

Legislation Text

File #: 16-0800, Version: 1

Resolution establishing the Lake County Video Gaming Revenue Policy.

- On August 13, 2013, the Lake County Board adopted the Lake County Video Gaming Ordinance, thereby permitting lawful video gaming within unincorporated areas of Lake County.
- On October 21, 2015, the Financial and Administrative Committee, on behalf of the Lake County Board, asked staff to research and prepare a policy that would regulate and standardize the use of video gaming revenue funds.
- Staff presented draft policies to and received direction from the Financial and Administrative Committee on April 27, 2016 and August 3, 2016.
- This policy establishes a framework for: (1) capturing video gaming administrative, legal, and enforcement costs; and (2) evaluating and possibly funding social programs, projects (excluding capital improvements), and/or services that benefit Lake County residents.
- Under this policy, the Community Development Department will administer and manage the awarded monies from the Video Gaming Management Center, consistent with the already-established process used for Community Development Block Grants and Emergency Solutions Grants. The Finance and Administrative Services Department will assist Community Development throughout this process.

RESOLUTION

WHEREAS, the Illinois Video Gaming Act (230 ILCS 40) establishes a 30-percent tax on gross terminal revenue, of which one-sixth is distributed to the governing body where the revenue was generated; and

WHEREAS, on August 13, 2013, the Lake County Board adopted the Lake County Video Gaming Ordinance, thereby permitting lawful video gaming within unincorporated areas of Lake County; and

WHEREAS, the Lake County Boards desires a standardized process for the use of video gaming revenue.

NOW, THEREFORE, BE IT RESOLVED, by this County Board of Lake County, Illinois, that the attached video gaming revenue policy be established.

DATED at Waukegan, Illinois, on this 13th day of September, 2016.