

Date \_\_\_\_\_ Time \_\_\_\_\_ Location \_\_\_\_\_ Casino \_\_\_\_\_

Name of machine \_\_\_\_\_ Program Number \_\_\_\_\_

1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20
( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	2	3	4	5	6	7	8	9	30	1	2	3	4	5	6	7	8	9	40
( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	2	3	4	5	6	7	8	9	50	1	2	3	4	5	6	7	8	9	60
( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	2	3	4	5	6	7	8	9	70	1	2	3	4	5	6	7	8	9	80
( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	2	3	4	5	6	7	8	9	90	1	2	3	4	5	6	7	8	9	100
( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )	( )
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Place a "✓" between each ( ) to keep an accurate count of spins.

Number of shaded Os (hits): n= \_\_\_\_\_

Hit Frequency (hits in 100 spins): n% \_\_\_\_\_

Win Frequency (reduced fraction of 100 spins/hits): roughly \_\_\_\_\_ spins with a win. At least one win *should* occur during those spins.

**RESULTS DO NOT OCCUR WITH ANY REGULARITY!**

**DO NOT RELY ON THESE CALCULATIONS!**

**These are only guidelines to assist you while you are using the slot machine.**