<u>erminalNum</u>	Location	Transaction Description	<u>logidDate</u>		<u>Time</u>	<u>Notes</u>
1024	STANDALONE	Log In	402	1/8/08	13:42.14	Start Application
1024	STANDALONE	Log In Game Manager	402	1/8/08	13:43.47	Game Manager
1024	STANDALONE	Enable Wagering	402	1/8/08	13:43.48	Wagering Enabled
1024	STANDALONE	Log In Game Manager	402	1/8/08	18:09.59	Game Manager
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	18:10.04	Authorize Big Win
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	18:10.10	Authorize Big Win
1024	STANDALONE	Gaming Manager Authorization	402	1/8/08	18:10.13	
1024	STANDALONE	Log In Game Manager	402	1/8/08	18:35.05	Game Manager
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	18:35.10	Authorize Big Win
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	18:35.19	Authorize Big Win
1024	STANDALONE	Gaming Manager Authorization	402	1/8/08	18:35.28	
1024	STANDALONE	Log In Game Manager	402	1/8/08	20:38.40	Game Manager
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	20:38.45	Authorize Big Win
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	20:38.54	Authorize Big Win
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	20:39.01	Authorize Big Win
1024	STANDALONE	Log In Game Manager	402	1/8/08	20:39.20	Game Manager
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	20:39.26	Authorize Big Win
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	20:39.31	Authorize Big Win
1024	STANDALONE	Gaming Manager Authorization	402	1/8/08	20:39.33	
1024	STANDALONE	Log In Game Manager	402	1/8/08	21:17.17	Game Manager
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	21:17.24	Authorize Big Win
1024	STANDALONE	Log In Authorize Big Win	402	1/8/08	21:17.34	Authorize Big Win
1024	STANDALONE	Gaming Manager Authorization	402	1/8/08	21:17.37	
1024	STANDALONE	Log In Game Manager	402	1/8/08	23:26.53	Game Manager
1024	STANDALONE	Wagering Disabled	402	1/8/08	23:26.54	Wagering Disabled
1024	STANDALONE	Log In Game Manager	402	1/8/08	23:41.55	Game Manager
1024	STANDALONE	Wagering Disabled	402	1/8/08	23:42.00	Wagering Disabled