CLAIMS:

1. A method of monitoring game play on a table surface of a gaming table, the method comprising:

providing at least one camera configured to capture images of the table surface;

providing a computing device in communication with the camera;

analysing by the computing device in real time captured images of the table surface to identify a presence of a game object in any one of a plurality of a first pre-defined regions of interest on the table surface;

in response to the game object being identified as present in the any one of the plurality of the first pre-defined regions of interest, recording a time stamp for a game event; and

transmitting by the computing device game event data to a server, the game event data comprising the time stamp, an indication of the gaming event and an identifier of the any one of the plurality of the first pre-defined regions of interest.

2. The method of claim 1, wherein the game object is a game card or a position marker.

3. The method of claim 1 or claim 2, wherein the analysing comprises identifying a presence of at least one wager object on the table surface.

4. The method of claim 3, wherein the at least one wager object is different from the game object.

5. The method of claim 4, wherein the presence of the at least one wager object is identified in one or more of a plurality of second pre-defined regions of interest.

6. The method of claim 5, wherein the analysing comprises identifying one or more groups of wager objects in the one or more second pre-defined regions of interest.

7. The method of claim 6, wherein the analysing further comprises:

providing at least one depth sensor configured to capture depth of field images of the table surface;

estimating a height of each of the one or more groups of wager objects with respect to the table surface based on the captured depth of field images; and

estimating a number of wager objects present in each group of wager objects based on the estimated height of each of the one or more groups of wager objects with respect to the table surface.

8. The method of claim 7, wherein the analysis further comprises identifying a colour of an upper-most one of each group of wager objects.

9. The method of claim 8, further comprising automatically estimating a wager amount associated with each second pre-defined region of interest in which the presence of at least one wager object is identified, wherein the estimating is based on the identified colour of the upper-most wager object of each group of wager objects and the estimated number of wager objects in each group of wager objects in the respective second pre-defined region of interest.

10. The method of any one of claims 1 to 9, wherein the captured images comprise multi-spectral images and the analysing further comprises multi frame processing of the multi-spectral images to identify the presence of the game object in any one of the plurality of the first pre-defined regions of interest or second pre-defined regions of interest on the table surface.

11. A system of monitoring game play on a table surface of a gaming table, the system comprising:

at least one camera configured to capture images of the table surface; and

a computing device in communication with the camera, said computing device configured to analyse in real time captured images of the table surface to automatically identify a presence of a game object in any one of a plurality of a first pre-defined regions of interest on the table surface.

12. The system of claim 11, wherein the game object is a game card or a position marker.

13. The system of claim 11 or claim 12, wherein the computing device is further configured to identify a presence of a at least one of wager object on the table surface, and

wherein the at least one of wager object is different from the game object.

14. The system of claim 13, wherein the presence of the at least one wager object is identified in one or more of a plurality of second pre-defined regions of interest.

15. The system of claim 14, wherein the computing device is further configured to identify one or more groups of wager objects in the one or more second pre-defined regions of interest.

16. The system of claim 15, further comprising:

a depth sensing device configured to communicate to the computing device depth data of the game objects with respect to the table surface;

wherein said computing device is further configured to estimate a height of each of the one or more groups of wager object with respect to the table surface; and

wherein said computing device is further configured to estimate a number of wager objects present in each group of wager objects based on the estimated height of each of the one or more groups of wager object with respect to the table surface.

17. The system of claim 16, wherein the computing device is further configured to identify a colour of an upper-most one of each group of wager objects

18. The system of claim 17, wherein the computing device is further configured to automatically estimate a wager amount associated with each second pre-defined region of interest in which the presence of at least one wager object is identified, wherein the estimating is based on the identified colour of the upper-most wager object of each group of wager objects and the estimated number of wager objects in each group of wager objects in the respective second region of interest.

19. The system of any one of claims 11 to 18, wherein the captured images comprise multi-spectral images and the computing device is further configured to perform multi-frame processing of the multi-spectral images to identify the presence of the game object in any one of the plurality of the first pre-defined regions of interest or second pre-defined regions of interest on the table surface.

20. A non-transitory computer readable medium, comprising instructions executable by a processor for monitoring game play on a table surface of a gaming table according to the method of any one of claims 1 to 10.