



HOW TO USE THE RECONCILIATION REPORT WITH SCRATCH TICKETS

BACK OF SCRATCH TICKET



THIS PORTION ENLARGED BELOW



THE NUMBERS SHOWN HERE ARE FOUND ON THE BACK OF SCRATCH TICKETS AND WILL BE USED FOR THE RECONCILIATION REPORT

GAME # REPRESENTS WHAT GAME IT IS. EXAMPLE: IF IT WERE GAME # 001, THE CORRESPONDING GAME WOULD BE LUCKY SEVENS.

PACK # REPRESENTS THE FULL PACK SENT TO YOU. THIS NUMBER WILL BE THE SAME FOR THIS ENTIRE GAME PACK.

TICKET # REPRESENTS A COUNTABLE TICKET FOR EACH PACK. THIS NUMBER CAN ALSO BE SEEN ON THE FRONT OF EVERY TICKET. USE THIS NUMBER TO KEEP TRACK OF DAILY SALES ON THE RECONCILIATION REPORT. EXAMPLE: TICKET NUMBER 005 IS THE 6TH TICKET IN THE PACK. THAT MEANS YOU SOLD TICKETS 000, 001, 002, 003, & 004. A TOTAL OF 5 TICKETS.



EXTREMA DAILY SALES ACTIVITY REPORT SAMPLE

FRI FEB 17 06 15:10:08	
NOT A TICKET	
DAILY SALES ACTIVITY	
Feb 17 2006	
RETAILER 555555	
ON-LINE	
118 PBALL	713.00
18 PICK3	23.00
136 SALES	736.00
CANCELS	
8 CASHES	109.00 c
PROMO	0.00
COUPON	0.00
ON-LINE TOTAL	627.00
INSTANT	
3 PACKS SETTLED	900.00
RETURNS	0.00
73 CASHES	171.00 c
INSTANT TOTAL	729.00
TOTAL AMOUNT	1356.00
NOT FOR SALE	

PUT THIS AMOUNT IN **BOX 2** OF RECONCILIATION REPORT

PUT THIS AMOUNT IN **BOX 3** OF RECONCILIATION REPORT

PUT THIS AMOUNT IN **BOX 4** OF RECONCILIATION REPORT

