

The following information is to appear on both sides of the M.E.A.L. card.

Name of Racetrack:

GAMING MACHINE ACCESS LOG

Completed each time slot machine is accessed. (Only time no entry required is for first entry of the drop team.)

Serial #: _____

Asset/Machine: _____

Location: _____

REASON CODES FOR ACCESS

- | | | | | |
|----------------------|----------------------|-----------------------|--------------------------|----------------------|
| 1. Coin in chute | 6. Overpays | 11. Hopper jam | 16. Tilt & code | 21. Other (describe) |
| 2. Coin stuck | 7. Short pays | 12. Runaway | 17. Handle problem | |
| 3. Coin-in reverse | 8. Doesn't pay | 13. Reels not indexed | 18. Program metr problem | |
| 4. Won't accept coin | 9. Coin out time out | 14. Meter reads | 19. Reset problem | |
| 5. Steals coin | 10. Replace acceptor | 15. Pit | 20. Replace lights | |

Licensee may customize above code listings to fit their venues.

DATE	TIME	SIGNATURE	NMGCB Work Permit or Key Person #	REASON CODE FOR ACCESS	DESCRIPTION (IF OTHER)