	1 & Ticket Info Location	<u>Transaction Des</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	Notes
1024	STANDALONE	Log in attempt failed	745	9/7/23	11:03.24	Start Application IP Address = 192.168.81.1
1024	STANDALONE	Log in attempt failed	448	9/7/23	11:03.48	Start Application IP Address = 192.168.81.1
1024	STANDALONE	Log in attempt failed	448	9/7/23	11:03.57	Start Application IP Address = 192.168.81.1
1024	STANDALONE	Log in attempt failed	0	9/7/23	11:04.04	Start Application IP Address = 192.168.81.1
1024	STANDALONE	Log in attempt failed	448	9/7/23	11:05.07	Start Application IP Address = 192.168.81.1
1024	STANDALONE	Log in attempt failed	448	9/7/23	11:05.20	Start Application IP Address = 192.168.81.1
1024	STANDALONE	Log in attempt failed	448	9/7/23	11:05.26	Start Application IP Address = 192.168.81.1
1024	STANDALONE	Log in attempt failed	448	9/7/23	11:05.35	Start Application IP Address = 192.168.81.1
1024	STANDALONE	Log in attempt failed	448	9/7/23	11:05.45	Start Application IP Address = 192.168.81.1
1024	STANDALONE	Log In	448	9/7/23	11:07.07	Start Application
1024	STANDALONE	Log In Game Manager	448	9/7/23	11:08.00	Game Manager
1024	STANDALONE	Enable Wagering	448	9/7/23	11:08.02	Wagering Enabled
1024	STANDALONE	Log Out	448	9/7/23	11:40.11	
1024	STANDALONE	Log In	448	9/7/23	11:40.27	Start Application
1024	STANDALONE	Log Out	448	9/7/23	15:55.05	
1024	STANDALONE	Log In	442	9/7/23	15:55.12	Start Application
1024	STANDALONE	Log In Game Manager	442	9/7/23	19:22.00	Game Manager
1024	STANDALONE	Log In Authorize Big Wi	442	9/7/23	19:22.06	Authorize Big Win
1024	117,910 STANDALONE	Gaming Manager Authoriz	442	9/7/23	19:22.11	
1024	STANDALONE	Log Out	442	9/7/23	22:13.36	
1024	STANDALONE	Log In	437	9/7/23	22:13.43	Start Application
1024	STANDALONE	Log in attempt failed	437	9/7/23	22:58.39	Game Manager IP Address = 192.168.81.150
1024	STANDALONE	Log In Game Manager	437	9/7/23	22:58.42	Game Manager
1024	STANDALONE	Wagering Disabled	437	9/7/23	22:58.43	Wagering Disabled
1024	STANDALONE	Wagering Disabled	437	9/7/23	22:59.50	Wagering Disabled