

Ticket Reporting

Go to the ticket side of the Tabwizard (floating star)

Touch Report

Touch **Transaction Journal**

Enter a password (if applies) then ok

You now see the transaction journal from the last date and time of a Z report to the current date

This report gives you every transaction to the second on the ticket side of the Tabwizard

If you would like to see previous days touch Previous Log at the bottom left corner

You can print the report but remember to have plenty of paper in your printer before you

touch Print; these reports are usually lengthy reports

Once you are finished hit Exit

Daily Reporting

Touch Report

Daily Reports

Big Plays

Enter a password (if applies) then ok

You now see the Big Plays for the current day

This report gives you the daily transactions of \$25 or more in sales and payouts for the current day

You can print this report daily but remember that this report is not kept in a date range file, once we Z out this report zero's out for the new day

Once you are finished touch Exit

Touch Report

Daily Reports

X Report

Enter a password (if applies) then ok

You now see the X report for the current day

This report shows you the total amount of sales, payouts, merchandise sales (if any) and the net (sales minus payouts) for the current day

If you look at each game you will see the Key # or (bin#), the game name, ticket cost, and serial number

You may notice in the key # column a letter (p) beside the number, this is notating that the game has been pulled out of play

Another serial number could be in play in that same key # or (bin #) and it will not have a (p) beside the bin number

This report also shows you how many times NO SALE was pressed and how many transactions were VOIDED and for what dollar amount

You can print this report as many times as you need to in a day

Once you are finished touch exit

Daily Reporting continued

Touch Report

Daily Report

Shift Report

Enter a password (if applies) then ok

You now see the daily shift report

This report will give you the date and time of the last Z report to the current date and the breakdown of money per shift by total sales taken IN, total PAID OUT, and merchandise payouts (if any) and the net dollar amount (sales minus payouts)

This also shows you the void of sales, payouts and exchanges and how many times NO SALE was pressed during the shift

Once you are finished touch exit

Touch Report

Daily Reports

Clerk Reports

This report shows you all of the clerks who have made transactions during the current day

It gives you the total sales IN, the total payouts OUT, merchandise (if any), the net (sales minus payouts) and how many times NO SALE was pressed per clerk

Once you are finished touch exit

Touch Report

Daily Reports

Z Reports

Enter a password (if applies) then ok

This report has the same information as the X report

Once you have audited and made corrections with your X report you are ready to Z (zero out) the day

To Z out the previous days numbers you have to touch Accept, Tabwizard will ask if you are sure you want to Z out, if you are touch yes

The Z report will now print automatically and you should be back to the main screen with the floating star

If you check you daily reports they should now all report zero's

Touch Games

Weigh All Games

This feature allows managers to audit ticket sales rang in thru Tabwizard vs tickets physically taken out of the bin

First you need to weigh the bin of remaining tickets on your scale

Touch your bin on the Weigh All Games screen highlighting it green then touch edit

Enter the weight from your scale which is the ending weight then OK or NEXT to weigh the other bins if you are auditing multiple bins, when finished entering all the bin weights touch OK

This will show you tickets left in the bin and the over and short column
The over short column is the difference between what was rang in as sales on the
Tabwizard and what came out of the bin

* REMEMBER this is a quick way for management to audit a shift or a day, if you are
not sure of the numbers on the Weigh All Games report, physically count your bin to see
how accurate it is

Once you have all your weights recorded you can print this report then Clear All to start
fresh the next day or shift

Game Reports

Touch Report
Game Reports

Game Status

Enter a password (if applies) then ok

The Game Status Report shows you where you are at in any of the games you have in
play

This report shows your total sales (IN), your total payouts (OUT), merchandise payouts
(if any) the Game Cost, true net profit, and the date the game was put in play

The Game Status Report updates the sales, payouts, and any adjustments made to this
game while it is in play, so if you would Z out and need to adjust a sale or payout when
you go to Adjust Games in play, the adjustment will automatically show up on the Game
Status Report

If you are tracking top tiers, you will see games that become highlighted purple or red
Purple highlighting is when the has the top two tiers paid out

When a game is highlighted red this indicates that your top two tiers have been paid out
and you have made more than your ideal payout (this is a rare occasion)

Games on hold is a Washington state feature which allows players to hold games for a
defined length of time

Once you are finished with this report touch exit

Touch Report
Game Reports

Game History

Enter a password (if applies) then ok

Enter a serial number

This report will show you every transaction by the date and time under that specific serial
number, which clerk made the transaction, for what amount, and the type of transaction,
IN, OUT, or EXCHANGE

Once your finished just touch exit

Touch Reports
Game Reports

Game Search

Enter a serial number

This report will give you game information, the status of the game in the Tabwizard, in

inventory, in play, or pulled on what date

If you have the same serial number but different form numbers you are able to choose which game you want to look at by the form numbers, once your finished touch exit

Game Reports continued

Touch Reports

Game Reports

Closed Games Report

Enter a password (if applies) then ok

Enter a start date by month, day and year touch ok

Enter an ending date by month, day and year touch ok

This report will give you information on pulled games on the date range you put in

It will give the game name, serial number, Ideal Sales, Actual Sales, the ticket difference is the difference between the ending weight number of tickets and the actual sales

example: 1504 tickets sold according to pulled game weight, 1500 actual sales = 4 tickets short on closed game report

Once your finished touch exit

Games on Hold is a Washington state feature we will not use

Touch reports

Game Reports

Games on Hand

Enter a date range, month, day, and year, touch ok

This report will show you all of the games you had on hand on that date, and if they were in play or on hand, it also shows you the total number in inventory and in play at the bottom of the report

When your finished touch exit

Profit Reports

Touch Reports

Profit Reports

Monthly Profit and Loss

Enter password (if applies) then ok

Enter a month and year range you want to see

This report is generated from pulled game data only

It gives you pull tab sales (receipts) and payout totals for the month, quarter and year then breaks down those numbers to give you your net figures by subtracting game cost and license fees

Once a game is played out completely we pull the game (saying we sold every ticket) usually, but if you pull games early you should be using a scale to calculate weight of unsold tickets left in the game

If we have not actually rang in every sale we will be short at the bottom of this report

Example; ending weight put in to say we sold all tickets of a 1540 count deal of tickets; we had actual sales of 1500 tickets @ \$1.00 per ticket so the monthly profit loss report will show a shortage of \$40.00

The year ending date is on the main screen option under License Information; Expiration date (needs to be kept up to date yearly) and you can also put in the cost of your license to be deducted for your net profit

This report will break down different types of games like punchboards, spindles, or machine pull tab totals

The monthly profit and loss report will also give you the **Game Cost** of pulled games monthly, quarterly and **yearly**

You can touch exit when finished with this report

Touch Report

Profit Reports

Daily Cash Receipts

Enter password (if applies) then ok

Select a month and year you want to view

This report will show you the date, the time, sales totals, payout totals, merchandise payouts (if any), and net profit for that day

It also totals those amounts at the bottom of the report

Once finished touch exit

Profit Reports continued

Touch Report

Profit Reports

Profit Analysis

Enter password (if applies) then ok

Enter a start date; month, day and year touch ok

Enter an ending date touch ok

You now have the option to select six different profit reports

Remember these numbers are from pulled game data in the date range you selected

Select **Sort by Dispenser #**

This report will show how each dispenser is doing

It will show gross sales, payouts, net, payout percentage, profit percentage, and how many games were pulled during that date range you entered

When you want to return to a different profit analysis type report touch exit

Sort by Form #, Sort by Ticket Cost, Sort by Top Tier Prizes and Sort by game

Type/Payout are going to have the same format as sorting by dispenser #

When you select **Specify by Form #**, you can see the profit analysis for that individual Form # during the date range you selected

Once your finished touch exit

Touch Reports

Touch Profit Reports

Clerk Report

Enter password (if applies) then ok

Enter a start date; month, day and year, touch ok

Enter an ending date, touch, ok

This report will show every Z report date and time, which clerks logged in on those days and made transactions, sales (in), payouts, merchandise payouts (if any) and the amount of those transactions along with the total net, sales minus payouts

Once your finished touch exit

State Reports

Touch Reports

State Reports

Attorney General

Enter password (if applies) then ok

Enter a start date; month, day and year then ok

Enter an ending date, then ok

1 Some versions have just a month and year selection

This report tracks the pulled games by serial number, distributor name, and invoice number and shows the gross profit from games minus over or short column

The Attorney General Report is formatted for the State of Ohio

Touch reports

State Reports

Purchase Log

Enter month and year then, ok

This report shows the form number, game name, serial number, distributor, invoice number, invoice date, and the date the game was in play

Touch exit when finished

Special Reports

Touch Reports

Touch Special Reports

Expense Setup

This option is to designate expenses to deduct from your income Disposition Report; the feature currently does not allow us to input a dollar figure

Touch Reports

Special Reports

Disposition Setup

This feature allows you to designate your local charity after the 150,000 split and the percentage allotted to them

Touch exit when finished

Touch Reports

Special Reports

Income Disposition Reports

Enter a start date; month, day and year then ok

Enter an ending date, then ok

You will see a screen that says no expenses have been defined, touch exit

This report will show you the net income from pulled games; this is the sales, minus payouts, minus any shortages, minus game cost for the date range entered once finished print if you need to and then touch exit

* All of the figures that give you the income disposition total are in the monthly profit and loss report. That report breaks down sales, payouts, shortages and game cost.