

INCREASING VIDEO GAMING LICENSES

REVISIONS TO VIDEO GAMING TERMINAL LICENSING

25-0750





PROPOSED REVISIONS TO VIDEO GAMING TERMINAL ORDINANCE

Purpose

This proposal aims to amend the city's video gaming ordinance to increase revenue for both the city and local businesses. These changes will bring Aurora into alignment with new state regulations and respond to direct requests from our business community.

Key Changes

- **Increased Terminal Count:** The city-wide limit on video gaming terminals will increase from **200 to 240**.
- **More Machines Per Location:** The maximum number of terminals allowed at each licensed location will increase from **5 to 6**. This change is in full compliance with the new state law.

WHY WE'RE MAKING THESE CHANGES

- **Increased Revenue:** We project that increasing the number of terminals will generate an additional **\$56,000 in new annual revenue** for the city. This financial boost can be reinvested into city services and infrastructure.
- **Business Support:** Local businesses have specifically requested this change. By allowing an extra machine per location, we can help them increase their revenue streams, which supports their stability and growth.
- **State Compliance:** This amendment ensures that Aurora's regulations are consistent with the newly updated state standards, which now permit up to six machines per location.

Operational and Compliance Requirements

- Each licensed location is limited to operating a maximum of six (6) gaming terminals.
- All video gaming terminals must be placed within an area restricted to persons 21 years of age and over.
- The entrance to the restricted gaming area must be within the view at all times of at least one employee who is also 21 years of age or older.
- No establishment licensed by the Illinois Gaming Board shall be permitted to operate any video gaming terminal in the city pursuant to the Illinois Video Gaming Act (230 ILCS 40/1 et seq.) without first obtaining a video gaming terminal license under this division.

