

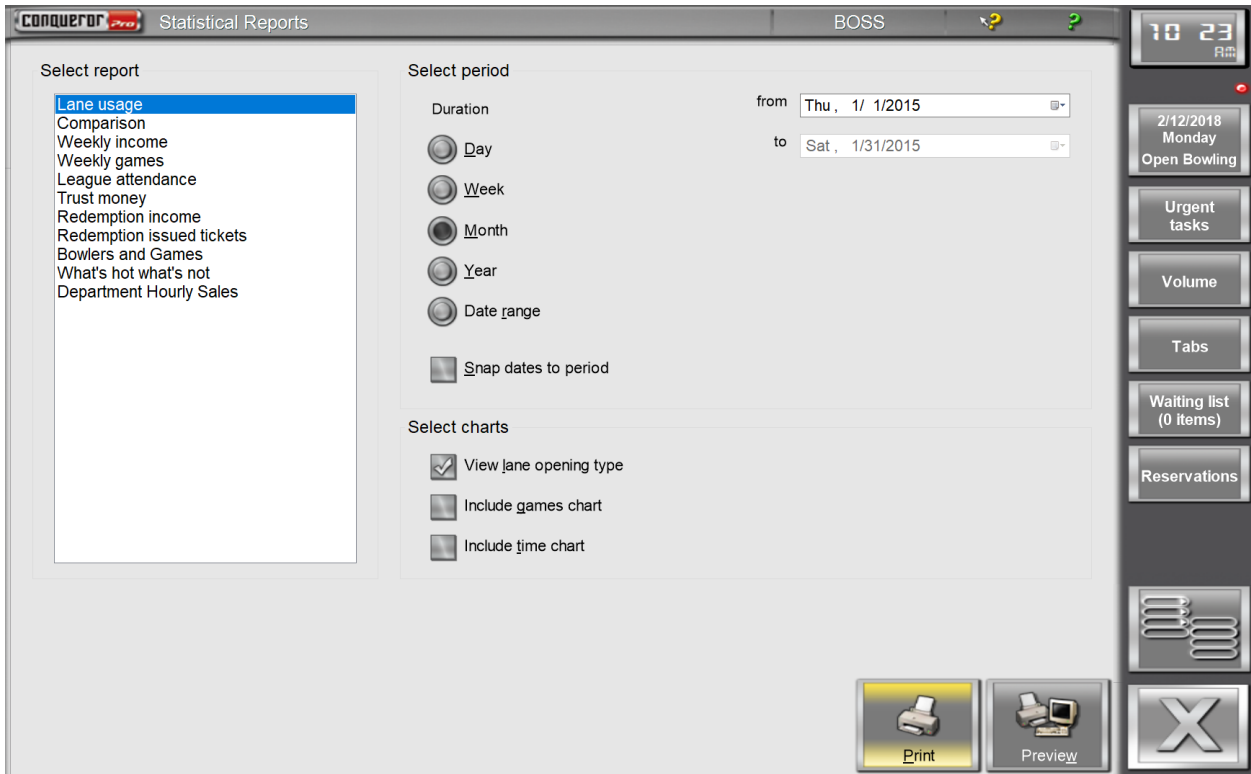
CALCULATING MINUTES PER GAME

Conqueror Pro>Back Office>Reporting>Statistical Reports



The screenshot shows the BOSS (Back Office System Software) interface. At the top, it says "CONQUEROR Pro Conqueror Pro 2017 - 12.13.05" and "BOSS". A greeting "Have a HAPPY Day! Smile!" is displayed. The main area contains a grid of buttons for various functions: Quick Access, Front Desk, POS, Back Office, Setup, Utilities, Time Tracking, Log Off, Exit Conqueror, Reservations, Shift Management, Credit/Debit Cards, Cameras & Real Time Income, User Messages, System Log, Trouble Call System, FBT, Reporting, Statistical Reports, Historical Reports, Reservation Reports, Time Tracking Reports, Price Key Reports, and Consolidated Historical Reports. A right-hand sidebar contains buttons for "Urgent tasks", "Volume", "Tabs", "Waiting list (0 items)", "Reservations", and a refresh icon. At the bottom, there are "Display and print reports" and "Demo score" links.

Conqueror Pro>Back Office>Reporting>Statistical Reports>Lane Usage>
Select period desired>Check view lane opening type.



The screenshot shows the "Statistical Reports" configuration screen. On the left, under "Select report", "Lane usage" is selected. In the center, under "Select period", the "Duration" is set to "Month" and the date range is from "Thu, 1/1/2015" to "Sat, 1/31/2015". The "Snap dates to period" checkbox is checked. Under "Select charts", the "View lane opening type" checkbox is checked, while "Include games chart" and "Include time chart" are unchecked. At the bottom right, there are "Print" and "Preview" buttons. The right-hand sidebar is identical to the previous screenshot.

CALCULATING MINUTES PER GAME

(last page of report)

Demo System	
804-730-4000	
www.Qubicaamf.com	
LANE USAGE REPORT	
from 1/1/2018 to 1/31/2018	
2/12/2018 9:59	

Lane	Games	%	Other	%	Practce	%	Total tme	%
Game	337.7	31.44	58	28.02	211	28.40	78:00	33.69
Time	295.2	27.48	11	5.31	0	0.00	55:58	24.17
Unlimited	175.7	16.36	137	66.18	87	11.71	34:26	14.87
League	215.6	20.07	0	0.00	347	46.70	50:30	21.81
Tournament	50.0	4.65	1	0.48	98	13.19	12:39	5.46
30	1,074.2	2.95	207	10.63	743	2.56	231:33	2.92
Game	329.2	31.33	64	75.29	275	35.58	75:23	34.24
Time	282.1	26.85	15	17.65	0	0.00	53:17	24.20
Unlimited	186.3	17.73	6	7.06	111	14.36	34:08	15.50
League	214.0	20.37	0	0.00	305	39.46	48:07	21.86
Tournament	39.0	3.71	0	0.00	82	10.61	9:14	4.19
31	1,050.6	2.89	85	4.36	773	2.66	220:09	2.77
Game	358.8	34.06	52	71.23	214	31.10	80:02	35.47
Time	260.7	24.75	14	19.18	40	5.81	53:20	23.63
Unlimited	180.8	17.17	7	9.59	31	4.51	34:57	15.49
League	214.0	20.32	0	0.00	321	46.66	48:07	21.32
Tournament	39.0	3.70	0	0.00	82	11.92	9:14	4.09
32	1,053.3	2.89	73	3.75	688	2.37	225:40	2.84

Divide Total time in minutes by total games

Multiply Total time X 60 (minutes in 1 hour)

Game	8,658.7	23.78	993	50.98	2,979	10.27	1,826:29	23.00
Time	6,635.2	18.22	264	13.55	376	1.30	1,295:31	16.32
Unlimited	7,979.9	21.91	533	27.36	2,966	10.22	1,530:17	19.27
League	10,368.2	28.47	95	4.88	17,095	58.92	2,636:56	33.21
Tournament	2,773.3	7.62	63	3.23	5,598	19.29	650:38	8.19
	36,415.3		1,948		29,014		7,939:51	

To calculate number of minutes it is taking customer to finish a game per mode:

1. From last page of Lane Usage Report, locate total time column.
2. Multiply total time by 60 to get total number of minutes.
- 3.. Divide total time by number of games in the opening mode calculating.

