using cards accommodated in the card shoe and replace the cards with a new set or package of cards.

[Solution to Problem]

[0008a]

An aspect of the present invention provides a table game system comprising: shuffle playing cards that are playing cards formed of a multiple number of decks and shuffled and packaged or set; a card shoe including a card accommodating section that accommodates the shuffled playing cards, and an opening through which the cards are drawn one by one from the card accommodating section onto a game table; and a management control section, wherein the management control section is configured to measure at least any one period of game period, play period, period other than play, dealing period, player's period, bet period, and settlement period of the game using the card shoe, and measure an exclusion period that does not correspond to any of the game period, play period, period other than play, dealing period, player's period, bet period, and settlement period.

[0008b]

Another aspect of the present invention provides a table game system comprising: a card accommodating section that accommodates shuffled playing cards consisting of multiple decks as playing cards of one package, a card shoe having an opening through which the cards are drawn one by one from the

card accommodating section onto a game table, a management control section which is configured to determine as a start time the time when accommodation of the playing cards of the one package into the card shoe is completed, determine as an end time the time when accommodating of the playing cards of the one package is started after a plurality of the playing cards are drawn from the card accommodating section, and measure a period from the start time to the end time as a use period of the shuffled playing cards of the one package.

[0008c]

Another aspect of the present invention provides a table game system comprising: a card shoe including: a card accommodating section that accommodates a set of cards formed by a plurality of decks of playing cards; an opening through which the cards of the set are drawn one by one from the card accommodating section onto a game table, and a management control section configured to: determine an error state that is against a rule of a card game; memorize in a memory an occurrence of an error when the error is sensed; and memorize in the memory a time when starting use of the set of cards and a time when ending use of the set of cards.

[0009]

There is also disclosed a table game system comprising:

shuffle playing cards that are playing cards formed of a multiple number of decks and shuffled and packaged or set;

a card shoe including

a card accommodating section that accommodates the shuffle playing cards, and

an opening through which the cards are drawn one by one from the card accommodating section onto a game table; and

a management control section that measures, based on points of time when specific items in a card game occur, a period between points of time when at least two of the specific items occur,

wherein the card shoe includes

a card sensor that senses that one of the cards is drawn and outputs a signal,

a card reading section that reads at least a rank of the drawn card,

Claims

[Claim 1]

A table game system comprising:

shuffle playing cards that are playing cards formed of a multiple number of decks and shuffled and packaged or set;

a card shoe including

a card accommodating section that accommodates the shuffled playing cards, and

an opening through which the cards are drawn one by one from the card accommodating section onto a game table; and

a management control section,

wherein the management control section is configured to measure at least any one period of game period, play period, period other than play, dealing period, player's period, bet period, and settlement period of the game using the card shoe, and

measure an exclusion period that does not correspond to any of the game period, play period, period other than play, dealing period, player's period, bet period, and settlement period.

[Claim 2]

The table game system according to claim 1, wherein the management control section is configured to determine a start and an end of the exclusion period, respectively.

[Claim 3]

The table game system according to claim 2, wherein the management control section is configured to determine the start and / or end of the exclusion period based on a signal from the card shoe.

[Claim 4]

The table game system according to claim 3, wherein the management control section is configured to measure at least any one period of the game period, the play period, the period other than play, the dealing period, the player's period, the bet period, and the settlement period based on the signal from the card shoe.

[Claim 5]

The table game system according to claim 1, wherein the card shoe comprises a sensor for detecting a card drawn from the card accommodating section, and is configured to output a detection signal when a card is detected, and the management control section is configured to measure at least any one period of the game period, the play period, the period other than play, the dealing period, the player's period, the bet period, and the settlement period based on the detection signal from the card shoe.

[Claim 6]

The table game system according to claim 1, wherein the card shoe includes a button operated by a dealer, and is configured to output a button operation signal when the button is operated, and

the management control section is configured to measure at least any one period of the game period, the play period, the period other than play, the dealing period, the player's period, the bet period, and the settlement period based on the button operation signal from the card shoe.

[Claim 7]

A table game system comprising:

a card accommodating section that accommodates shuffled playing cards consisting of multiple decks as playing cards of one package,

a card shoe having an opening through which the cards are drawn one by one from the card accommodating section onto a game table,

a management control section which is configured to determine as a start time the time when accommodation of the playing cards of the one package into the card shoe is completed, determine as an end time the time when accommodating of the playing cards of the one package is started after a plurality of the playing cards are drawn from the card accommodating section, and measure a period from the start time to the end time as a use period of the shuffled playing cards of the one package.

[Claim 8]

The table game system according to claim 7, wherein the management control section is configured to determine the start time and/or the end time based on an operation for the card shoe.

[Claim 9]

The table game system according to claim 7, wherein the management control section is configured to count a number of games during the use period of the shuffled playing cards of the one package.

[Claim 10]

The table game system according to claim 7, wherein the management control section is configured to measure at least any one period of a game period, a play period, a period other than play, a dealing period, a player's period, a bet period, and a settlement period of each game during the use period of the shuffled playing cards of the one package.

[Claim 11]

The table game system according to claim 7, wherein the management control section determines that the end time is at least one of:

(1) when a lid provided in an upper portion of the card accommodating section of the card shoe becomes an

opened state from a closed state in response to a signal of a sensor detecting opening/closing of the lid;

(2) when an output of a winning/losing judgment result of the game is stopped in which a cut card inserted in the shuffled playing cards in the card accommodating section is drawn or the game after a predetermined number of times after the cut card is drawn;

(3) when a lid provided on an upper portion of the card accommodating section changes to an opened state from a closed state after the cut card is drawn;

(4) when a signal indicating an end of use of the shuffled playing cards or a start of package replacement work in the card shoe is input; and

(5) when power of the card shoe is turned off.

[Claim 12]

The table game system according to claim 7, wherein the management control section determines that the start time is at least one of:

(1) when a lid provided in an upper portion of the card accommodating portion of the card shoe changes from an opened state to a closed state in response to a signal of a sensor detecting opening/closing of the lid;

(2) when a card is drawn firstly from the card shoe;

(3) when a game bet starts;

(4) when a signal indicating a start of use of shuffle playing cards or an end of package replacement

work in the card shoe is input; and

(5) when power of the card shoe is turned on.

[Claim 13]

A table game system comprising:

a card shoe including:

a card accommodating section that accommodates a set of cards formed by a plurality of decks of playing cards;

an opening through which the cards of the set are drawn one by one from the card accommodating section onto a game table, and

a management control section configured to:

determine an error state that is against a rule of a card game;

memorize in a memory an occurrence of an error when the error is sensed; and

memorize in the memory a time when starting use of the set of cards and a time when ending use of the set of cards.

[Claim 14]

The table game system according to claim 13, wherein the card shoe further includes a card sensor that senses that one of the cards is drawn from the opening,

the management control section is configured to determine the error state based on a sensing result of the card sensor.

[Claim 15]

The table game system according to claim 13, wherein

the management control section is further configured to detect a reset operation after determining the error.

[Claim 16]

The table game system according to claim 13, wherein

the management control section is further configured to count a number of the error during a period between a time when starting use of the set of cards and a time when ending the use of the set of cards.

[Claim 17]

The table game system according to claim 13, wherein

the management control section is further configured to memorize in the memory a content of the error.