

## Dangerous Legislation

Efforts to legalize video gambling machines in Illinois failed for nearly 25 years. Then, in 2009, legislation to legalize these machines was included in a bill to help fund a \$31 billion capital construction program. The bill was introduced and passed in both the Senate and the House in a little over 24 hours. Video gambling machines became operational in Illinois on October 9, 2012.



It is a felony to possess an electronic gambling machine that is not licensed by the State.  
To report illegal gambling machines, call 855-494-0237.

## What Can You Do?

Gambling addiction does not have to threaten your family, friends, or community. Illinois Church Action on Alcohol & Addiction Problems (ILCAAAP) has successfully worked with many communities and individuals across Illinois where video gambling machines have been banned. The law allows communities to retain existing ordinances that ban gambling. Communities can also “opt out” of video gambling or pass a referendum to ban the machines. Contact ILCAAAP for additional information, and help keep video gambling out of your community!



Illinois Church Action on Alcohol and  
Addiction Problems (ILCAAAP)  
1132 W. Jefferson St., Springfield, IL 62702  
866-940-6871 · [www.ilcaaap.org](http://www.ilcaaap.org)

Sources: *Final Report, June 1999, pp. 3-18; Business Profitability v. Social Profitability: Evaluating Industries with Externalities "The Case of Casinos," pp. 143-162; U.S. International Gambling Report Series, 2009; Dr. Bob Breen, Journal of Gambling Studies; Journal of Studies of Alcohol; Ontario Problem Gambling Research Centre*

# VIDEO GAMBLING

# A



# Bet

## Casinos in Our Neighborhoods

Video gambling machines are licensed in retail liquor establishments where alcohol is drawn, poured, mixed or served for consumption on the premises—bars, family restaurants, pizza parlors, banquet halls, airports, bowling alleys, billiard parlors, golf courses, veteran’s and fraternal clubs, etc. Truck stops can operate video gambling machines 24 hours a day, seven days a week non-stop.

*There is no limit to the number of establishments that can apply for a license.* New businesses will apply for a liquor license with the sole intent of becoming video gambling parlors, creating thousands of mini-casinos in our communities.

*Local residents will lose money.* People will gamble at the facility closest to home. Neighbors, friends and relatives could lose their paychecks on machines in local establishments. Residents will have to gamble and lose \$2,000 on the machines for local government to receive \$100 in revenue. Some will become addicted and lose everything—home, job, family...even their lives through suicide.

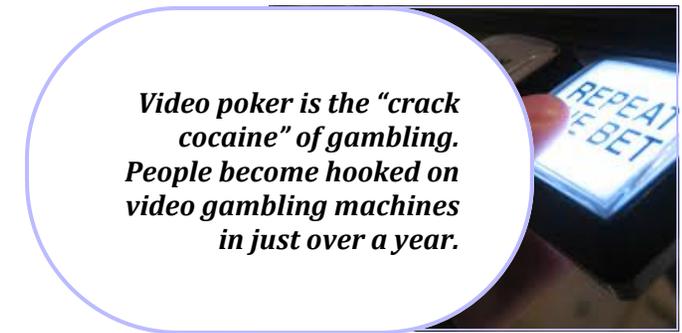


## The Costs of Gambling

- The National Gambling Impact Study Commission received testimony that convenience gambling, such as electronic devices in neighborhood outlets, provides fewer economic benefits and creates potentially greater social costs by making gambling more accessible.
- The average cost to society per pathological gambler per year is \$13,586.
- For every dollar of revenue gambling interests indicate is being contributed in taxes, \$3 is imposed upon taxpayers in social welfare, criminal justice, and regulatory costs.
- Video gambling brought in \$60 million in tax revenue to South Carolina, but seven times that amount—\$424 million—in costs to society. Social problems resulting from gambling include substance abuse, petty theft, lost productivity, and debt.
- Underage gambling is a growing problem that will likely increase if video gambling machines are installed in places frequented by underage youth.

## Sobering Statistics

- Psychologist Robert Hunter of Charter Hospital in Las Vegas has treated more problem gambling than anyone in the world. He calls video poker the “crack cocaine” of gambling, while researchers have found that people become hooked on these machines in just over a year.
- Problem drinkers are 23 times more likely to have a gambling addiction than those who do not have an alcohol problem; thus, legalizing electronic gambling devices at establishments that serve alcohol will result in more pathological gamblers.
- As many as 20% of video poker players in South Carolina met the criteria for probable pathological gambling.
- Up to 60% of the revenue from gambling machines in Ontario is believed to have derived from problem gamblers, and there is almost one new problem gambler for each additional gambling machine in a community.



***Video poker is the “crack cocaine” of gambling. People become hooked on video gambling machines in just over a year.***