

# **“PRO”- Gaming Articles**

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Article updated: 4/7/2013 7:46 AM

## After a slow start, video gambling growing fast

By Melissa Silverberg Mike Riopell

On Carole Mack's first visit to The Assembly American Bar and Café in Hoffman Estates, she moved from one video gambling machine to the other, looking for a lucky one and keeping a glass of wine next to the machine while she played.

Mack would put a \$20 bill into the machine and play different games — trying to match up numbers, fruits, or animals. She bet a few cents or a few dollars each time, and occasionally, the machine spit out some winnings.

That Mack could gamble in the suburbs without going to a casino is relatively new.

Six months after video gambling operations began in earnest, the number of machines is rising sharply as regulators approve hundreds of new ones across the Illinois each month. Revenue for the state also is up, to \$3.4 million in February compared to \$2.4 million in January and just \$22,607 in September.

The machines now dot the suburban map, popping up five or so at a time in bars and restaurants and bringing gambling closer to home for a lot of residents.

"I was shocked when I found out, but it's great I don't have to drive to the big casinos," said Mack, of Barrington.

Video gambling machines were authorized by lawmakers in 2009 to pay for a massive road and bridge construction plan across the state, but regulators didn't approve them for play until last year.

The machines have tended to take off more quickly downstate as many suburbs have grappled with whether to allow local bars to have them at all. If towns give the OK, five are allowed in an establishment with a liquor license.

Applications are pending that could more than triple the number of machines, according to the Illinois Gaming Board. And new applications keep coming in, so video gambling will continue to grow locally in the coming years.

Applications have "slowed down a little bit, but we get them all the time," Illinois Gaming Board spokesman Gene O'Shea said.

That's great news for bar and restaurant owners who see the gambling machines as a way to supplement their revenues in a tough economy. But it's a big concern for people who argue that making gambling more accessible to people is a way to foster addiction.

"They go out for pizza. They go out for bowling. They go out for dinner," said Anita Bedell, director of Illinois Church Action on Alcohol and Addiction Problems. "And there are the machines."

She argued that with Illinois video gambling in its infancy, communities don't know the full effects yet.

"It's expanding so fast before people know what's happening," she said.

At The Assembly American Bar and Café, there's a room with five video gambling machines and chairs when you walk into the restaurant, but it's separate from the bar and eating area. There are signs posted that you have to be at least 21 to enter.

Mack says her visits are "just for fun. If I can break even, then it's OK."

The state and bar owners hope to more than break even.

Money the state gets from video gambling goes to pay for a five-year construction program that began in 2009 and ends soon. Vehicle fee increases and higher alcohol taxes are also paying for the construction work. Gov. Pat Quinn last week touted the capital works project, which is one of the cornerstone accomplishments of his time in office.

Individual suburbs get a small cut of the gambling proceeds. The city of McHenry, for example, got \$6,100 in February, even though it has more machines than most suburbs, at 40.

Restaurant owners do a little better.

Anthony Patti, owner of Rosati's of Lakemoor, said the business had been struggling financially, racking up losses in some months. Video gambling has eased the financial stress.

"It helped bring in extra revenue," he said. "It's a struggle making it in today's economy. It's gone a long way to buoy our bottom line."

It also has kept him from having to lay off employees or cut their hours.

"Now with the gaming, I kept all my employees on and I was able to give them a slight raise, which they deserved," he said.

Patti was among the first Illinois business owners to be granted a license for video gambling. His converted office opened in October as a gambling area with five machines. Figures compiled by the Illinois Gaming Board showed that in February \$266,259 was wagered and \$245,440 paid out at Patti's place.

The business and Morris Gaming, the licensed machine operator, split about \$14,000, and the village received \$1,116. The rest goes to the state.

Sometimes, the machines are so busy that it's hard for gamblers to find a spot to play.

Ken Kramer of Palatine said it was his first time at The Assembly last week, but after waiting for a while for a machine to free up, he left.

"I'd love to see more of these open up closer to home," Kramer said. "I usually go for more traditional gambling, but it's something fun to do."

¶ Daily Herald staff writer Mick Zawislak contributed to this report.

*Local*

## Illinois Bars Already Profiting From Video Gambling

February 4, 2013 6:18 AM

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### **Election Returns**

**KEYESPORT, Ill. (AP)** - Some Illinois bar owners say they're already making big profits from video gambling machines that became legal late last year, and pending applications are expected to put even more money in their pockets.

Bob Waddell owns a bar outside Keyesport in Clinton County in southwestern Illinois. He made \$9,778 in video gambling in December, according to a report in the Belleville News-Democrat.

"I have not been disappointed with the results," he told the newspaper.

Players fed more than \$1 million into machines operating in 35 establishments located east of St. Louis in December. These players lost \$350,000 that month. Statewide, players lost nearly \$7 million in December, while establishments kept \$2.45 million, the state earned \$1.75 million and cities and counties combined made about \$350,000.

Video gambling became legal in bars, clubs and truck stops in October. While it's early to tell how the profits will help the state's dire financial problems, early numbers have shown it's been a popular idea. Many applications are pending, including 251 in southwestern Illinois.

Lawmakers have talked of reviving a gambling expansion, including a casino in Chicago. Gov. Pat Quinn vetoed expansion legislation last summer citing ethical and oversight safeguards, but has since said he's open to compromising.

State law provides how video gambling profits must be divided. The establishments get 35 percent, the vendors supplying the machines get 35 percent, the state gets 25 percent, and the 5 percent left goes to the municipality or county that authorized the liquor license to the bar.

All stakeholders may see their revenue increase soon after the Illinois Gaming Board licensed dozens more bars two weeks ago. Each establishment can have up to five machines.

But the staggering profits aren't making everyone happy. Anita Bedell, the director of the Illinois Church Action on Alcohol and Addiction Problems, said the communities will gain "very little" out of people's loses.

"We've got a truck stop outside Springfield where last month people lost over \$82,000," Bedell said. "It's a big windfall for some of these bars."

The state's annual revenue from video gambling has been broadly estimated. It ranges from \$106 million to about \$534 million. The low estimates are based on Cook County's ban on the machines.

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**Government Contacts****Myths & Realities****Press Releases****Public Documents****Newspaper Articles****Responsible Gaming****2009 Video Gaming Act****Did You Know****Quotes****Realistic Views****Members Only****Video Gaming Myths vs. Realities****Video Gaming: Myths vs. Realities**

Presented by the Illinois Coin Machine Operators Association

**MYTH: Communities are required to vote on whether to allow Video Gaming or not.**

REALITY: This is simply not true. Local governments may at their discretion, decide to address whether they want to opt-out within their jurisdiction. It is recommended that they proceed responsibly by waiting on the final rules to be adopted by the Illinois Gaming Board. Many concerns that have been raised have already been addressed through legislation. Others will be addressed through the Gaming Board Rules. The Illinois Gaming Board is respected by the industry as the most thorough in the nation and are addressing all issues in detail. Additionally local governments should be equally as thorough in their research by discussing the issue with their local businesses that will be affected.

**MYTH: The bill allowing video gaming was rushed through the legislature.**

REALITY: In fact, the Illinois legislature, which has worked on the bill for a number of years, acted carefully and prudently. Five different public hearings were held this year for which more than 100 witness slips were filed, allowing for comment from interested parties on both sides of the issue.

**MYTH: The Illinois Gaming Board does not have the capacity to regulate video gaming.**

REALITY: The Illinois Gaming Board has earned high marks for its ability to regulate other legalized gaming industries in Illinois and is currently drafting its plans to oversee and regulate video gaming operations and the licensees who install the machines.

**MYTH: Video gaming will bring social problems like pathological gambling and higher crime rates to communities that allow video gaming.**

REALITY: The Government Accounting Office (GAO) reports it has found no evidence of a link between convenience gambling and pathological gambling, bankruptcy, crime rates or an increase in social problems in states where convenience gambling is legal.

**MYTH: Video gaming under the new rules opens the door to criminal influence.**

REALITY: Just the opposite: The law requires extensive criminal and financial background investigation of manufacturers, distributors and operators, all of whom must be licensed. There can be no cross-ownership. These measures will eliminate any potential criminal influence. Legalizing video gaming also should help discourage the illegal gambling that already exists and that often does have ties to organized crime. The IGB will have the right to turn off any games operated by a location or terminal operator that does not confirm to the rules and regulations. This will insure that all licensees will abide by the laws and guidelines of age control, payment of taxes or other rules put into effect.

**MYTH: Video gaming can quickly consume a player's entire paycheck.**

REALITY: Video gaming in Illinois will have a maximum \$2 per hand betting limit (and a 5-cent minimum), with an expected payout of 90 percent, meaning that approximately 90 cents of every dollar bet will be paid back as winnings. Under those circumstances, someone who played 500 hands of video poker could bet no more than \$1,000, and on average, would likely win back \$900, leaving an actual loss of just \$100.

**MYTH: Revenues will be diverted from other legal games such as the lottery, the riverboats or pari-mutuel racing when video gaming happens.**

REALITY: There is no evidence in other states that the introduction of video gaming has caused existing lotteries or riverboats to falter. In Louisiana, for example, since video poker was introduced in 2000, land-based casino revenues actually increased 75 percent, lottery revenues by 35 percent, racetrack revenues by 300 percent and riverboats by 26 percent.

**MYTH: Other states repealed video gaming, which proves that it doesn't work.**

REALITY: Iowa and South Carolina repealed their laws allowing video gaming because the regulatory statutes did not guarantee strict age controls. In Illinois, machines only will be located in areas restricted from access by minors. Other states that regulate legal video gaming have found their operation to be a reliable revenue source. Those states are Delaware, Louisiana, Montana, New York, Oregon, Rhode Island, South Dakota and West Virginia.

**MYTH: Bars or restaurants with video gaming will add to law enforcement problems.**

REALITY: By law, the Illinois Gaming Board has exclusive jurisdiction over video gaming. In addition, the added income provided to the bar owners by video gaming would give them every reason to prevent problem behavior in their establishments to assure that they do not lose their video gaming license.

**MYTH: Video gaming will hurt the communities where the machines are installed.**

REALITY: According to the GAO report, convenience gaming created jobs in the communities studied and generated tax revenues for the municipalities. It also generally increased wage rates and employee benefits, yet had no cause-effect on bankruptcies or crime rates. The wider availability of video gambling may increase the level of temptation among some community members, but will also provide additional revenues that government can use to fund job-creating activities and assist families. The state-mandated limit of \$2 per hand mandated by state law should also help keep customers from betting in excess.

**MYTH: Opting out of video gaming will have no effect on businesses within particular municipalities.**

REALITY: In addition to loss of revenue, municipalities risk putting local businesses at a competitive disadvantage against those in nearby communities where video gaming is available.

*For more information, please contact Judi Schindler or Sally Hodge at Hodge Schindler Integrated Communications, at 312.666.6662 or via e-mail at [jschindler@hodgeschindler.com](mailto:jschindler@hodgeschindler.com) or [shodge@hodgeschindler.com](mailto:shodge@hodgeschindler.com).*

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## Area Municipalities Win With Video Gaming

By **TONY CARTON** | For The Prairie Advocate News

As area economies creep toward recovery, video gaming machines are providing an answer for municipalities searching for ways to raise their declining tax coffers.

"Back when this [video gaming] first started, we knew we were in desperate need of police vehicles," said Rock Falls city administrator Robbin Blackert. "Unfortunately, like every other municipality we don't have money coming out of our ears in our general fund."

Blackert said Rock Falls was one of the first cities in Whiteside County to pass a video gaming ordinance which, under state law, dictates video gaming revenue to be taxed at 30 percent, with five-sixths of the proceeds going to a state capital improvement fund and one-sixth to local governments.

"We earmarked our video gaming revenue stream for police vehicles and we are now leasing four new vehicles," Blackert said.

She said the leasing program costs Rock Falls around \$41K annually and the current income from video gaming is coming in at over \$45K a year.

So, if the City of Rock Falls were sitting in front of a video gaming terminal, it would have just lit up, played a little tune and paid out four new police vehicles and more than four thousand dollars in mad money.

"Gaming is a great funding stream," Blackert said. "We are enjoying it. We're not going to be building any palaces with it, but it is timely and we have good, solid law enforcement as a result."

Video gaming went live about a year ago in Illinois and video gaming terminals are now up and running in restaurants and businesses throughout the suburbs.

Savanna mayor Tony McCombie echoed those sentiments, saying they are averaging near \$2K monthly.

"At the end of October we had received about \$9K from gaming and those funds are used in our civic or general fund," said McCombie. "We had projected about \$6K from gaming for our budget and here we are with five months of our budget left and we are already at \$9K. It is actually a pleasant surprise."

She said she hears regular positive feedback from some of the businesses that host video gaming machines.

"Our business owners are pleased with the outcome of gaming as well," McCombie said. "It's all working out well."

According to statistics posted on the State of Illinois Gaming Board web site, gamblers wagered an estimated \$458.3 million and won \$422.6 million during the first six months of legalized video gaming in Illinois.

"We have not experienced any particular problems with video gaming," said Morrison city administrator Barry Dykhuizen. "We've had nothing reported from our police department and no significant increases in crime."

He said Morrison is funneling their gaming revenues into their general fund operations and cash flow.

"We are anticipating about \$12K in revenue this year," Dykhuizen said.

Who pays the price?

While video gaming generates noteworthy revenue for state and local governments, it carries the potential to create gambling addiction and related social ills.

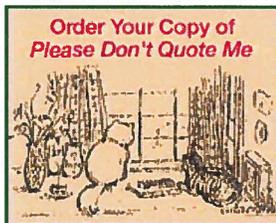
"The problem is they focus on revenue, and don't consider the cost to the community," said Illinois Church Action on Alcohol & Addiction Problems Executive Director Anita Bedell.

She said gaming machine owners and the establishments that feature them are the big winners, while residents and communities are losers. However, area municipal and county administrators say they have seen no problems with gaming and Illinois Gaming Board Spokesman Gene O'Shea said the State of Illinois would create programs for people who have an addiction to video gaming machine gambling, if needed.

"We already have something for gambling addiction in the casinos," said O'Shea. "How that will work with video gambling has yet to be determined. It will depend on, to some extent, the need. I'm not saying that there won't be a need, but we have to be aware of it. And the only way to be aware of it is if people come forward and let us know."

Sterling City Manager Scott Shumard said they are not experiencing any problems with gaming.

Replacement revenue



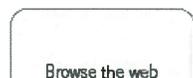
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"If it were not for the extra revenue coming in we would not know it was going on," Shumard said.

He said they are directing the revenue to their general fund.

"Some of our other revenues haven't been as strong as we hoped and I think we've seen a drop off in the replacement tax in the last few years, but I think gaming is kind of helping to fill that gap."

Replacement taxes are revenues collected by the State of Illinois and paid to local governments to replace money that was lost by local governments when their powers to impose personal property taxes on corporations, partnerships, and other business entities were taken away. These taxes resulted when the new Illinois Constitution directed the legislature to abolish business personal property taxes and replace the revenue lost by local government units and school districts. In 1979, a law was enacted to provide for statewide taxes to replace the monies lost to local governments.

Shumard said he expects further growth.

"I understand we are adding five more machines this week and as more people add machines I expect we will see increasing revenues," he said.

Statewide, video gaming machine owners and operators shared \$36.4 million of net income from video gaming during the last six months, but some areas are not participating - yet.

Carroll County administrator Michael Doty said the county did not take action on video gaming because there are only about a half dozen liquor licenses in its unincorporated areas and none of those licensees are offering video gaming.

He said revenue collected from establishments with electronic gaming that are located in municipalities goes to those municipalities, while revenue collected from establishments in the county's unincorporated areas goes to the county.

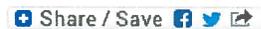
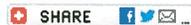
"The board talked about it and they decided not to take action upon it at that time, but will look at it sometime down the road if someone becomes interested in gaming," said Doty.

Whiteside County administrator Joel Horn said they are earmarking their video gaming revenue stream for the county's capital improvement fund.

"That funding will be used to pay for improvements around the court house," Horn said.

Whiteside County currently licenses 14 gaming machines in three locations and receives more than \$2K monthly or slightly over \$25K annually.

According to a 2012 estimate from the Illinois Commission on Government Forecasting and Accountability, video gaming could eventually raise \$345 million to \$640 million a year for the state. The estimate was based on the projection that 45,000 to 65,000 video gaming machine terminals would eventually be operating throughout the state. There are currently around 6,000 video gaming machines operating in about 2000 locations statewide.



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By [Greg Stanley](#)  
Rockford Register Star

[Print Page](#)

October 18, 2013 11:56AM

## \$2.5 billion wagered in Illinois' first year of video gaming

ROCKFORD — The first year of legalized video gaming in Illinois has come and gone. Gamblers across the state wagered more than \$2.5 billion and lost \$205 million since the terminals went live last September.

Video gaming terminals are now raking in nearly \$30 million a month, making them more profitable than nine of the state's 10 riverboat casinos.

And while Winnebago County has proven to be one of the most active areas for video gaming in the state — local gamblers have lost \$18.9 million here — it's unclear how much of an effect the money being pumped into the machines has on the local economy.

In fact, the majority of the money spent in a local terminal leaves the area in many cases.

Unlike casinos, which can draw tourists and pump new money into a locality that otherwise would not have come, the video terminals are now readily available everywhere across the state. Because there's no difference in the five video poker or slot machines you'd find in a bar in Springfield or in the Chicago suburbs or in Rockford, there's no reason to expect a video gambler to travel. That means the vast majority of money spent at a local terminal is probably spent by locals.

Since it's money gambled, it's safe to assume that money would have been spent elsewhere, said Bob Evans, professor of economics and political science at Rockford University.

"It would not be logical to assume this money would have been saved or invested," Evans said. "So the question is how they would have spent it. Is there a net increase of money flowing into the city, or is it just a diversion from one local source to another?"

In other words, if a bar owner gains \$5 because someone doesn't spend \$5 on a movie, there is no gain to the local economy, Evans said.

And a chunk of the money is lost to the area.

Of the profit at each terminal, 25 percent is sent directly to Springfield for the state of Illinois' general fund. Another 35 percent goes to the terminal operator, which is typically a small company licensed by the [Illinois Gaming Board](#) to install and maintain the gaming terminals. The companies are based throughout the state and don't necessarily have a local connection.

Of the money that stays local, 35 percent goes to the owner of the bar, restaurant or parlor that houses the terminal, and 5 percent goes to the local municipality.

And bar and restaurant owners have enjoyed the financial boost. Many bars like Scanlan's in Rockford have added hours to accommodate gamblers who want to start earlier. Some bar owners like Luke Meyer have expanded to open [small parlors](#) that offer the slot and poker machines without the bar atmosphere. Even businesses traditionally outside of liquor and food, such as Sonco Pool Supplies in Loves Park, have added the terminals to supplement business.

Some bars have added staff, but the gaming terminals are not labor-intensive, and the effect on jobs has been minimal.

Unless you're a bar owner, any local benefit you'd see from video gaming would come from the 5 percent that goes to the municipality.

"I don't think anyone is calling this a vehicle for development," Evans said. "But what it does do is generate money for a city that's a substitute for taxation,"

It's up to each municipality how to spend its 5 percent.

The Rockford City Council has designated its cut will be used on equipment and vehicle purchases. Rockford had the highest betting totals in the state over the last year, generating \$400,000 in local taxes. That will be used to help pay off leases on city squad cars, ambulances, trucks and fire engines.

Since May, when the amount being gambled first started to level off, Rockford has been getting an average of \$48,000 a month in tax revenue.

Springfield comes in a close second and is followed by Loves Park, which net \$229,000 this past year from the gaming terminals. Since May, Loves Park — with a population of about 23,800 — has received about \$28,000 a month.

That revenue hasn't been designated for a specific purpose, Loves Park Mayor Darryl Lindberg said.

Just half of that annual revenue is enough to pay the Loves Park portion of a multi-million dollar regional effort to build and upgrade amateur sports venues.

"We embraced video gaming early on because we knew it would be a pretty good revenue source," Lindberg said. "It's exceeding what we anticipated. It's something that's not going to count as an answer for everything, but we've been fortunate."



PHOTO/ ADAM MCHUGH/GATEHOUSE MEDIA ILLINOIS

A rank of the Rockford area's top 6 revenue generators from video gaming.

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January 17, 2014

## Video gambling machines hit 10,000 in state

Jeff Dankert  
Staff Writer

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After one year of video gambling in Illinois, the numbers tell the tale of a fast-growing cash cow.

In the 13 months since Illinois rolled out the electronic poker and slot machines, the number of machines installed in clubs and taverns statewide climbed from just 61 in September 2012 to 10,250 in September 2013, according to the Illinois Gaming Board.

Players spent more than \$2.6 billion and lost more than \$205 million, generating more than \$10 million in revenue for local municipalities.

The city of La Salle budgeted \$10,000 in revenue from the games this year, said Comptroller Joanne Milby. At just the halfway point in the city's fiscal year, revenue has eclipsed that by \$1,100, she said.

"And it keeps increasing every month," Milby said. "It took a big jump in October." The first month of gaming generated \$879 for La Salle. In October, the city took in \$4,210, she said.

Video gambling machines are permitted in businesses and halls where alcohol is served on the premises. Most taverns promote the games with signs out front, like the one at Cabin Fever Bar & Grill, Peru. It installed five machines in late summer.

"So far they're working good," said Don Miller, who owns the tavern with his wife, Heidi. "Actually, it's running pretty smoothly. I think it's helped business a little. I think it is bringing people in."

Paul Bienemann, owner of Sidetracks tavern in Peru, installed two machines.

"Why not?" he said. "It's revenue we didn't have at one time."

Tavern owners say the machines are convenient, requiring little oversight or maintenance.

"We're not required to service them," Bienemann said. "I don't have to worry about giving out any of the money."

A state formula dictates that about 70 percent of net player losses is divided equally between the establishment and the terminal operator — the company that provides machines to establishments. Players collect their winnings at cash machines installed near the games, much like automated teller machines.

Taverns also count on the machines drawing extra business.

"I think it keeps people around more," Bienemann said. "Hopefully it keeps people local rather than going to the riverboats."

Frank Alvarez said he felt the same way. On one afternoon this week the Peru man was feeding cash into Kitty Glitter, one of Sidetracks' two machines.

"It beats going to the (river) boat, going out of your way to lose," he said. "At least here you can have a beer, and if you lose, you don't have far to go."

Many players across the state might also favor gambling at local bars rather than at Illinois' 10 riverboat casinos. Riverboats saw a 4.8 percent drop in gross adjusted gross revenue and a 7.2 percent drop in admissions in the first 10 months of this year compared with the same period last year, according to state report.

The state had no figure or goal of expectations for video gambling, said Gene O'Shea, state gaming board spokesman. But statewide growth remains strong despite the city of Chicago's ban on video gaming, he said.

"There are more applications coming but it is slowing down a little bit," O'Shea said. "In the beginning when we first went live, the second we went live, there was a big rush and our staff was working hard in getting all these out."

Cabin Fever bartender Crystal Theodore said people play the games most every day but usage peaks on weekends. Theodore said she even gave it a whirl herself but came up empty.

"I played it a couple of times," she said. "But I'm not a very lucky person, though."

Jeff Dankert can be reached at (815) 220-6977 or [perureporter@newstrib.com](mailto:perureporter@newstrib.com).



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Bill and Marilyn Weber of Peru enjoy some video gambling at Cabin Fever Bar and Grill in Peru. Cabin Fever has five video gambling machines regulated by the state of Illinois.

NewsTribune photo/Chris Yucus

# Island Lake takes second look at video gaming

Published: Thursday, Dec. 26, 2013 9:59 p.m. CST

ISLAND LAKE – Just four months after the Island Lake Village Board narrowly rejected video gambling, it's taking a second look.

With all the surrounding communities allowing video gaming machines, business owners such as Jerry DeLaurentis, the owner of Sideouts Bar & Eatery and the adjoining bowling alley 3-D Bowl, have argued they're losing business.

"Video gaming is here in Illinois," DeLaurentis said. "It's here to stay. It's not going anywhere. We need it in our town because we need to survive."

When the board last voted on the idea, Village President Charles Amrich cast the deciding vote, killing the ordinance. During Thursday's discussion, most of the trustees said they still felt the same way they did back in August.

The rejected ordinance would have allowed bars, restaurants, truck stops and fraternal and veterans clubs to install up to five video gaming machines. Under state regulations, the state takes a 25 percent cut of the profits, and local governments get 5 percent.

"When it first came up for discussion, one of the big points was, 'Let's wait. Let's not be the person that breaks the ice on this. Let's see how it goes, make sure it's going smoothly.' We've already done that," Trustee Thea Morris said.

Trustee Keith Johns, one of the three trustees who voted against the proposal, said he was still looking into it Thursday evening.

"I do see both sides of it," he said. "There is a positive obviously for the business owners, a small positive for the village. I don't really see that 5 percent really makes a big deal to the village.

"It's more about what's important to our business owners and keeping our business owners making money, and if a lot of other towns are doing it around us, if these guys are losing business, then maybe we need to take a harder look at it."

Trustee Mark Beeson raised concerns about how the machines would be regulated, where they would be placed and whether kids would be able to see them.

Whether the village can add regulations to those already laid out in the state law is one of the questions Village Attorney David McArdle will look into.

The board decided to give themselves until the next meeting to come up with any other questions, so they can have their answers for a vote at their second January meeting.

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