

Exceptions Log SA

<u>TerminalNum</u>	<u>Location</u>	<u>Transaction Description</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	<u>Notes</u>
1024	STANDALONE	Log In	402	8/10/06	14:18.38	Start Application
1024	STANDALONE	Log In Game Manager	402	8/10/06	14:19.08	Game Manager
1024	STANDALONE	Enable Wagering	402	8/10/06	14:19.11	Wagering Enabled
1024	STANDALONE	Log Out	402	8/10/06	14:38.34	
1024	STANDALONE	Log In	402	8/10/06	14:38.38	Start Application
1024	STANDALONE	Log In Game Manager	402	8/10/06	14:38.52	Game Manager
1024	STANDALONE	Enable Wagering	402	8/10/06	14:38.55	Wagering Enabled
1024	STANDALONE	Log In	402	8/10/06	14:57.33	Start Application
1024	STANDALONE	Log In Game Manager	402	8/10/06	14:57.52	Game Manager
1024	STANDALONE	Enable Wagering	402	8/10/06	14:57.53	Wagering Enabled
1024	STANDALONE	Log In Game Manager	346	8/10/06	15:34.43	Game Manager
1024	STANDALONE	Log In	402	8/10/06	16:00.22	Start Application
1024	STANDALONE	Log In Game Manager	346	8/10/06	16:00.55	Game Manager
1024	STANDALONE	Log In Game Manager	402	8/10/06	17:10.30	Game Manager
1024	STANDALONE	Log In Authorize Big Win	402	8/10/06	17:10.35	Authorize Big Win
1024	STANDALONE	Log In Authorize Big Win	402	8/10/06	17:10.47	Authorize Big Win
1024	STANDALONE	Gaming Manager Authorization	402	8/10/06	17:10.48	
1024	STANDALONE	Enable Wagering	402	8/10/06	17:10.54	Wagering Enabled
1024	STANDALONE	Log In Game Manager	402	8/10/06	18:20.03	Game Manager
1024	STANDALONE	Log In Authorize Big Win	402	8/10/06	18:20.08	Authorize Big Win
1024	STANDALONE	Log In Authorize Big Win	402	8/10/06	18:20.20	Authorize Big Win
1024	STANDALONE	Log In Authorize Big Win	402	8/10/06	18:20.27	Authorize Big Win
1024	STANDALONE	Gaming Manager Authorization	402	8/10/06	18:20.29	
1024	STANDALONE	Enable Wagering	402	8/10/06	18:20.45	Wagering Enabled
1024	STANDALONE	Log Out	402	8/11/06	0:55.52	
1024	STANDALONE	Log In	402	8/11/06	13:56.02	Start Application
1024	STANDALONE	Log In Game Manager	402	8/11/06	13:56.18	Game Manager
1024	STANDALONE	Wagering Disabled	402	8/11/06	13:56.23	Wagering Disabled