

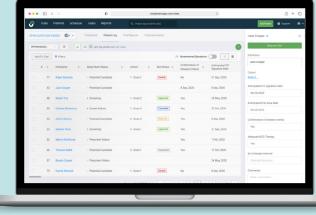
Slot Management

Communicate with your sponsors in real time about slot allocation, right in StudyTeam™.

Sites working on early phase trials such as dose escalation studies often struggle to efficiently execute slot management.

Challenges include:

- An excess of tools from emails to spreadsheets lead to inefficient workflows
- No single location to monitor slot updates, so volume and progress of slot requests are unclear



Information in this image is sample data from example trials

• Manual processes like email and phone submissions cost time and accuracy

With **Slot Management**, you are empowered to make and manage slot requests in one, central location easily and efficiently. Ultimately, this improved process accelerates clinical trial enrollment.

How Slot Management works:



1. Sites send a slot request

In the Patient Log in StudyTeam for Sites, request a trial slot for patients with a few clicks. Each slot submission will include applicable eligibility information, such as anticipated first dose date.



2. Sponsors get an alert

Sponsors receive an email notification when there are new slotting updates to review in StudyTeam for Sponsors.

3. Sponsors manage the request

Sponsors assign a new slot status for each patient: Approve, Deny, or Waitlist.





4. Sites get an alert

Receive an email when there is new slotting information to review in StudyTeam for Sites.

Benefits



Save time communicating with your sponsor

With email notifications, you no longer need to manually reach out to sponsors about slot requests.



Easily manage active slot requests

Within the Patient Log, you can update patient information and share the update with your sponsor with the click of a button.



Quickly review slot statuses in one place

View up-to-date patient slot statuses within your Trial Board or Patient Log and take action quickly when a slot is approved.



Access a complete audit trail with ease

StudyTeam automatically creates a record of each slot request and its changes.

