A Framework for Gaming in Illinois

Pat Quinn, Governor

How We Got Here

- Months of thorough review
- Meetings with proponents and opponents
- Conclusion: Major flaws in this legislation

Extensive Review Was Needed

- Study of ethics, revenue, economic and regulatory impacts
- Review of gaming laws and impacts of gaming in other states
- Input from proponents and opponents

Meetings Included

- Arlington Park
- Arlington Heights Pres. Arlene Mulder
- Aurora Mayor Tom Weisner
- Balmoral Park
- Better Government Association
- Chicago Federation of Labor
- Chicago Mayor Rahm Emanuel
- Chicagoland Chamber of Commerce
- Delegations from Cities of Chicago, Danville and Rockford
- Des Plaines Mayor Martin Moylan
- East Peoria Mayor Dave Mingus
- East St. Louis Mayor Alvin Parks
- Existing Casino Owners and Licensees
- Fairmount Park
- Faith leaders and Illinois Churches in Action
- Former Governor Jim Edgar

- Hawthorne Race Course
- Illinois Gaming Board
- Illinois Harness Horsemen's Association
- Illinois Racing Board
- Illinois Thoroughbred Horsemen's Association
- Judge Aaron Jaffe
- Joliet Mayor Art Schultz
- Peoria Mayor Jim Ardis
- Rockford Mayor Larry Morrissey
- Maywood Park
- Operating Engineers Local 150
- Representative Lou Lang
- Rock Island Mayor Dennis Pauley
- Senate President John Cullerton
- Senator Terry Link
- Teamsters Joint Council 25
- Unite HERE Local 1

We Must Do This Right

- The proposed bill has long-lasting consequences for our state.
 - -Impacts the culture and character of our communities
 - -Changes our local, national and international image and reputation

Major Flaws in SB 744

- Fails to provide adequate oversight authority to the Illinois Gaming Board
- Does not give the Gaming Board sufficient time to make licensing and regulatory decisions
- Does not give the Gaming Board authority to suspend operations at the Chicago casino in the event of wrongdoing

Major Flaws in SB 744

- Key IT and professional services contracts would not be openly and competitively bid
- Gives the Chicago casino authority to approve vendor and construction contracts without Gaming Board oversight
- Permits issuance of video gaming licenses without adequate time for background checks

Major Flaws in SB 744

- Delays payment of revenues to the state
- Over-saturates casino gambling in the Chicago area and other parts of the state
- Gives excessive tax breaks to wealthy casinos, shortchanging Illinois education and infrastructure
- Enacts tax cuts for every existing casino before new casinos even exist

Framework

- Any expansion of gambling must:
 - Preserve integrity and prevent corruption
 - Provide a smaller and targeted expansion
 - -Guarantee fair revenue sharing

Preserve Integrity and Prevent Corruption

- The Gaming Board must have ultimate oversight authority over all casinos, including Chicago
- Stronger procurement rules and state law enforcement authority should apply to Chicago's publicly-owned casino
- No automatic licenses all video gaming applicants must be fully vetted
- Illinois Gaming Board must have enough time to do its job
- Like other states, Illinois should ban campaign contributions by gaming licensees and casino managers

Smaller and Targeted Expansion

- Cut proposed casino locations from 14 to 5
 - Chicago
 - Southern Cook County
 - Lake County
 - Rockford
 - Danville
- No gaming at O'Hare or Midway
- No casino gambling at the Illinois State Fair
- Video gaming only in communities that expressly approve it

Smaller and Targeted Expansion

- Casino location selection criteria:
 - Benefit areas that need jobs and economic development the most
 - Capture gaming revenues currently going to bordering states
 - Promote overall geographic balance
 - Prevent over-saturation of gaming in any part of the state

Fair Revenue Sharing

- Provide more revenue for statewide education and infrastructure needs
- No excessive tax breaks for lucrative casinos
- Reduce delays in one-time revenue
- Help pay state bills right now
- Maintain appropriate support for horse racing and related businesses