

Limited Video Lottery

The City of Huntington ordinances regulate Limited Video Lottery and Keno establishments. It is unlawful for anyone to operate a Limited Video Lottery establishment without a business license from the City. You must first verify that the proposed location allows for Limited Video Lottery use. For more information pertaining to Limited Video Lottery please see the City of Huntington Ordinance Section 1341.47 Limited Video Lottery and Keno Establishments. You may also email the City Planner, Bre Shell at shellb@cityofhuntington.com for additional information. You must also obtain a Lottery Retailer/Operator License application, contact the WV Lottery or download the application from www.wvlottery.com.

For more information about Limited Video Lottery requirements contact the WV Lottery:

- Phone: (304) 558-0500
- Website: <http://www.wvlottery.com/videolottery/limitedvideoinfo.aspx>

In general, the permit submittal will adhere to the following review process:

- Contact the City Planner to determine the zoning requirements
 - If the location has previously had Limited Video Lottery, you may be required to petition the Board of Zoning Appeals to continue at that location
 - If the location has not previously had Limited Video Lottery, the location may not allow that use OR you may be required to petition the Board of Zoning Appeals for approval
 - All locations must meet the requirements of Section 1341.47 which details distance requirements to certain uses
- Once the City verifies all zoning requirements have been met, applicant retrieves Lottery Retailer/Operator License application
- City Planner must sign the zoning portion of the application
- Applicant submits application and appropriate fee to the WV Lottery
- Applicant shall apply for a Certificate of Use and Occupancy Permit
- Applicant shall apply and pay for a City of Huntington Business License

Related Ordinances:

Article 1341.47: Limited Video Lottery and Keno Establishments

Article 1359.01: Special Permit Procedures