

**ANNUAL GAMING BUDGET
FOR THE PERIOD July 01, 2021 to June 30, 2022**

Event / Item	Revenue	Expenditure	Net Gain (Loss)	Notes
Interest				
Direct Access Gaming Funding (\$20 x 230 students)	4,440			4,440 Number is based on previous years student count
Fun Night:				
Raffle Baskets				
Electronic Draw				
Survivor Board				
Subtotal net revenues	4,440	-	4,440	
Expenditures:				
Grade 7 Celebration Activities/ Yearend Contribution		750	(750)	Assume 25 Grade 7 students at \$30 each
Grade 7 Yearbook Contribution		-	-	Yearbook done in-house for 2020/21
Fine Arts expense (Grade K-7)		350	(350)	paint, paper, pottery
School Wide ArtStarts Performance (eg. Musical or O.P.A.L.		3,200	(3,200)	Assume two performances
Artist in Residence		3,000	(3,000)	Ongoing costs?
Sports equipment		-	-	
School Wide Sex Health Education - Noon		1,000	(1,000)	Assume every 2nd year (Skipping this year, \$943 prev yr)
Bus Charters / Field Trips		-	-	\$350 per Divisions 1 - 11
Subtotal net expenditures		(8,300)	(8,300)	
TOTAL GAMING BUDGET			(3,860)	
Opening July 01, 2021 Gaming			5,449	estimated cash includes 5.92 share account
Projected Cash on hand June 30, 2022			1,589	