<b>Terminal &amp; Ticket In</b>	fo Location	<b>Transaction Description</b>	<u>logid</u>	<b>Date</b>	<u>Time</u>	<u>Notes</u>
1024	STANDALONE	Log Out	432	9/15/17	12:16.24	
1024	STANDALONE	Log In	432	9/15/17	12:37.23	Start Application
1024	STANDALONE	Log In Game Manager	432	9/15/17	12:37.32	Game Manager
1024	STANDALONE	Enable Wagering	432	9/15/17	12:37.33	Wagering Enabled
1024	STANDALONE	Log In	432	9/15/17	13:39.00	Start Application
1024	STANDALONE	Log In Game Manager				Game Manager
1024	STANDALONE	Enable Wagering	432	9/15/17	13:39.28	Wagering Enabled
1024	STANDALONE	Log In Game Manager	432	9/15/17	13:43.14	Game Manager
1024	STANDALONE	Log In Game Manager	346	9/15/17	14:01.20	Game Manager
1024	STANDALONE	Log In Game Manager	432	9/15/17	14:54.45	Game Manager
1024	STANDALONE	Log Out			16:55.54	
1024	STANDALONE	Log In	435	9/15/17	16:56.00	Start Application
1024	STANDALONE	Log In Game Manager			16:56.09	Game Manager
1024	STANDALONE	Enable Wagering	435	9/15/17	16:56.10	Wagering Enabled
1024	STANDALONE	Log In Game Manager				Game Manager
1024	STANDALONE	Log In Authorize Big Win			22:56.29	Authorize Big Win
1024	STANDALONE	Log Out			22:57.00	
1024	STANDALONE	Log In			22:57.12	Start Application
1024	STANDALONE	Log In Game Manager				Game Manager
1024	STANDALONE	Log In Authorize Big Win			22:57.55	Authorize Big Win
	140 STANDALONE	Gaming Manager Authorization			22:58.05	
1024	STANDALONE	Log In Game Manager			23:00.33	Game Manager
1024	STANDALONE	Log In				Start Application
1024	STANDALONE	Log In Game Manager			23:01.44	Game Manager
1024	STANDALONE	Log In Game Manager		9/16/17		Game Manager
1024	STANDALONE	Wagering Disabled			1:33.13	Wagering Disabled
1024	STANDALONE	Log Out	435	9/16/17	1:33.50	
1024	STANDALONE	Log In	435	9/16/17	10:57.14	Start Application
1024	STANDALONE	Log In Game Manager				Game Manager
1024	STANDALONE	Log in attempt failed	346	9/16/17	11:48.41	Game Manager IP Address = 192.168.46.150
1024	STANDALONE	Log In Game Manager				Game Manager
1024	STANDALONE	Wagering Disabled	435	9/16/17	11:49.36	Wagering Disabled