

VILLAGE OF LOMBARD POLICE DEPARTMENT



Roy Newton
Chief of Police

Thomas Wirsing
Deputy Chief of Operations

Cyndy Velazquez
Deputy Chief of Administration



Date: February 6, 2018

To: Scott Niehaus
Village Manager

From: Roy Newton
Chief of Police

Re: Survey of Video Gaming in DuPage County

At your request, I had tasked Sgt. Jim Kohl to contact administrators of thirteen (13) police municipalities in DuPage County that currently allow video gaming in their communities.

Sgt. Kohl reported the following:

Almost all of the communities have had video gaming since sometime in 2012. All of the administrators were asked about any issues, problems, concerns or criminal activity related to the implementation of video gaming in their communities. Below is a brief summary of their experiences.

Bensenville -they have seven (7) locations with video gaming consisting of thirty-three (33) machines. They have had no issues related to video gaming, which has been in their community since 2012. The majority of regulation is done by the state, but they do conduct liquor license checks, and their code enforcement conducts annual general business checks.

Bloomington – they have four (4) locations with video gaming consisting of twenty (20) machines. They have had no issues related to video gaming, which has been in their community since around 2014. Although their police department has considered incorporating video gaming checks in with their tobacco and/or liquor inspections, they have not done so.

Carol Stream – they have fourteen (14) locations with video gaming. They have had no issues related to video gaming with one isolated exception of a theft crew who was

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breaking in to and stealing money from the machines in their community and others in the area. Their crime prevention bureau goes to the locations bi-annually to verify serial numbers on the machines match what is reported to their village; otherwise all regulation is maintained by the state.

Darien –they have eight (8) locations with video gaming consisting of forty (40) machines. Two (2) locations operate exclusively as video gaming businesses. They have had no issues related to video gaming in their community

Glendale Heights –they have nine (9) locations, and are currently set to add more. They have had no issues related to video gaming in their community with the same isolated exception as Carol Stream with a theft crew who was breaking in to and stealing money from the machines. Their police department is not involved in any inspections, which are handled by their community development and state regulators. In 2012 when Glendale Heights was considering adopting video gaming they researched other comparable communities in similar fashion to this report. Because this type of gaming was still brand new to Illinois they reached to out of state communities who had video gaming for an established amount of time, and advised they were not able to find anywhere that experienced any notable problems.

Itasca –they have had video gaming in their community for the past three (3) years, and have had no issues related to it during that time. Everything related to video gaming goes through their community development, and compliance and enforcement is maintained by the state.

Oakbrook Terrace -they have eleven (11) locations with video gaming. They have had no issues related to video gaming in their community.

Roselle -they have eight (8) locations with video gaming, and two (2) more are expected to be opened soon. Their police department is involved in the final inspection of the machines prior to being allowed to operate. They have had no issues related to video gaming in their community.

Villa Park –they have eighteen (18) locations with video gaming consisting of eighty-five (85) machines. They have had no issues related to gaming in their community.

Westmont –they have had video gaming in their community since 2012, and report there has been no problems related to it.

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Willowbrook – they have four (4) locations with twenty (20) machines. They did notice an increase in businesses wanting liquor licenses to then be able get video gaming at their establishments. They have had no issues related to video gaming in their community.

Woodridge – for the most part they have experienced no problems with the machines, but did advise that one restaurant put the machines in, but failed to obtain village permits as required before putting the machines in to operation. Even after being notified to remove the machines from operating until the proper permits were obtained the owner continued to defy ordinance. Ultimately this led to the machines being removed and the business no having video gaming at its establishment.

Wood Dale – they have six (6) locations consisting of thirty-six (36) machines. They have had no issues related to video gaming in their community.



LOMBARD POLICE DEPARTMENT

TO: Scott Niehaus
Village Manager

FROM: Roy Newton
Chief of Police

SUBJECT: Video Gaming Update
Previous survey February 2018

DATE: October 26, 2018

As you recall and is attached, in a memo dated February 6, 2018, a survey was conducted of DuPage County communities that allow video gaming. As the Village of Lombard approaches a decision as to allow video gaming in the community, this memo will serve as an update to the previous memo. Three (3) additional communities were surveyed using the same criteria. I also note the crime trends involving communities that have had video gaming since 2012.

Addison – they have 25 locations with video gaming consisting of stand-alone store fronts and bars and restaurants. They have had no criminal issues related to video gaming in the last 3 years. They do conduct an annual inspection of the sites to ensure all regulations are being followed.

Hanover Park – they have had video gaming for the past 3 years in 7 locations which allows for approximately 35 machines. They allow store front locations (Betty's, Stella's) as well as bars and restaurants. They conduct bi-annual inspections to ensure State regulations are being met. They experienced one theft, where a clerk was filling the machine with money and placed the money on top of the machine, turned away briefly, and the money was gone. They do not experience any crime related issues with the gaming machines.

Bartlett – They have had video gaming for the past 3 years and have 12 locations that allow the gaming devices. They have not recorded any fights or thefts related to gaming in any of their establishments. They do not conduct inspections but are considering the need to do so.

During the past year I have monitored, through our criminal intelligence bulletins, criminal activity that occurs as a result of video gaming. I have not seen a robbery, fight, or assault related crime in a restaurant or bar that has video gaming, ever. However, this past year, 2018, there were six communities that experienced a burglary to the gaming machines. It is necessary to point out that these burglaries occurred only in the store front style video gaming establishments. I will further note that these burglaries were conducted by "professional" crew that committed all the burglaries in the same fashion. The crew entered the store next to the video establishment, cut through the wall, and gained entry to the video gaming business. These acts were conducted by a very sophisticated crew using specialized equipment. To the extent that the Village of Lombard is currently considering restrictions that would prohibit gaming parlor style businesses, the concerns regarding this type of noted criminal activity would be minimized.

Collectively, every Chief that I have spoken with echoes that their departments have not experienced additional criminal activity as a result of video gaming. Additionally, no department has required the need to have or hire additional staffing as a result of gaming machines.

Respectfully,

Chief Newton

Strategic Revenue Generation Discussion Video Gaming

Village of Lombard

Public Safety & Transportation Committee

November 7, 2018

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Items to be Discussed

1. Budget Overview
2. Identification of Options
3. Video Gaming Specifics

Input Sought

Recommendation from Committee on Video Gaming within Context of Committee Scope

Today's Situation

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- Balanced Budget for FY 2019
- Below are the assumptions used for the 2019-2022 Multi-year Financial Forecast
- Sales, Use, & Place for Eating Tax changed from 1.5% annual growth in the 2018 Budget to 0% annual growth in the 2019 Budget.

Revenue Assumptions

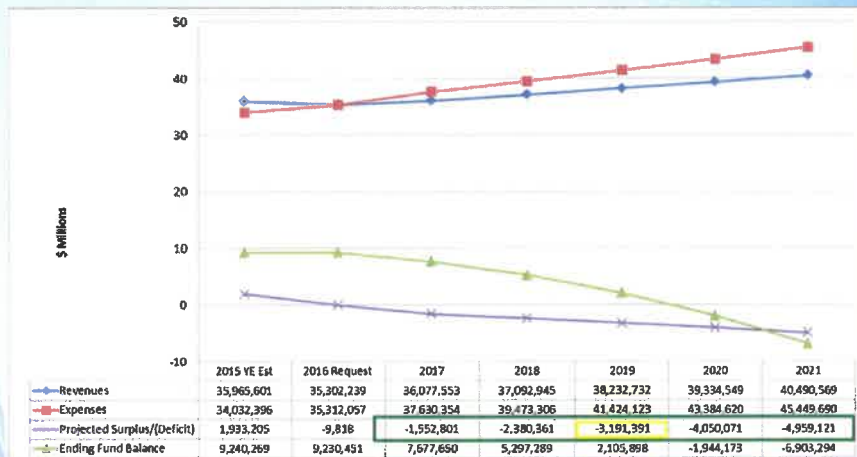
- 3.0% annual growth
 - Property Tax (assumed max levy per statute)
 - Income Tax
 - Amusement Tax
 - Fees, fines, licenses, and permits
- 0% annual growth
 - Sales, Use, & Places For Eating taxes
- 0.0% annual growth for Utility Tax
 - Gas
 - Electric
 - Telecommunications

Expenditure Assumptions

- Increases
 - Salary progressions: 4%
 - Health insurance: 7.5%
 - Retirement benefits:
 - IMRF 4%
 - Police & Fire Pension 7.5-9.0%
 - Technology Reserve: 1.5%
 - Fleet Services: 3% (Includes fuel, labor costs, and parts)
 - All other costs: 3%

Initial FY 2017-2021 Budget Outlook April 2016

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Prior to any changes, the 5-Year Multi-Year Financial Forecast projected an estimated deficit of \$3.2M for FY 2019.

Village's Response to Growing Deficit 5

Long Range Plan

- On June 16, 2016, the Village Board approved a resolution to formally accept the Long Range Plan as presented on April 25, 2016 at the Joint Village Board and Finance and Administration Committee Workshop.
- In an effort to be proactive, the Village of Lombard developed a Long Range Plan, with strategies to address the rising costs of non-discretionary (required) expenses and to focus on core services.
- The Long Range Budget Plan focuses on fiscal responsibility, prudent planning, and the implementation of resident recommendations via Village Committees.
- The strategy approved in the Long Range Plan recommends that the **Village match dollar for dollar (50/50) revenue increases and expenditure reductions**, in order to maintain a balanced General Fund operating budget.
- The Village Board Updated and approved new financial polices on July 21, 2016 to include:
 - Conservative Budgeting Policy –budget revenues low and expenses high and annually update Multi-Year Financial Forecast.
 - Year-End General Fund Reserve Maintenance Policy

Village's Response to Growing Deficit 6

Major Decreases Since 2016

- **Examples of decreases to enhanced services/non-core programs since 2016**
 - Eliminated the Code Red Program (\$20,000)
 - Closed Village Hall on Monday nights (\$5,535)
 - Elimination of night time hours for police department lobby(\$113,206)
 - Reduced the street light contract (\$15,000)
 - Eliminated and Restructured Village positions (see following slide)
 - Reduced the Village contribution to the Meals on Wheels Program (\$15,000)
 - Phased out Taxi Subsidy (\$65,000)
 - Restructured Brush Collection Program (\$83,610)
- **Total of all year over year General Fund deficit reductions (includes changes/elimination of positions): \$1,907,571**

Village's Response to Growing Deficit Position Changes 7

FY17 budgeted personnel changes compared to the FY16 budget:

- Eliminated PT Central Records Clerk.
- Eliminated 2 PT CSOs.
- Eliminated 1 PT Customer Service Rep.
- Eliminated 1 PT HR Intern (Co-Op Assistant).
- Eliminated 1 PT Special Events Coordinator.
- Eliminated 2 Seasonal PW Engineering Coops.
- Eliminated hiring seasonal snow plow drivers.

FY18 budgeted personnel changes compared to the FY17 budget:

- Eliminated Part-Time Human Resources Clerk.
- Eliminated Accounting Assistant; Increased Clerk Admin Secretary from 19 to 28 hours; Added Full-time HR Payroll Specialist.
- Eliminated 1 Part-time PD Records Clerk.
- Eliminated Investigative Aide position.
- Eliminated Towing Coordinator position.
- Eliminated 1 Full-time and 1 Part-time records clerk position when the PD reduce night hours.
- Eliminated 1 Part-time PD Admin position.
- Eliminated 1 Part-time Code Enforcement position.
- Eliminated 1 task force position which reduced a police officer position.

Planned FY19 budgeted personnel changes compared to the FY18 budget:

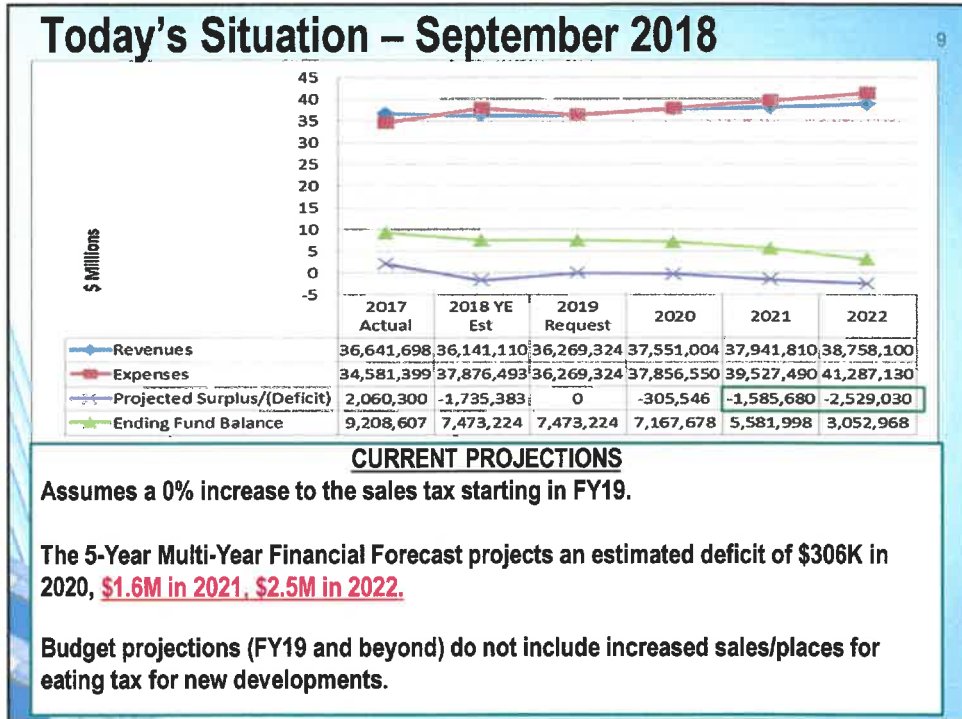
- Eliminate 1 vacant Civil Engineer Tech position.
- Eliminated 1 Civil Engineer position.
- Eliminate 1 vacant Part-time Community Service Officer position.
- Eliminate Accreditation Manager position.
- Eliminated Police Officer position.

Total 2017: \$314,911 Total 2018: \$247,003 Total 2019: \$434,645
Total position reductions/changes to General Fund: \$996,559

Village's Response to Growing Deficit Major Revenue Increases 8

Ambulance fees increased on 1/1/2018. Additional revenue budgeted in FY 2019 compared to FY2017 Actual is approximately \$445,000.

Additional 1% Places for Eating Tax				
Effective 1/1/17				
Budget Year		Used/Planned for Budget Year	Saved in Long Range Plan Fund	Balance in Long Range Plan Fund
2017		800,000	800,000	800,000
2018	Estimated	1,150,000	450,000	1,250,000
2019	Estimated	450,000	1,150,000	2,400,000
2020	Estimated	1,600,000	-	2,400,000



- ### Challenges Ahead 10
- Amazon Effect – Reduction in Retail Sales
 - State Budget Crisis – Reduction in State Funding
 - Recession – Possibilities
 - Anchor Stores Closing

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Available Revenue Options for Review

- Video Gaming – Currently Prohibited
- Places for Eating Tax – Raised from 1% to 2% in 2017
- Vehicle Stickers – Eliminated in 2013
- Home Rule – Requires Referendum

All options to be discussed in conjunction with ongoing long range financial planning discussions.

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Why is Video Gaming being discussed now?

- August 16 Board Meeting - Business owners request Village reconsider current ban on video gaming
- Shared concerns regarding negative business impact and petition with 140 signatures supporting video gaming
- Village Board has requested review of issue by committees

Public Safety & Transportation Committee Purview

- Per Section 30.24(F) of the Lombard Municipal Code, the Finance and Administration Committee shall consider and make recommendations to the corporate authorities on matters, including:
 - Matters of public safety, including but not limited to, police services, firefighting services and emergency medical services;
 - Review of Police and Fire Department budgets;
 - Consideration of administration activities;
 - Consideration of matters specifically referred to it by the corporate authorities.

Video Gaming in Illinois

- Illinois Video Gaming Act was approved in 2009
- Authorized up to 5 gaming terminals in retail locations, truck stops and fraternal establishments

Video Gaming in Lombard

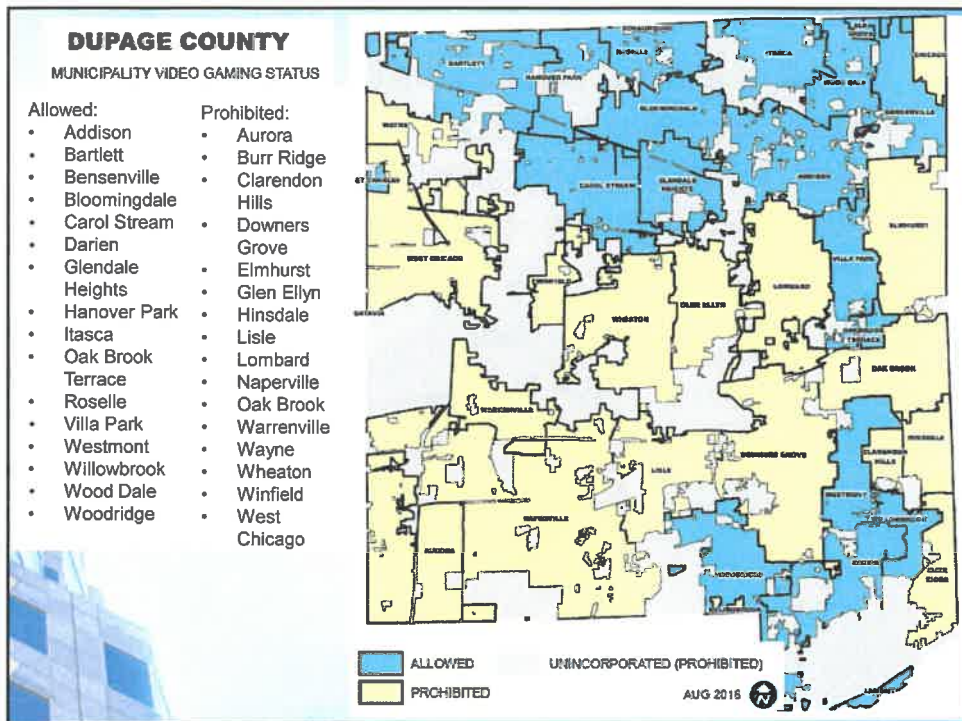
- Local ban established in 2010 (Ordinance No. 6442)
- Hearings held and public comments taken on video gaming in 2014
- Majority of public comments in 2014 were in opposition
- Village Board voted in 2014 to uphold video gaming ban

Why discuss this issue again? What is different now?

- Businesses are requesting gaming ban be lifted
- Video gaming has been widely implemented since 2009 and has been instituted in neighboring communities
- More data and information available now from other communities on their experiences, finances and impacts

Where is video gaming permitted?

- 986 Illinois governing bodies have approved gaming
- 16 municipalities in DuPage County permit video gaming
- 16 municipalities in DuPage County ban video gaming



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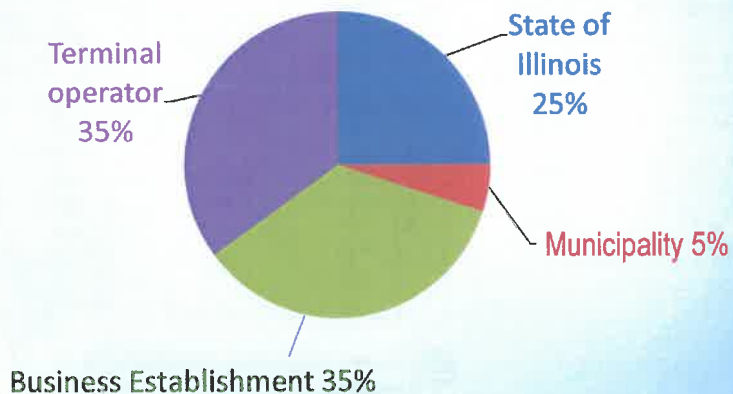
State Restrictions on Video Gaming

- Business Type – Alcohol sold for consumption on premises, truck stops, and fraternal establishments
- Location – May not be within 100' of school or church
- Number – No more than 5 machines at any one premise
- Location – Area restricted to 21+, within employee view
- Age – No one under 21 may play at a terminal
- Hours – Only open during regular business hours
- Wagers – Maximum wager for any single hand is \$2
- Payout – Payout by tickets only and maximum cash award for any single hand is \$500

Video Gaming Fund Distribution

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- Net gaming revenues (less payouts to winners) are taxed at 30% rate (25% to IL and 5% to municipality)
- Remaining 70% of revenue is divided between business establishment and terminal operators (35% each)



Anticipated Revenues For Lombard

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Revenue to Lombard would ultimately depend on how many businesses choose to adopt gaming and how many machines they each elect.

- Average income for DuPage County municipalities where gaming is allowed:
 - \$97,958 in 2015
 - \$130,962 in 2016
 - \$159,458 in 2017
 - \$183,013 trailing 12 months (September 2017-August 2018)

Video Gaming Revenue Report September 2017 – August 2018

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Municipality	Establishment Count	Terminal Count	Amount		Funds In	Funds Out	Net Terminal Income (NTI)	Total	Average Total	NTI Tax Rate (30%)	State Share (25%)	Municipality Share	
			Revenue for Businesses (35%)	Revenue per Business				Share (5%)	Average per Terminal				
Addison	21	99	82,792,436	26,205,099	19,229,951	6,975,148	2,441,302	116,252.46	2,092,555	1,743,797	348,759	3,523	
Bensenville	8	38	17,816,526	5,636,410	4,065,533	1,570,877	549,807	68,725.87	471,266	392,722	78,544	2,067	
Bloomington	8	30	14,633,743	4,613,931	3,413,122	1,200,809	420,283	52,535.41	360,245	300,204	60,041	2,001	
Carol Stream	16	79	59,435,388	18,616,776	13,750,124	4,866,652	1,703,328	106,458.01	1,460,004	1,216,670	243,334	3,080	
Darien	8	38	43,228,852	12,976,327	9,401,773	3,574,554	1,251,094	156,386.75	1,072,371	893,643	178,728	4,703	
Glendale Heights	12	58	54,925,651	16,716,022	12,354,365	4,361,657	1,526,580	127,215.01	1,308,503	1,090,419	218,084	3,760	
Itasca	5	23	11,490,320	3,523,096	2,597,545	925,551	323,943	64,788.55	277,667	231,389	46,278	2,012	
Dakbrock Terrace	11	49	60,199,774	18,245,994	13,493,961	4,752,033	1,663,211	151,201.04	1,425,615	1,188,013	237,602	4,849	
Poselle	11	53	35,398,263	10,887,725	8,152,225	2,735,500	957,425	87,038.64	820,655	683,879	136,776	2,581	
Villa Park	19	89	99,012,523	29,727,548	21,878,754	7,848,794	2,747,078	144,583.04	2,354,648	1,962,207	392,441	4,409	
Westmont	14	68	95,081,743	27,610,583	20,340,069	7,270,514	2,544,680	181,762.86	2,180,921	1,817,434	363,487	5,345	
Willowbrook	4	20	11,852,368	3,769,150	2,809,105	960,045	336,016	84,003.90	288,016	240,013	48,003	2,400	
Wood Dale	10	47	30,591,736	9,517,029	6,962,357	2,554,672	894,135	89,413.53	766,407	638,673	127,734	2,718	
Woodridge	7	31	20,171,784	6,418,681	4,771,143	1,647,538	576,638	82,376.91	494,265	411,887	82,377	2,657	
AVERAGE								1,281,109	108,053	915,068	183,013	3,293	

**Revenue estimates above include gaming revenue from stand-alone gaming parlors

Estimated Local Revenues

Lombard Revenue Estimate

Estimated number of terminals in Lombard: **40-50**
 Average revenue per terminal in DuPage County: **\$3,293**
 Estimated Village Revenue: **\$131,720 - \$164,650****

**Revenue estimates above include gaming revenue from stand-alone gaming parlors.
 If these types of establishments are locally prohibited, the anticipated revenues would likely be less.

- Estimated terminal count based on informal calls to local businesses gauging preliminary interest in video gaming.
- If directed, an updated survey on local business interest in video gaming could be conducted.
- Revenue estimate uses DuPage County terminal revenue averages which include stand-alone gaming parlor revenues.

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Possible Local Regulatory Restrictions

- State of Illinois sets forth minimum standards and regulations for video gaming.
- Local municipalities may opt to enact additional regulatory restrictions pertaining to local applicants and license holders.

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Gaming Revenue Limitations

- Limiting the percentage of income received from video gaming to a certain percentage of the overall income of the restaurant (e.g., 30% maximum).
- Businesses would be subject to an annual audit to verify compliance with this section.
- This type of limitation ensures that establishments do not rely on video gaming as their primary source of revenue (ensures gaming is an accessory use to primary food and beverage sales).

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License Waiting Periods

- Waiting period for licensees (e.g., operations for one year prior to application for license).
- This type of limitation ensures that licensed businesses are established entities capable of operations without reliance on video gaming.

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Security & Public Safety Requirements

- Licensees to install and operate video camera surveillance capturing clear recordings retained for a minimum time period (e.g., 30 days) and subject to inspection by the Police Department upon request.
- Direct connect burglar alarms to centralized dispatch to protect against unpermitted entry to licensed establishments.
- Regulations to ensure adequate safety measures are in place to protect against criminal conduct.

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Promotional Signage Restrictions

- It shall be unlawful to advertise for video gaming via a sign visible from any street, alley or public right-of-way within the Village (includes external facing interior or window signage).
- Business shall otherwise maintain compliance with all other Village sign regulations.
- Regulations protect character of business districts and discourage promotion of video gaming to general public.

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Public Safety Gaming Survey

- 16 DuPage County police departments surveyed
- Sought issues, problems, concerns or criminal activity following adoption of video gaming
- No criminal activity reported related to use of video gaming terminals or patron/operator conduct in restaurants or bars
- Video gaming parlors in six area communities experienced burglaries by same professional crew
- No departments have hired additional staffing

What are we looking for from the Public Safety & Transportation Committee?

Seeking a committee recommendation on whether Video Gaming should be permitted within the corporate limits of the Village of Lombard

Evaluation/findings to include consideration of:

- Potential public safety impacts of video gaming within the Village of Lombard

Next steps

- Advisory committee meetings and recommendations
 - Finance & Administration Committee – October 22
 - Public Safety & Transportation Committee – November 7
 - Community Relations – November 12
 - ECDC – December 10
- Village Board hearing and workshop
- Village Board of Trustees decision
- Public comments taken throughout process
 - videogaming@villageoflombard.org
- Continued commitment to transparency and open communications
 - www.villageoflombard.org/videogaming

Video Gaming Frequently Asked Questions: October 2018

1. What is Lombard's History when it comes to video gaming?

In 2010 and in 2014 this matter was brought to the Village Board for consideration. The Village took public comment and heard concerns from residents in the community. At such time, the majority of public comments reflected opposition to the concept and the Village Board voted not to proceed with video gaming. Currently, video gaming is prohibited in the Village of Lombard.

2. Is video gaming allowed in Illinois?

Yes. The Video Gaming Act was enacted in July 2009, authorizing the placement of up to five Video Gaming Terminals (VGTs) in licensed Retail Establishments, Truck Stops, Veteran and Fraternal Establishments. The VGTs are all connected to and monitored by a Central Communications System.

3. What is a Video Gaming Terminal?

A "Video Gaming Terminal" ("VGT") is an electronic video gaming machine that plays or simulates the play of a video game authorized by the Board upon the insertion of cash. Authorized video games include, but are not limited to, video poker, line up, and blackjack. The VGT must utilize a video display and microprocessors in which the player may receive free games or credits that can be redeemed for cash. VGT does not include a Terminal that directly dispenses coins, cash, or tokens or is for amusement purposes only.

4. Does Lombard have restrictions against the use of VGTs?

Yes. Lombard currently restricts the use of VGTs. In DuPage County, a municipality may pass an ordinance prohibiting video gaming within the corporate limits of the municipality. Additionally, the county board may also pass an ordinance prohibiting video gaming within the unincorporated areas of the county.

5. Why is the Village once again discussing video gaming?

At a Village Board meeting on August 16, 2018, several local business and restaurant owners spoke during public comment, requesting that the Village reconsider its ban on video gaming. Their concern was that Lombard restaurants are losing customers and revenue to neighboring communities that do offer video gaming. Consequently, the Village Board of Trustees has requested that the topic of video gaming be discussed by a number of resident committees in the coming months. View a video of that Board Meeting at: www.villageoflombard.granicus.com/MediaPlayer.php?view_id=4&clip_id=621. (Also available at www.villageoflombard.org/videogaming)

6. How is the Village going to be revisiting this topic?

Following the request of business owners to reconsider the ban, the Board of Trustees requested initial review by several resident committees. Since the topic was requested to be revisited by Lombard restaurant owners, the issue will be discussed first at a Committee level. Each committee, consisting of Lombard residents, will discuss the topic as it pertains to their purview.

The topic will be on the agendas for the:

- Finance and Administration Committee on October 22: Meeting Details
- Public Safety and Transportation Committee on November 7: Meeting Details TBD
- Community Relations Committee on November 12: Meeting Details TBD
- Economic & Community Development Committee on December 10: Meeting Details TBD

7. Is the Village going to allow video gaming?

As of October 18, 2018, the Village is gathering information from interested business owners and the community, in order to gauge interest in the implementation of video gaming. The topic will move to committees for discussion as mentioned above and their recommendation will be provided to the Village Board for consideration.

8. Is there a timeline established for any decisions regarding video gaming?

After the above committee meeting dates, the Village Board may hold workshops for further discussion and lastly, the item would appear on a Village Board agenda.

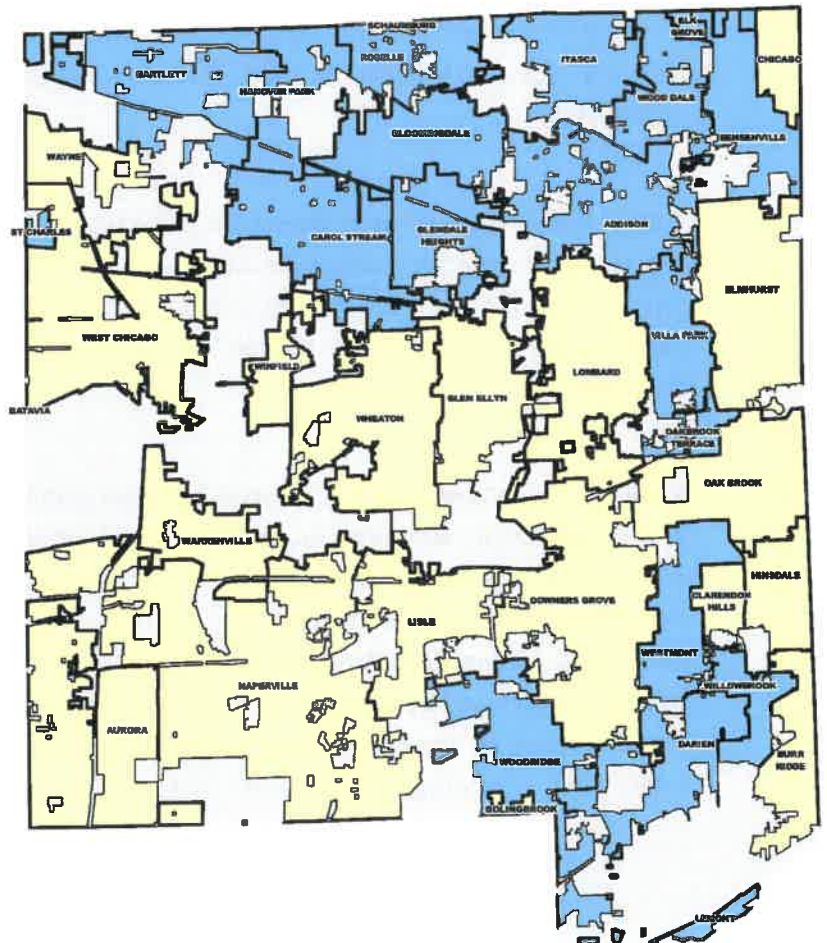
9. How many DuPage County Municipalities have restrictions against video gaming?

At the present time, 16 DuPage County municipalities, including unincorporated DuPage County, DO NOT currently permit video gaming and 16 municipalities DO allow video gaming. IF Lombard implemented video gaming, those numbers would switch from 15 municipalities that do NOT, and 17 municipalities that DO allow video gaming.

DUPAGE COUNTY
MUNICIPALITY VIDEO GAMING STATUS

	ALLOWED		UNINCORPORATED (PROHIBITED)
	PROHIBITED		

AUG 2018 



10. How many communities have approved video gaming since it was approved in Illinois?

968 governing bodies in Illinois have approved video gaming to some extent.

11. Is there a limit on how much you can win or bet on a video gaming terminal?

Yes. The Video Gaming Act sets forth both maximum wagers and maximum earnings. The maximum wager per hand is capped at \$2.00 and the maximum cash award for a single hand is \$500.00. Additionally, the value of credits are limited to 5¢, 10¢, or 25¢.

12. How would video gaming work?

Illinois' Video Gaming Act authorized the placement of up to 5 video gaming terminals in licensed retail establishments, fraternal and veteran's establishments with a liquor license, where permitted by local ordinance.

13. How are funds collected by video gaming distributed?

Video gambling revenues, after payouts to winners, are taxed at a flat 30% rate, with 25% going to the State and the other 5% going to the local municipality. The remaining 70% of revenue is divided equally between the establishments and terminal operators.

14. If video gaming was allowed in Lombard, what would the estimated income be for the Village?

There are 16 municipalities in DuPage County that allow video gaming. The average income from video gaming for those municipalities was \$97,958 in 2015, \$130,962 in 2016, \$159,458 in 2017, and \$183,013 for the past trailing 12 months (September 2017 – August 2018). The potential new revenue generated by the implementation of video gaming depends on how many businesses participate, and how many machines each business chooses to put in their establishment. Based upon preliminary phone calls to business owners the Village estimates potential implementation of approximately 40-50 gaming terminals. It is estimated that the implementation of video gaming would generate approximately \$131,720 - \$164,650 in revenue to the Village, if there are no restrictions on the type of establishments that allow video gaming.

15. How would funds raised from Video Gaming be spent by the Village of Lombard?

The Village would utilize its portion of income (5%) to fund core services, including Police, Fire, Public Works, Community Development and long term financial planning.

16. What types of establishments are eligible for video gaming terminals?

Licensed establishments include licensed retail establishments where alcoholic liquor is drawn, poured, mixed, or otherwise served for consumption on premises, licensed truck stops and fraternal establishments

17. What are the hours of operation for video gaming terminals?

Video gaming terminals may only be played during the legal hours of operation allowed for the consumption of alcoholic beverages at the licensed premises.

18. In addition to hours of operation, what are some of the State’s restrictions when it comes to video gaming?

Per State law, the following restrictions apply to operation of video gaming terminals:

- **Location**
Video gaming terminals may not be operated within 1,000 feet of a horse racing or riverboat gambling facility or within 100 feet of a school or place of worship.

- **Number of Machines**
No more than five machines are allowed on any premises

- **Location of Machines**
Video gaming machines must be located in an area that is restricted to persons aged 21 or older, and in view of at least one employee.

- **Age Restriction**
No one age 20 years old or younger is permitted to play at a video gaming terminal.

19. How are video gaming terminals restricted or supervised within establishments with video gaming?

All video gaming terminals must be located in areas restricted to persons over 21 years of age. Licensed video gaming locations that restrict admittance to patrons 21 years of age or older, are not required to have a separate restricted area. In locations where separation from minors is required, a physical barrier to the gaming area is required and may consist of a short partition, gate, rope or other means of separation and shall not visually obscure the entrance to the gaming area from an employee of the licensed video gaming location who is over 21. The Video Gaming Act requires that video gaming terminals must be within the view of at least one owner, manager, or employee of the establishment who is over 21 and shall be present during all hours of terminal operation. While locations may utilize closed circuit TV to monitor the entrance to the area in addition to an employee, closed circuit TV may not be utilized in lieu of an employee. Licensed video gaming establishments must also prevent access to or play of terminals by any persons who are visibly intoxicated.

20. Would the Village be able to add additional restrictions?

Yes. The Village Board of Trustees may choose to adopt its own local restrictions regarding video gaming including but not limited to:

- **Gaming Revenue Limitations:** Limiting the percentage of income received from video gaming to a certain percentage of the overall income of the establishment.
- **License Waiting Periods:** Ensuring interested locations are established businesses capable of operations without reliance on video gaming.
- **Security and Public Safety Requirements:** Surveillance requirements including burglar alarms and additional safety measures in place.
- **Promotional Signage Restrictions:** Restricting video gaming signage.

21. Is there feedback available from other municipalities who have allowed Video Gaming?

Yes. Since the adoption of video gaming, the Police Departments of nearby towns reported no major issues identified as a result of video gaming. Also, with regard to licensing of terminal vendors, this responsibility would not fall under the Village; the Illinois Video Gaming Board is responsible for performing all background checks and licensing video gaming terminal towers.

22. As a business owner or resident, when would I be able to provide feedback regarding the topic of video gaming?

Public comment would be available workshops (although no official dates have been determined), or at upcoming committee meetings (listed above in #6) or at Village Board meetings. View all upcoming meeting dates at www.villageoflombard.org/villagecalendar. Anyone who would like to submit their feedback regarding this topic may contact the Village at videogaming@villageoflombard.org.

23. Where can I find updates on this topic?

The Village will post all updates and information regarding video gaming on this page, www.villageoflombard.org/videogaming.

Villa Park
 September 2017 - August 2018
 Video Gaming Report

Establishment	Doing Business As	Terminal Count	Funds In	Funds Out	Net Terminal Income (NTI)	Revenue for Business (35%)	NTI Tax Rate (30%)	State Share (25%)	Municipality Share (5%)	Total	
Blackhawk Restaurant Group LLC Series VDVillaPa	Betty's Bistro	5	#####	#####	735,702	257,496	220,711	183,926	36,785		
Fitz's Pub - Villa Park, Inc.	Fitz's Irish Bull Dog	5	#####	#####	668,714	234,050	200,615	167,179	33,436		
FRANK GF INC.	Crazy Pour	5	#####	#####	537,157	188,005	161,148	134,290	26,858		
Jimmy's Street Tacos, Inc.	Jimmy's Street Tacos	5	689,383	521,040	168,343	58,920	50,504	42,086	8,417		
M. G. CONCESSIONS, INC.	MG Concessions	5	142,176	91,815	50,361	17,626	15,109	12,591	2,518		
M.K.P. CORPORATION	Gyros Express	4	423,250	306,516	116,734	40,857	35,021	29,184	5,837		
Mahoney's Pub, Inc.	Mahoney's Pub	4	#####	894,926	265,812	93,034	79,744	66,453	13,291		
MAVIRI INC.	Victoria's Mexican Cochine	4	7,650	5,937	1,713	600	514	428	86		
MEAGRAH, INC.	DeMito's Double D Saloon	5	#####	#####	494,616	173,115	148,385	123,654	24,731		
MILICIA INC.	Dominick's Pizza	3	192,291	138,679	53,612	18,764	16,084	13,403	2,681		
NEW TRIPOLIS INC.	Caps Bar & Grill	5	#####	#####	521,334	182,467	156,401	130,334	26,067		
Park Blvd. Tavern, Inc.	Park Blvd. Tavern	5	#####	#####	477,061	166,971	143,119	119,266	23,853		
Safari Land, L.L.C.	Safari Land	5	915,015	735,726	179,289	62,751	53,787	44,823	8,965		
Shelby's - Villa Center, LLC	Shelby's	5	#####	#####	793,955	277,884	238,187	198,489	39,698		
Stella's - North Park, LLC	Stella's Place	5	#####	#####	617,750	216,213	185,326	154,438	30,888		
Stella's - Villa Oaks, LLC	Stella's Place	5	#####	#####	792,456	277,360	237,737	198,114	39,623		
Three Paws, Inc.	Ardmore Lounge	4	#####	777,861	274,890	96,212	82,468	68,723	13,745		
Ultimate Lounge, Inc.	Ultimat Lounge	5	#####	#####	886,397	310,239	265,920	221,600	44,320		
Villa Park Post No. 2801, Veterans of Foreign War	Villa Park VFW	5	755,738	542,842	212,896	74,514	63,869	53,225	10,645		

TOTAL 2,747,078

1,962,207 392,441

AVERAGE 144,583

Oakbrook Terrace
 September 2017 - August 2018
 Video Gaming Report

Establishment	Doing Business As	Terminal Count	Funds In	Funds Out	Net Terminal Income (NTI)	Total			
						Revenue for Business (35%)	NTI Tax Rate (30%)	State Share (25%)	Municipality Share (5%)
Anyways, Inc.	Anyways Chicago Restaurant & Put	5	1,771,606	1,342,131	429,475	150,316	128,843	107,369	21,474
Blackhawk Restaurant Group LLC Series 621ROakbrook	Penny's Place	5	3,088,341	2,296,627	791,714	277,100	237,515	197,929	39,586
Blackhawk Restaurant Group LLC Series OTSOakbrook	Betty's Bistro	5	2,364,141	1,758,976	605,165	211,808	181,550	151,292	30,258
Blackhawk Restaurant Group, LLC Series VCOakbrook	Bettys Bistro	5	2,110,802	1,564,775	546,027	191,110	163,809	136,507	27,301
En Fuego OB, LLC	En Fuego	3	126,918	97,486	29,432	10,301	8,830	7,358	1,472
G.O.B.T., INC.	Gullivers Pizza	5	1,257,187	925,059	332,128	116,245	99,639	83,033	16,606
J.M.J ASSETS LLC - ELLIE'S OBT	Ellies Coffee Bar	5	2,366,403	1,754,502	611,901	214,165	183,571	152,976	30,595
JAY AMBE LIQUORS INC.	Garden Arcade	1	384,007	270,550	113,457	39,710	34,037	28,364	5,673
OBT Pony Express, LLC	Pony Up	5	1,788,315	1,291,963	496,352	173,723	148,906	124,089	24,818
Stella's - Oakbrook Terrace, LLC	Stella's Place	5	2,658,077	1,954,493	703,584	246,254	211,076	175,897	35,179
TILTED OB, INC.	Tilted Kilt	5	330,197	237,401	92,796	32,479	27,839	23,199	4,640
TOTAL						1,663,211	1,188,013	237,602	
AVERAGE						151,201			