

**ANNUAL GAMING BUDGET
FOR THE PERIOD July 01, 2023 to June 30, 2024**

Event / Item	Revenue	Expenditure	Net Gain (Loss)	Notes
Interest				
Direct Access Gaming Funding (\$20 x 309 students)	6,180		6,180	
Raffle Baskets				
Electronic Draw				
Survivor Board				
Subtotal net revenues	6,180	-	6,180	
Expenditures:				
Grade 7 Celebration Activities/ Yearend Contribution		500	(500)	
Grade 7 Yearbook Contribution		-	-	
Fine Arts expense (Grade K-7)		350	(350)	
School Wide ArtStarts Performance/Experiences (eg. Musical		2,000	(2,000)	
O.P.A.L. (Did not spend \$\$ 2021/22 due to district delays)		6,000	(6,000)	No additional funds requested
Flags		614	(614)	
Jerseys		2,598	(2,598)	
School Wide Sex Health Education - Saleema Noon			-	
Bus Charters / Field Trips / Sport Equipment			-	
Subtotal net expenditures			(12,063)	
TOTAL GAMING BUDGET			(5,883)	
Opening July 01, 2023 Gaming			4,265	
Projected Cash on hand June 30, 2024			(1,618)	

OPAL Costs
tender/planning/architecting per phase
Items (shaped rocks, benches, treated logs)

2400

\$3500 grant for pollinator garden