

VILLAGE OF ORLAND PARK

14700 S. Ravinia Avenue Orland Park, IL 60462 www.orlandpark.org

Legislation Details (With Text)

File #: 2020-0162 Version: 1 Name: AN ORDINANCE AMENDING TITLE 7 CHAPTER

18 OF THE ORLAND PARK MUNICIPAL CODE, REGARDING THE AVAILABLE NUMBER OF VIDEO GAMING LICENSES ISSUED BY THE VILLAGE OF ORLAND PARK, COOK AND WILL

COUNTIES, ILLINOIS

Type: ORDINANCE Status: IN BOARD OF TRUSTEES

File created: 2/25/2020 In control: Board of Trustees

On agenda: 3/2/2020 Final action: 3/2/2020

Title: AN ORDINANCE AMENDING TITLE 7 CHAPTER 18 OF THE ORLAND PARK MUNICIPAL CODE,

REGARDING THE AVAILABLE NUMBER OF VIDEO GAMING LICENSES ISSUED BY THE

VILLAGE OF ORLAND PARK, COOK AND WILL COUNTIES, ILLINOIS

Code sections:

Attachments: 1. Floor Plan, 2. Ordinance

Date	Ver.	Action By	Action	Result
3/4/2020	1	Village Clerk	PUBLISHED	
3/2/2020	0	Board of Trustees		
2/25/2020	0	Officials	INTRODUCED TO BOARD	

Title

AN ORDINANCE AMENDING TITLE 7 CHAPTER 18 OF THE ORLAND PARK MUNICIPAL CODE, REGARDING THE AVAILABLE NUMBER OF VIDEO GAMING LICENSES ISSUED BY THE VILLAGE OF ORLAND PARK, COOK AND WILL COUNTIES, ILLINOIS

Body

Be It Ordained by the President and Board of Trustees of the Village of Orland Park, Cook and Will Counties, Illinois, as follows:

SECTION 1

Section 7-18-6 of the Orland Park Municipal Code is hereby amended to read in its entirety as follows:

"No more than one (1) video gaming license shall be issued and in force at any one time for each video gaming establishment and no more than five (5) video gaming terminals may be located, maintained or operated in any one (1) licensed video gaming establishment. No more than twenty-two (22) video gaming licensees shall be issued and in force at one time."

SECTION 2

All Ordinances or parts of Ordinances in conflict with the provisions of this Ordinance are hereby repealed insofar as they conflict herewith.

SECTION 3

File #: 2020-0162, Version: 1				
This Ordinance shall be effective immediately upon its passage and approval in the manner provided by				