



Expense Report

Dan Keene, Vice President, Gaming
January 1 to March 31, 2024

Travel

Travel related expenses in support of AGLC activities with stakeholders; overseeing organizational activities; participation in conferences; and professional development.
* Includes transportation such as rental vehicle, taxi, fuel, parking, etc.

Travel date(s)	Business Purpose, Location	Airfare	Mileage	Accommodation	Meals	Other*	Incidentals	Total
05-Oct-23 13-Oct-23	G2E Las Vegas, NV	\$ -	\$ 795.96	\$ 217.17	\$ 498.69	\$ -	\$ 117.20	\$ 1,629.02
06-Nov-23 07-Nov-23	Alberta Hotel & Lodging Conference Banff, AB	-	-	-	41.50	-	7.35	48.85
29-Nov-23 29-Nov-23	Gaming Stakeholder Event and AGLC Staff Function Calgary, AB	-	-	-	29.95	-	-	29.95
30-Nov-23 30-Nov-23	Board Meeting and Meeting with Gaming Stakeholder Calgary, AB	-	-	-	28.04	9.00	7.35	44.39
15-Feb-24 15-Feb-24	Edmonton Chambers of Commerce Event Edmonton, AB	-	-	-	-	11.43	-	11.43
28-Feb-24 28-Feb-24	Gaming Stakeholder Visit Edmonton, AB	-	16.50	-	-	-	-	16.50
12-Mar-24 13-Mar-24	Gaming Stakeholder Meetings Calgary, AB Medicine Hat, AB	-	-	137.89	80.00	-	7.35	225.24
19-Mar-24 19-Mar-24	Gaming Stakeholder Meeting Edmonton, AB	-	20.90	-	-	-	-	20.90
		\$ -	\$ 833.36	\$ 355.06	\$ 678.18	\$ 20.43	\$ 139.25	\$ 2,026.28

Hospitality and working sessions

Hospitality expenses are primarily social in nature or occur for networking purposes.

A working session is an expense incurred while in the course of conducting AGLC business.

Hospitality and working session expenses are disclosed by the most senior discloser in attendance and list any other disclosers, as well as the number of AGLC staff and guests.

Date	Business Purpose (Attendees)	Amount
10-Jan-24	Gaming Division Meeting (271 AGLC)	\$ 1,538.42
12-Jan-24	Working Session (2 AGLC)	90.45
13-Mar-24	Working Session (6 Guests)	190.62
		\$ 1,819.49
	Cumulative total for reported expenses from January 1 to March 31, 2024	\$ 3,845.77

Notes:

- Expenses are disclosed in the period they are processed.
- The amounts above include GST (if applicable).