CLAIMS

1. A system comprising:

a game table in which a plurality of placement areas on which a chip is to be placed is arranged in a longitudinal direction and a lateral direction;

a first camera configured to capture a chip stack consisting of one chip or a plurality of chips placed on the placement area from obliquely above to generate a first image;

a second camera different from the first camera and configured to capture the chip stack consisting of the one chip or the plurality of chips placed on the placement area from obliquely above to generate a second image; and

a management control device configured to perform image recognition on the first image and the second image using at least partially deep learning technology, and whereby determine, for the same chip stack, the placement area on which the chip stack is placed, a number of chip or chips consisting of the chip stack, and a type of chip or types of chips consisting of the chip stack; and wherein

at least one of the first camera and the second camera is configured to capture a plurality of chip stacks placed on the same placement area or adjacent placement areas, and the first camera and the second camera are installed so as to be able to capture the same chip stack from different directions, and whereby the management control device is configured to, by being based on one image of the first image and the second image

wherein recognition result which is more reliable and has less effect of a blind spot can be obtained based on the one image by the image recognition using the at least partially deep learning technology, be able to determine the placement area on which the chip stack is placed, the number of chip or chips consisting of the chip stack, and the type of chip or types of chips consisting of the chip stack, even in a case where a part of the one chip or the plurality of chips consisted of the chip stack is invisible due to the blind spot, with including the chip whose part is invisible, for each of a plurality of chip stacks.

2. The system according to claim 1, wherein the plurality of placement areas includes at least a player area and a bunker area provided in the longitudinal direction for each of a plurality of player positions provided in the lateral direction.

3. The system according to claim 1, wherein the adjacent placement areas of the plurality of placement areas includes adjacent placement areas contiguous with each other by being divided by a single line.

4. The system according to claim 1, wherein at least any of the first camera and the second camera is installed at a pole provided in the game table.

5. The system according to claim 1, wherein at least one of the first camera and the second camera is installed so as to be able to capture an upper surface of an uppermost chip in the chip stack.

6. The system according to claim 1, wherein both the first camera and the second camera are installed so as to be able to capture an upper surface of an uppermost chip in the chip stack.

7. The system according to claim 1, wherein the management control device is configured to identify a predetermined portion of the chip in the first image and the second image.

8. The system according to claim 1, wherein the management control device is configured to determine an amount of the chip stack based on determination results of the placement area on which the chip stack is placed, the number of chip or chips consisting of the chip stack, and the type of chip or types of chips consisting of the chip stack.

9. The system according to claim 1, wherein at least one of the first camera and the second camera, or a third camera different from the first camera and the second camera is configured to capture chips in a chip tray of the game table.

10. The system according to claim 9, wherein the management control device is configured to recognize a total

amount of chip or chips in the chip tray, and determines whether or not an increase and decrease in the total amount of chip or chips in the chip tray after collection and redemption of the chip or chips in a game correspond to an amount which should be collected and an amount which should be redeemed.

11. The system according to claim 10, wherein the management control device is configured to determine the amount which should be collected and the amount which should be redeemed based on the position, the type or types, and the number of the chip stack placed by a player and a game result.

12. The system according to claim 1, wherein at least one of the first camera and the second camera is configured to obtain a video by continuously generating images.

13. The system according to claim 12, wherein the management control device is configured to give the video an index or time and record it so as to be able to identify a scene in which a fraud occurred, when the fraud occurred.