

ORDINANCE NO. 2022-10

AN ORDINANCE AMENDING THE CODE OF ORDINANCES FOR THE VILLAGE OF CHERRY VALLEY, ILLINOIS SECTION 42-56 VIDEO GAMING TERMINALS SUBSECTION (D) LICENSE FEES

WHEREAS, the State of Illinois has enacted the Illinois Video Gaming Act which allows for video gaming terminals in municipalities wherein the municipality licenses the sale of alcoholic beverages in such entities; and,

WHEREAS, Public Act 102-0689 recently amended the amount that a municipality can charge for an annual license fee per terminal; and,

WHEREAS, in order to increase the annual license fee, it is necessary to amend the Village's current ordinances.

NOW THEREFORE, be it ordained by the President and Board of Trustees for the Village of Cherry Valley, Illinois, as follows:

SECTION 1: Section 42-56 Video Gaming Terminals of the Code of Ordinances for the Village of Cherry Valley, shall and hereby is amended, in relevant part, as follows (new language in **bold**, language to be removed show as a ~~strikethrough~~):

Sec. 42-56. – Video Gaming Terminals.

(d) License Fee.

There shall be an annual license fee of ~~Twenty Five Dollars (\$25.00)~~ **Two Hundred and Fifty Dollars (\$250.00)** per terminal payable to the Village. Licenses shall expire on May 1st of each year. License holders must renew their licenses prior to the May 1st expiration date or they shall not be permitted to operate or cause to be operated any Video Gaming Terminal until such time as their license is renewed.

SECTION 2: This Ordinance shall be in full force and effect ten (10) days after its approval, passage and publication in pamphlet form as required by law.

PASSED UPON MOTION BY: NANCY BELT

SECONDED BY: SALLY HOLLEMBEAK

BY ROLL CALL VOTE THIS 22ND DAY OF FEBRUARY, 2022, AS FOLLOWS:

VOTING "AYE": NANCY BELT, JEFF FUSTIN, SALLY HOLLEMBEAK,
MIKE NEVILLE, BRANDI PEARSE


VOTING "NAY": NONE

ABSENT, ABSTAIN, OTHER: NONE

APPROVED FEBRUARY 22, 2022

ATTEST:


KATHY TRIMBLE, VILLAGE CLERK


DAVID SCHROEDER, VILLAGE PRESIDENT