

Exceptions Log**HU**

<u>I & Ticket Info</u>	<u>Location</u>	<u>Transaction Des</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	<u>Notes</u>
1024	HUDDLE	Log In	399	11/23/08	11:26.55	Start Application
1024	HUDDLE	Log In Game Manager	399	11/23/08	11:27.10	Game Manager
1024	HUDDLE	Enable Wagering	399	11/23/08	11:27.11	Wagering Enabled
1026	HUDDLE	Log In	402	11/23/08	11:30.14	Start Application
1028	MOOSE	Log In	413	11/23/08	12:58.41	Start Application
1024	HUDDLE	Log Out	399	11/23/08	15:01.50	
1024	HUDDLE	Log In	399	11/23/08	15:04.48	Start Application
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.19	Ball Position = 1 Ball Number = 42
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.22	Ball Position = 2 Ball Number = 1
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.25	Ball Position = 3 Ball Number = 17
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.28	Ball Position = 4 Ball Number = 21
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.31	Ball Position = 5 Ball Number = 24
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.33	Ball Position = 6 Ball Number = 2
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.36	Ball Position = 7 Ball Number = 13
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.39	Ball Position = 8 Ball Number = 60
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.42	Ball Position = 9 Ball Number = 76
1024	HUDDLE	No Read for Automated B	399	11/23/08	15:06.45	Ball Position = 10 Ball Number = 59
1024	HUDDLE	Log In Verify Game	399	11/23/08	15:06.54	Game Verification
1028	MOOSE	Log Out	413	11/23/08	20:56.15	
1024	HUDDLE	Log Out	399	11/24/08	6:51.33	
1024	HUDDLE	Log in attempt failed	399	11/24/08	6:51.43	Start Application IP Address = 192.168.60.1
1024	HUDDLE	Log In	399	11/24/08	6:51.46	Start Application
1024	HUDDLE	Log In Game Manager	399	11/24/08	6:52.03	Game Manager
1024	HUDDLE	Enable Wagering	399	11/24/08	6:52.05	Wagering Enabled
1024	HUDDLE	Log In Game Manager	399	11/24/08	6:52.43	Game Manager
1024	HUDDLE	Wagering Disabled	399	11/24/08	6:53.44	Wagering Disabled