

**ANNUAL GAMING BUDGET
FOR THE PERIOD July 01, 2024 to June 30, 2025**

Event / Item	Revenue	Expenditure	Net Gain (Loss)	Notes
Interest				
Direct Access Gaming Funding (\$20 x 321 students enrolled 2023)	6,420		6,420	
Raffle Baskets				
Electronic Draw				
Survivor Board				
Subtotal net revenues	6,420	-	6,420	
Expenditures:				
Grade 7 Celebration Activities/ Yearend Contribution		-	-	- Removed prev \$500. Has not been used in last 5 years.
Grade 7 Yearbook Contribution		-	-	
Fine Arts expense (Grade K-7)		-	-	- Remove prev \$350? Already have classroom fund in General.
School Wide ArtStarts Performance/Experiences (eg. Musical or O.P.A.L. (Did not spend \$\$ 2021/22 due to district delays)		2,700	(2,700)	2024-25: 2k for bollywood. Could increase to \$3k?
Flags		6,000	(6,000)	No additional funds requested
Jerseys		-	-	- Can remove for 2024
School Wide Sex Health Education - Saleema Noon		-	-	- Asking staff if need more for 2024 (Prev 2023: \$2,600)
Sport Equipment		2,000	(2,000)	Assuming 3 days in-person classes needed to cover 15 div
				- Moved to General
Subtotal net expenditures			(10,700)	
TOTAL GAMING BUDGET			(4,280)	
Opening July 01, 2024 Gaming			4,765	
Projected Cash on hand June 30, 2025			485	