Claims:

1. A management system for managing exchange transactions between a dealer and a player concerning gaming chips at a game table where games are played using the gaming chips, the management system comprising:

a chip tray from which the amount of stored gaming chips is read;

a reader configured to read the amount of gaming chips put out from the chip tray to the game table;

a game recognition device configured to recognize that a gaming phase is in an exchangeable phase other than the card dealing phase;

a detection device configured to detect that an exchange transaction is taking place between gaming chips that have been put out from the chip tray to the game table by the dealer and banknotes that have been put out from the player to the game table; and

a management controller configured to activate an exchange transaction function corresponding to the exchange transaction in response to the detection of the exchange transaction by the detection device during the exchangeable phase recognized by the game recognition device.

2. The management system according to claim 1, wherein

the management controller is configured to compare the amount of gaming chips that have been put out from the chip tray to the game table by the dealer with the amount of banknotes that have been put out from the player to the game table, as the exchange transaction function.

3. The management controller according to claim 2, wherein

the management controller is further configured to determine, based on the comparison, whether the amount of gaming chips put out by the dealer from the chip tray to the game table matches the amount of banknotes put out by the player to the game table, as the exchange transaction function.

4. The management system according to claim 2, further comprising:

a banknote recognition system configured to recognize the amount of banknotes put out by the player to the game table, wherein

the management controller is configured to perform the comparison using the amount of banknotes determined by the banknote recognition system.

5. The management system according to claim 4, wherein

the banknote recognition system is configured to determine whether the banknote is genuine or not.

6. The management control system according to claim 2, further comprising:

a banknote recognition system configured to recognize the amount of banknotes put out by the player to the game table by means of an input operation by the dealer, wherein

the management controller is configured to perform the comparison using the amount of banknotes determined by the banknote recognition system.

7. The management system according to claim 1, further comprising:

a database storing a history of the exchange transactions.

8. The management system according to claim 1, further comprising:

a dealer chip recognition device configured to recognize the gaming chips reduced from the chip tray as gaming chips served from the chip tray to the game table.

9. The management system according to claim 8, wherein

the exchange transaction function is an inspection function that determines whether the amount of gaming chips reduced from the chip tray matches the amount of banknotes put out by the player to the game table.

10. The management system according to claim 9, wherein

the exchange transaction function is an inspection function that determines whether the total amount of gaming chips reduced from the chip tray in a plurality of the exchange transactions matches the total amount of banknotes put out by the player to the game table.

11. The management system according to claim 1, wherein

the gaming chip has an ID embedded in it,

the chip tray is configured to read the ID embedded in the gaming chip housed therein,

the reader is configured to read the ID embedded in the gaming chip that is put out from the chip tray to the game table by the dealer,

the management controller is configured to perform the exchange transaction function using the information of the ID read by the reading device.