

Exceptions Log EK

<u>Terminal & Ticket Info</u>	<u>Location</u>	<u>Transaction Description</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	<u>Notes</u>
1027	GATEWAY LA	Log In	358	7/16/06	8:37.44	Start Application
1027	GATEWAY LA	Log In Game Manager	353	7/16/06	8:38.00	Game Manager
1027	GATEWAY LA	Enable Wagering	358	7/16/06	8:38.02	Wagering Enabled
1044	CLANCY	Log in attempt failed	386	7/16/06	8:57.18	Start Application IP Address = 192.168.31.100
1044	CLANCY	Log In	386	7/16/06	8:57.22	Start Application
1026	GATEWAY LA	Log In	353	7/16/06	9:19.43	Start Application
1042	GATEWAY LA	Log In	346	7/16/06	10:17.33	Start Application
1042	GATEWAY LA	Log In Game Manager	346	7/16/06	10:17.59	Game Manager
1042	GATEWAY LA	Log Out	346	7/16/06	10:20.07	
1026	1,533,127 GATEWAY LA	Last Ball Bonus	353	7/16/06	12:37.31	Last Ball Bonus = 5 1026 1533127
1026	1,533,218 GATEWAY LA	Last Ball Bonus	353	7/16/06	13:10.44	Last Ball Bonus = 13 1026 1533218
1026	1,533,387 GATEWAY LA	Last Ball Bonus	353	7/16/06	14:47.33	Last Ball Bonus = 1 1026 1533387
1042	GATEWAY LA	Log In	352	7/16/06	15:07.32	Start Application
1042	GATEWAY LA	Log In Game Manager	353	7/16/06	16:12.19	Game Manager
1026	GATEWAY LA	Log In Game Manager	353	7/16/06	16:54.28	Game Manager
1026	GATEWAY LA	Log In Authorize Big Win	353	7/16/06	16:54.33	Authorize Big Win
1026	1,533,517 GATEWAY LA	Gaming Manager Authorization	353	7/16/06	16:54.38	
1026	1,533,517 GATEWAY LA	Last Ball Bonus	353	7/16/06	16:54.41	Last Ball Bonus = 305 1026 1533517
1026	1,533,607 GATEWAY LA	Last Ball Bonus	353	7/16/06	18:24.25	Last Ball Bonus = 5 1026 1533607
1026	1,533,642 GATEWAY LA	Last Ball Bonus	353	7/16/06	19:12.21	Last Ball Bonus = 1 1026 1533642
1044	CLANCY	Log Out	386	7/16/06	19:45.46	
1044	CLANCY	Log In	376	7/16/06	19:57.54	Start Application
1044	CLANCY	Log Out	376	7/17/06	0:02.05	
1042	GATEWAY LA	Log Out	352	7/17/06	0:46.43	
1026	GATEWAY LA	Log Out	353	7/17/06	0:51.32	
1027	GATEWAY LA	Log In Game Manager	353	7/17/06	0:51.48	Game Manager
1027	GATEWAY LA	Wagering Disabled	358	7/17/06	0:52.23	Wagering Disabled