

**MINUTES  
CITY OF DARIEN  
MUNICIPAL SERVICES COMMITTEE  
SPECIAL MEETING  
December 16, 2013**

**PRESENT:** Joseph Marchese - Chairperson, Alderman Tina Beilke, Alderman Joerg Seifert, John Murphy – Attorney (conference call), Dan Gombac – Director

**ABSENT:** None

**ESTABLISH QUORUM**

Chairperson Marchese called the meeting of the Municipal Services Committee to order at 6:04 p.m. at the City Hall – City Council Chambers, Darien, Illinois and declared a quorum present,

**NEW BUSINESS**

**A. Ordinance - Video Gaming Signage - Consideration of an amendment to Section 3-3-25 of the City Code to amend signage related to video gaming.**

Mr. Dan Gombac, Director reported that this is a consideration of an amendment for video gaming as it relates to signage. He reported that in March the City Council adopted an ordinance permitting video gaming and staff has been reviewing signage. He stated that staff has included definitions for temporary, permanent and window signage in the agenda packet. He noted that there is a typo on the agenda page 3 action item two should state “wall” instead of “window” as well as in the Committee recommendation in portion of the agenda packet page 5 permanent signs #2 replace “window” with “wall”.

Mr. Gombac reported that staff is proposing that a) the sign code as it currently stands is enforced for temporary signs as it relates to video gaming meaning no change to the Ordinance or b) signage containing video gaming language or graphics shall not exceed 50% of the permitted sign for temporary signs. He stated that 32 square feet is allowed and the proposed changes referencing “gaming” would limit any verbiage or connotations and would be reduced to 16 square feet.

Alderman Marchese stated that based on Attorney Murphey’s correspondence that content is not an option for consideration.

Attorney Murphey stated that we should not dictate what words can be put on an advertising sign.

Alderman Marchese stated that after years of dealing with signage in Darien that there really has not been any egregious violation with sign code and the businesses in Darien. He questioned why change at this point.

Alderman Beilke stated that the City has never had a gaming tenant. She stated that she preferred to do the temporary signs one by one but that she was comfortable with option #2 promoting gaming but that it is not the main focus of advertising. She stated that the City of Darien owes it to the business to be able to market.

Alderman Seifert agreed that there have not been any issues in the past but video gaming is also new. He stated that he was pleasantly pleased with action item # 2 and reducing the sign 50%.

Chairperson Marchese stated that he is open-minded to what the Committee prefers.

Mr. Gombac reported that there was a video gaming survey included in the packet as well as permanent sign definitions.

Mr. Gombac reported that based on the survey the permanent signage does not appear to be an issue as it relates to gaming.

Mr. Gombac reported that window signage definitions were provided. He stated that this requires more attention. He stated that window signage will be looked at in the future for all applications. He further stated that some of the businesses in town do have window signage. He stated that staff has been relaxed regarding window signage and that staff will be addressing this in the future.

Mr. Gombac stated that staff is proposing that gaming signs in windows shall only be permitted a 20 square foot maximum window sign. Referencing window signs at grocery stores seem to be more of a permanent sign and not temporary per the definitions.

Alderman Marchese stated that this language is going to have to be added to the sign code in the future.

Mr. Gombac stated that staff is not ready for that portion and that it is cleaner under the proposed amendment for gaming.

There was no one in the audience wishing to present public comment.

**Alderman Beilke made a motion, and it was seconded by Alderman Seifert to recommend to the City Council approving an amendment to Section 3-3-25 of the City Code to amend signage related to the video gaming Ordinance.**

**Temporary Signs – Signage containing video gaming language or graphics shall not exceed 16 square feet.**

**Permanent Signs – Signage containing video gaming language or graphics shall not exceed 250 square feet of the permitted sign area for permanent wall and ground signs.**

**Windows Signs – Window signs referencing gaming shall not exceed 20 square feet.**

**Upon voice vote, THE MOTION CARRIED unanimously 3-0.**

**ADJOURNMENT**

With no further business before the Committee, Alderman Seifert made a motion and it was seconded by Alderman Beilke to adjourn. Upon voice vote, **THE MOTION CARRIED** unanimously and the meeting adjourned at 6:37 p.m.

**RESPECTFULLY SUBMITTED:**

---

**Joseph Marchese**  
**Chairman**

---

**Tina Beilke**  
**Alderman**

---

**Joerg Seifert**  
**Alderman**