[0007]

An aspect of the present invention provides a system for managing a plurality of gaming equipments used at a gaming table, each of the gaming equipments has an ID code being unique to each of the gaming equipments, the system comprising: a storage configured to contain the gaming equipments at/near the gaming table; and an ID code reader configured to read the ID codes from the gaming equipments contained in the storage; a controller configured to obtain stock information which represents a result of reading of ID codes of the gaming equipments contained in the storage by the ID code reader, wherein the controller is configured to obtain expected increases or decreases of the gaming equipments, and identify whether the result of reading by the ID code reader has been changed with the expected increases or decreases to check whether the gaming equipments moves correctly from/to the storage; and wherein after an increase or decrease in the number of gaming equipments contained in the storage has occurred, the ID codes are read from all gaming equipments contained in the storage to obtain the stock information.

[0007a]

Another aspect of the present invention provides a method for managing a plurality of gaming equipments used at a gaming table, each of the gaming equipments has an ID code being unique to each of the gaming equipments, the method comprising: a step of reading the ID codes from the gaming equipments contained in a storage; a step of obtaining stock information which represents a result of reading of ID codes of the gaming equipments contained in the storage based on the ID codes obtained by the reading; a step of obtaining expected increases or decreases of the gaming equipments, and identifying whether the result of reading by the ID code reader has been changed with the expected increases or decreases; a step of identifying whether the result of reading by the ID code reader has been changed with the expected increases or decreases, thereby checking whether the gaming equipments moves correctly from/to the storage; and after an increase or decrease in the number of gaming equipments contained in the storage has occurred, a step of reading the ID codes from all gaming equipments contained in the storage to obtain the stock information.

[0007b]

There is also disclosed a system for administrating a package of shuffled playing cards, wherein

a predetermined number of decks of game cards are shuffled in a random order and individually packaged as one package, an unique ID code is attached to the package of each unique shuffled game cards

the system having

one or more ID code reader(s) for reading all of ID codes of the packages which have been brought into a pit for a game table,

an administrating controller for monitoring each ID code of all existing packages of shuffled game cards at the pit with obtaining each ID codes of all existing packages of shuffled game cards at the pit by the ID code reader(s),

the ID code reader(s) is also disposed at the game table for reading the ID code of the packages at the game table to identify the package which will be the next use for a card dealing shoe,

wherein,

the ID codes of the packages for the next use is examined whether it is the one properly arrived on the game table or the one arrived at proper timing or period of time by the administrating controller.

[0008]

There is also disclosed a method for administrating a package of shuffled playing cards,

wherein

a predetermined number of decks of game cards are shuffled in a random order and individually packaged as one package, an unique ID code is attached to the package of each unique shuffled game cards

and

[Claims]

1. A system for managing a plurality of gaming equipments used at a gaming table, each of the gaming equipments has an ID code being unique to each of the gaming equipments, the system comprising:

a storage configured to contain the gaming equipments at/near the gaming table;

an ID code reader configured to read the ID codes from the gaming equipments contained in the storage; and

a controller configured to obtain stock information which represents a result of reading of ID codes of the gaming equipments contained in the storage by the ID code reader,

wherein the controller is configured to obtain expected increases or decreases of the gaming equipments, and identify whether the result of reading by the ID code reader has been changed with the expected increases or decreases to check whether the gaming equipments move correctly from/to the storage; and

wherein after an increase or decrease in the number of gaming equipments contained in the storage has occurred, the ID codes are read from all gaming equipments contained in the storage to obtain the stock information.

2. The system according to claim 1, wherein the controller is configured to obtain expected increased or decreased ID codes of the gaming equipments as the expected increases or decreases of the gaming equipments, and identify whether the actual ID codes have increased or decreased with the expected increased or decreased ID codes of the gaming equipments.

3. The system according to claim 1, wherein the ID code reader is configured to read the ID codes in conjunction with locking means, and wherein the locking means is configured to prevent the gaming equipments being taking away from the storage.

4. The system according to claim 1, wherein the ID code reader is configured to read the ID code at a predetermined interval.

5. The system according to claim 1, wherein the controller is configured to determine whether a number of the gaming equipments contained in the storage is

more or less than the expected number.

6. The system according to claim 1, wherein the controller is configured to determine whether the ID code read by the ID code reader is an ID code that is expected to be read at the storage.

7. A method for managing a plurality of gaming equipments used at a gaming table, each of the gaming equipments has an ID code being unique to each of the gaming equipments, the method comprising:

a step of reading the ID codes from the gaming equipments contained in a storage;

a step of obtaining stock information which represents a result of reading of ID codes of the gaming equipments contained in the storage based on the ID codes obtained by the reading;

a step of obtaining expected increases or decreases of the gaming equipments, and identifying whether the result of reading by the ID code reader has been changed with the expected increases or decreases;

a step of identifying whether the result of reading by the ID code reader has been changed with the expected increases or decreases, thereby checking whether the gaming equipments moves correctly from/to the storage; and

after an increase or decrease in the number of gaming equipments contained in the storage has occurred, a step of reading the ID codes from all gaming equipments contained in the storage to obtain the stock information.

8. The method according to claim 7, wherein

the step of obtaining expected increases or decreases of the gaming equipments comprises obtaining expected increased or decreased ID codes of the gaming equipments, and

the step of identifying whether the result of reading by the ID code reader has been changed with the expected increases or decreases comprises identifying whether the actual ID codes have increased or decreased with the expected increased or decreased ID codes of the gaming equipments.

9. The method according to claim 7, wherein the reading is performed in conjunction with locking means, and wherein the locking means is configured to prevent the gaming equipments being taking away from the storage.

10. The method according to claim 7, wherein the reading is performed at a predetermined interval.

11. The method according to claim 7, further comprising:
determining whether a number of the gaming equipments contained in the storage is more or less than the expected number.

12. The method according to claim 7, further comprising:
determining whether the ID code read by the ID code reader is an ID code that is expected to be read at the storage.