,412,343.80	\$ 820,198.14	\$ 699,580.87	\$ 120,617.27
Berwyn	64	339	\$ 200,799,564.53	\$ 183,306,145.99	\$ 17,495,331.44	\$ 5,948,421.38	\$ 5,073,653.78	\$ 874,767.60
Broadview	6	34	\$ 29,277,760.39	\$ 26,708,774.14	\$ 2,569,015.04	\$ 873,466.21	\$ 745,015.35	\$ 128,450.86
Brookfield	14	80	\$ 62,644,650.20	\$ 57,326,596.49	\$ 5,318,094.18	\$ 1,808,154.07	\$ 1,542,249.14	\$ 265,904.93
Countryside	23	117	\$ 94,511,579.16	\$ 86,920,997.24	\$ 7,590,584.66	\$ 2,580,803.05	\$ 2,201,273.20	\$ 379,529.85
Hillside	5	29	\$ 21,134,510.22	\$ 19,236,692.09	\$ 1,897,847.93	\$ 645,268.72	\$ 550,376.28	\$ 94,892.44
Lyons	21	123	\$ 87,099,555.45	\$ 79,568,245.23	\$ 7,531,589.99	\$ 2,560,743.98	\$ 2,184,164.04	\$ 376,579.94
Schiller Park	12	69	\$ 49,279,505.44	\$ 45,040,553.01	\$ 4,239,122.13	\$ 1,441,303.35	\$ 1,229,346.93	\$ 211,956.42
Westchester	7	40	\$ 56,031,367.53	\$ 51,375,679.74	\$ 4,655,851.29	\$ 1,582,990.47	\$ 1,350,197.77	\$ 232,792.70
Westmont	21	118	\$ 135,893,918.91	\$ 124,751,313.78	\$ 11,142,613.06	\$ 3,788,491.70	\$ 3,231,360.60	\$ 557,131.10
Woodridge	9	53	\$ 48,668,231.05	\$ 44,690,622.48	\$ 3,977,623.43	\$ 1,352,393.07	\$ 1,153,511.73	\$ 198,881.34

Source: Illinois Gaming Board



# Video Gaming Today

**Figure 19. Top Municipalities with Video Gaming Totals (\$ in millions), Ranked by Net Terminal Income (NTI), Illinois, FY 2020**

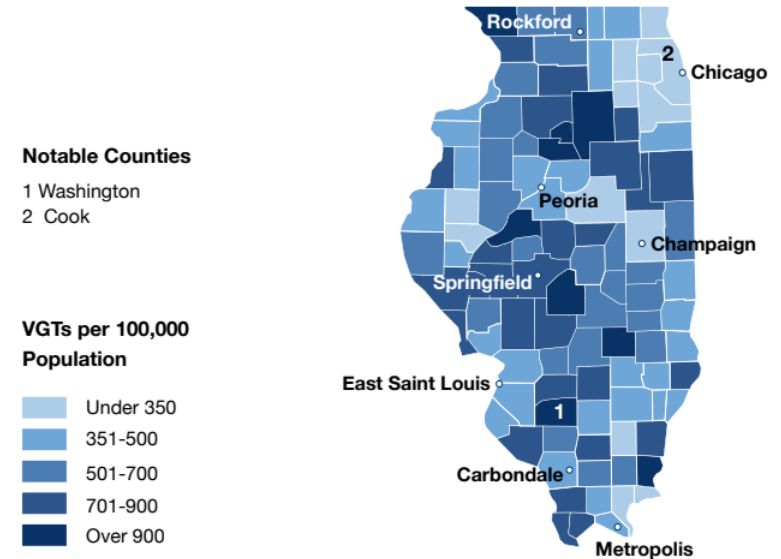
Rank	Municipality*	NTI (Taxable Base)	Tax Revenue	State Tax Share	Local Tax Share
1	Springfield	\$24.6	\$7.4	\$6.2	\$1.2
2	Rockford	\$24.4	\$7.3	\$6.1	\$1.2
3	Decatur	\$23.2	\$7.0	\$5.8	\$1.2
4	Waukegan	\$16.5	\$4.9	\$4.1	\$0.8
5	Loves Park	\$14.1	\$4.2	\$3.5	\$0.7
6	Cicero	\$13.1	\$3.9	\$3.3	\$0.7
7	Champaign	\$12.9	\$3.9	\$3.2	\$0.6
8	Joliet	\$12.8	\$3.8	\$3.2	\$0.6
9	Bloomington	\$12.0	\$3.6	\$3.0	\$0.6
10	Oak Lawn	\$10.8	\$3.2	\$2.7	\$0.5

**Data Source:** Wagering in Illinois, Illinois Gaming Board, 2020

**Note:** Asterisk (\*) indicates that when a “county” is listed above, it is referring to the unincorporated totals of that particular county; in FY 2020, the tax rate on video gaming net terminal income increased from 30% to 33%. Due to the COVID-19 pandemic, video gaming operations were suspended from March 16, 2020, through June 30, 2020.

Source: 2021 Statewide Assessment of Gambling and Problem Gambling in Illinois

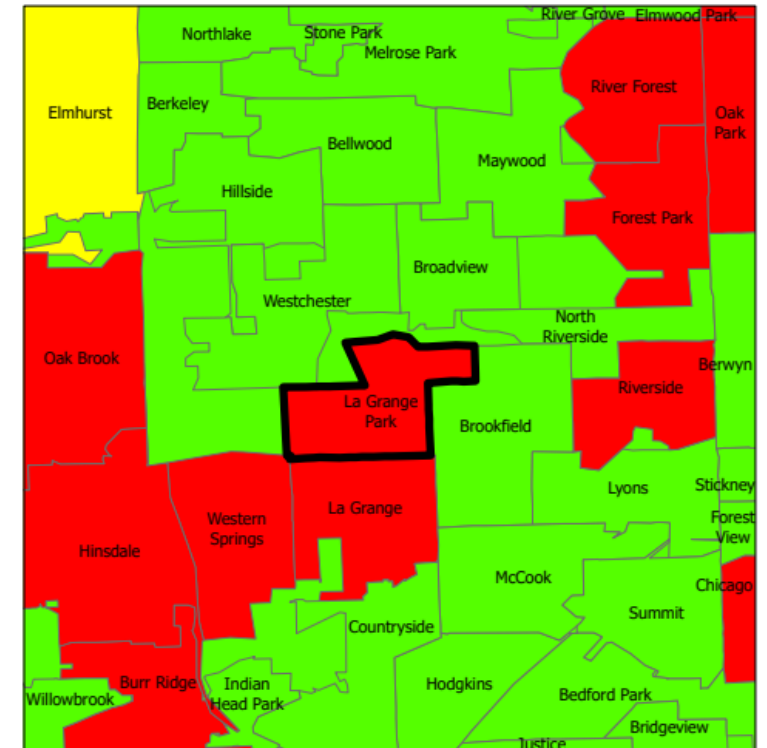
**Figure 20. Video Gaming Terminals (VGT), per 100,000 Population, by County, FY 2020**



# Cook County Municipalities Prohibiting Video Gaming (2022)

Arlington Heights  
Chicago  
Des Plaines  
Evanston  
Forest Park  
Glencoe  
Glenview  
Kenilworth  
La Grange  
La Grange Park  
Lincolnwood  
Northbrook  
Northfield  
Oak Park

Palos Heights  
Palos Park  
Park Ridge  
River Forest  
Riverside  
Skokie  
South Barrington  
South Holland  
Western Springs  
Wilmette  
Winnetka



## Legend

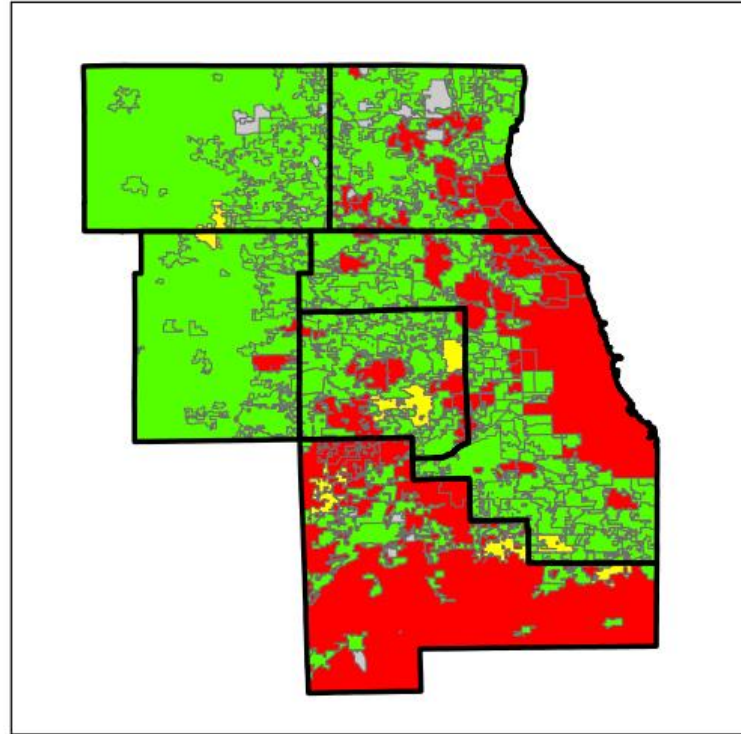
Allowed

- Limited
- No
- Yes

0 0.9 1.8 3.6 5.4 7.2 Miles



# Legal Status of Video Gaming- Chicago Metro



## Legend

Legal Status of  
Video Gaming

- Yellow square: Limited
- Red square: No
- Grey square: Unknown
- Green square: Yes

Source: Illinois Gaming Board

# Video Gaming Usage Statistics

Figure 21. Video Gambling Among Illinois Residents, by Past Month, Past Year, and Ever, 2021

	Past Month	Past Year	Ever
<b>Gender</b>			
Women (n=1,132)	6.5%	11.8%	30.8%
Men (n=878)	7.8%	15.8%	35.8%
<b>Race/Ethnicity</b>			
Asian (n=51)	-	-	-
Black/African American (n=334)	8.7%	12.3%	28.8%
Hispanic/Latinx (n=414)	6.0%	14.3%	29.3%
White (n=1,116)	7.5%	14.0%	35.4%
Other Race/Ethnicity (n=100)	-	16.7%	35.1%
<b>Age in Years</b>			
18 to 24 (n=201)	6.1%	15.9%	24.5%
25 to 44 (n=607)	9.0%	16.2%	37.8%
45 to 64 (n=825)	7.2%	12.9%	34.1%
65+ (n=396)	4.0%	9.1%	28.0%
<b>Educational Attainment</b>			
Less than high school completion or GED (n=64)	18.0%	25.5%	36.3%
High school or secondary school graduate or GED (n=317)	11.3%	17.8%	34.7%
Some college, 2-year degree, certification program, or trade school (n=630)	9.4%	20.3%	42.3%
College graduate or higher (n=1,008)	3.9%	8.0%	27.2%

Figure 7. Gambling Frequency, Among Frequent Gamblers, by Type and PPGM, 2021

	Recreational Gambler (n=297)	At-Risk Gambler (n=305)	Problem Gambler (n=1,360)
<b>Video Gaming Machines</b>			
Weekly or more	50.2%	53.1%	64.9%
1-3 times per month	37.4%	36.1%	28.7%
Less than once per month	12.5%	10.8%	6.4%

## Time Spent Gambling Per Session

	Video Gaming Machines (n=265)
Less than 1 hour	48.9%
1-2 hours	33.9%
3-5 hours	9.0%
6+ hours	8.2%

**33.2%** of Illinois residents have used a video gaming machine at some point in their life, with **13.8%** playing in the past year and **7.1%** in the past month

# Case Study- Westmont

- Originally opted-out, but reversed decision to assist restaurants
- Considered, but did not institute, a distance separation requirement to avoid clusters
- Created 2 separate liquor classes for video gaming:
  - Class 22 – for video gaming cafes
  - Class 23 – for bars and restaurants to allow video gaming as accessory use
- Board is now considering eliminating Class 22, instituting a 365-day waiting period for Class 23, and eliminating Class 23 from the downtown business district

# Case Study- Forest Park

- A majority of residents voted “no” to video gaming during a non-binding referendum
- One year later, a new Council reversed the ban
- Video gaming was permitted with some restrictions:
  - No signage
  - No video gaming cafes
- About one year later, a majority of residents voted “no” to video gaming during a binding referendum – and all existing VGT’s were required to shut down

# Case Study- Kildeer

- Originally opted-out, but reversed decision to allow for one specific development (Thorntons)
- Video gaming is permitted for truck stops only – no video gaming cafes
- The number of licenses is capped at one
- The truck stop was located on newly-annexed land

# QUESTIONS?

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