## How to Receive Lottery Items

Receive Lottery screen is where the inventory item is received. This includes the book number and date when it was received.
Here are the steps on how to create manual checkout:

1. Select a Store, see how to create store.
2. Select a Checkout Date.
3. Enter Shift No, this should not be greater than the Number of shifts in a day setup in Store.
4. Select Checkout type: Manual
5. Click Receive Lottery

6. Enter the details needed on grid. Note that the State should be present in Store settings in order to be available on drop down box.
a. Game - this is a required field. The game number that will be received.
b. Description - displays the name/description of the game. This field automatically populates based on the selected Game.
c. Book \# - this is a required field. Used to assign the book number of the tickets received.
d. Tickets - displays the number of ticket per pack. This field automatically populates along with description and ticket value based on the selected Game No.
e. Ticket Value - displays the ticket value of the lottery item. This field automatically populates along with description and tickets based on the selected Game No.
7. Click Save button
8. Click Send to Office button
9. Click Post button. Posting the selected records will automatically post its corresponding Inventory Receipt.

Note: Inventory Receipt is flagged with Source Type = Store and a vendor reference number is also displayed to determine that this transaction comes from the lottery module. The screen does not also allow edits or unposting the transaction.

10. After the received items has been received, it will be deleted from Receive Lottery screens and will be displayed in Lottery Books with Inactive status.


Receive Lottery screen is where the inventory item is received. This includes the book number and date when it was received.

1. From Lottery Game, click Receive button. This will display the Receive Lottery screen.
2. Enter the details needed on grid. Note that the State should be present in Store settings in order to be available on drop down box.

a. Store - the store number where lottery items is assigned
b. Name - the name of the selected store number
c. Game - this is a required field. The game number that will be received.
d. Description - displays the name/description of the game. This field automatically populates based on the selected Game No.
e. Book \# - this is a required field. Used to assign the book number of the tickets received.
f. Receipt Date - the date when the items is received.
g. Tickets - displays the number of ticket per pack. This field automatically populates along with description and ticket value based on the selected Game No.
h. Ticket Value - displays the ticket value of the lottery item. This field automatically populates along with description and tickets based on the selected Game No.
3. Click Save button to receive the items. Saving the details on grid will automatically create unposted Inventory Receipt.

4. Select the records on grid then click Post button. Posting the selected records will automatically post its corresponding Inventory Receipt.


Note: Inventory Receipt is flagged with Source Type = Store and a vendor reference number is also displayed to determine that this transaction comes from the lottery module. The screen does not also allow edits or unposting the transaction.

5. After the received items has been received, it will be deleted from Receive Lottery screens and will be displayed in Lottery Books with Inactive status.


