

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	399	5/29/05	23:12.44	Start Application
1024	STANDALONE	Log Out	399	5/29/05	23:13.02	
1024	STANDALONE	Log In	399	5/31/05	9:44.11	Start Application
1024	STANDALONE	Log In Game Manager	399	5/31/05	11:11.24	Game Manager
1024	STANDALONE	Enable Wagering	399	5/31/05	11:11.26	Wagering Enabled
1024	STANDALONE	Log In	399	5/31/05	15:51.36	Start Application
1024	STANDALONE	Log In Game Manager	399	5/31/05	15:51.49	Game Manager
1024	STANDALONE	Enable Wagering	399	5/31/05	15:51.50	Wagering Enabled
1024	STANDALONE	Log In	399	5/31/05	16:06.00	Start Application
1024	STANDALONE	Log In Game Manager	399	5/31/05	16:06.11	Game Manager
1024	STANDALONE	Enable Wagering	399	5/31/05	16:06.11	Wagering Enabled
1024	STANDALONE	Log In	399	5/31/05	16:21.56	Start Application
1024	STANDALONE	Log In Game Manager	399	5/31/05	16:22.16	Game Manager
1024	STANDALONE	Enable Wagering	399	5/31/05	16:22.17	Wagering Enabled
1024	STANDALONE	Log In	399	5/31/05	16:36.49	Start Application
1024	STANDALONE	Log In Game Manager	399	5/31/05	16:37.01	Game Manager
1024	STANDALONE	Enable Wagering	399	5/31/05	16:37.02	Wagering Enabled
1024	STANDALONE	Log In Game Manager	399	5/31/05	16:37.46	Game Manager
1024	STANDALONE	Enable Wagering	399	5/31/05	16:37.47	Wagering Enabled
1024	STANDALONE	Log In	399	5/31/05	16:51.46	Start Application
1024	STANDALONE	Log In Game Manager	399	5/31/05	16:52.14	Game Manager
1024	STANDALONE	Enable Wagering	399	5/31/05	16:52.15	Wagering Enabled
1024	STANDALONE	Log Out	399	5/31/05	17:09.31	
1024	STANDALONE	Log In	399	5/31/05	17:12.08	Start Application
1024	STANDALONE	Log In Game Manager	399	5/31/05	17:12.30	Game Manager
1024	STANDALONE	Enable Wagering	399	5/31/05	17:12.48	Wagering Enabled
1024	STANDALONE	Log In Game Manager	399	5/31/05	17:12.48	Game Manager
1024	STANDALONE	Log In Game Manager	399	6/1/05	0:50.27	Game Manager
1024	STANDALONE	Wagering Disabled	399	6/1/05	0:50.33	Wagering Disabled