GAMING TABLE SYSTEM

ABSTRACT

The present invention provides a novel gaming table system configured to recognize which player makes which bet on a gaming table by image recognition.

A gaming table system includes: a first correlating means (133) configured to correlate a chip (506) and a player (503) based on a recognized position of the chip (506) and the body of the player (503); an ID identifying means (134) configured to identify a player ID of the player (503) sitting at a gaming table (501); a combination determining means (136) configured to determine a combination of the player ID and a reference image of the player (503); a second correlating means (137) configured to identify the player ID of the player (503) shown in an image based on a determined plurality of combinations, and correlate the player ID and the player (503) shown in the image; a chip operating player identifying portion (138) configured to identify the player ID of the player operating the chip (506), based on correlations between the player (503) and the player ID and between the player (503) and the chip (506).

Fig. 2