

GAMING MACHINE ANALYSIS

Corporate Society Name:				Venue Name:				
Game Name:			Machine Serial Number:			Game Denomination (1c, 2c, 5c, 10c, 20c etc):		
Banknote Acceptor Installed (Y / N):						Meter Increment Unit (usually \$-):		
Jackpot Connected (Y / N):			If (Y), Jackpot Name:			JIN:		Tokenised Coin Value (usually \$2):
Person Completing Form:				Date: From / / to / /		Meter Data From (circle which applies): EMS Website Reports / EMA / Reading Meters		

	1	2	3	5	6	D	10	11	12	13	16
SOFT METERS (electronic-QCOM)	Turnover	Wins	Cancel credits	Cents in	Cents out (NB excludes cc's)	Download jackpot wins (where applicable)	Hopper refills	Coins in	Coins out	Cashbox	Note acceptor cents in
end of period											
start of period											
HARD METERS Electro- mechanical	Turnover	Total wins	Cancelled credits	Money/cash in	Money/cash out			Coins in	Coins out	Cashbox	
end of period											
start of period											
METER INCREASE (closing readings minus opening readings using gross meter values, if using EMA or manual meter reads)											
SOFT METERS											
HARD METERS											

HOPPER COUNT - If number of coins is recorded, show \$ amount		CALCULATED HOPPER MOVEMENT ¹ - Total (F) should be the same as or close to total (C)		METER RECONCILIATION ¹ (G) minus (H) should be zero		CASH RECONCILIATION ¹ - (I) minus (J) should be zero	
End of period count	(A)	Hopper refills (col 10) + coins in (col 11)	(D)	Wins (col 2) + cents in ³ (col 5)	(G)	Total cash physically cleared (notes and coin) ⁴	(I)
Start of period count	(B)	Coins out (col 12) + cashbox (col 13)	(E)	Turnover (col 1) + cancel credits ² (col 3) + cents out (col 6)	(H)	Cashbox (col 13) + note acceptor cents in (col 16)	(J)
Actual hopper movement (A) minus (B)	(C)	Calculated hopper movement (D) minus (E)	(F)	Variance (G) minus (H)		Variance (I) minus (J)	

GAMING MACHINE PROFITS	
Meter method (enter meter value and \$.c)	Cash method
Turnover minus total wins (minus download jackpot wins, if applicable)	Step one (\$.c)
(K)	Step two (\$.c)
	Total cash cleared ⁴ <input style="width: 100px;" type="text"/> (I)
	Actual hopper movement ⁶ <input style="width: 100px;" type="text"/> (C)
	(i) plus or minus (C) ⁶ <input style="width: 100px;" type="text"/> (L)
	Total cancelled credits paid ⁵ <input style="width: 100px;" type="text"/> (M)
	Total short pays paid ⁵ <input style="width: 100px;" type="text"/> (N)
	Total hopper refills ⁵ <input style="width: 100px;" type="text"/> (O)
	(M) plus (N) plus (O) = total cash payments <input style="width: 100px;" type="text"/> (P)
	(L) minus (P) <input style="width: 100px;" type="text"/> (Q)
<i>Totals (K) and (Q) should be the same.</i>	
Note: If the variance (K)-(Q) exceeds plus or minus \$10, OR if (G)-(H) does not equal zero, investigate the reason.	