

Electronic Gaming Privilege License Fees Examples from Other Municipalities

Jurisdiction	Privilege License Fee	Population
Aberdeen	\$2,000 per site; \$2,500 per machine	5,627
Clinton	\$25 flat fee	8,845
Rowland	\$300 per machine	1,158
Hendersonville	\$2,600 flat fee	12,997
Kannapolis	\$500 per machine	40,000
Aberdeen (proposed)	\$300 per machine over 3 and \$2,600 flat fee	5,132
Fairmont	\$2,500 per machine	25,000
Laurinburg	\$2,500 per machine and \$2,000 flat fee	15,861
Matthews	\$2,000 per location	26,901
Graham	\$1000 per location	14,865
Franklin	\$2,600 per location	3,800
Wilkesboro	\$2,600 per location	3,159
Roxboro	\$1,000 per location plus \$500 per machine	9,500
Dunn	\$2,600 per location	10,000
Canton	\$2,500 for first 4 machines and \$700 for each machine after	4,029

Since this survey was completed, Weaverville and Woodfin have also adopted privilege license fees for electronic gaming as well. **Annual Revenue**

These are based on jurisdictions that are on a flat rate privilege license system. Between \$2,000 and \$2,600 seems to be the majority.

Recommendation:

\$2,000 per location plus \$500 per machine.