CLAIMS

1. A table game system comprising:

a set of shuffled playing cards made up of a plurality of number of decks of playing cards shuffled to have a unique arrangement order, wherein a shuffled card ID is given to the shuffled playing cards;

a control unit;

a card shoe apparatus for holding the shuffled playing cards such that the held shuffled playing cards are manually dealt one by one onto a game table, the card shoe apparatus comprising:

a card housing unit for housing the shuffled playing cards,

an opening through which allows the shuffled playing cards being drawn from the housing unit one by one,

a card reading unit for reading information on rank from each of the cards drawn from the card housing unit onto the game table,

a winner/loser determination unit for determining a winner/loser of a card game based on the information read by the card reading unit,

at least one sensor for sensing the playing card being drawn from the housing unit and outputting at least one sensing result, and

a display unit for outputting a result of the winner/loser determination by the winner/loser determination unit;

an obtaining means capable of obtaining the shuffled card ID of the shuffled playing card to be housed in the card shoe apparatus; and

a database being accessibly connected to the card shoe apparatus and

the obtaining means,

wherein the control unit determines an occurrence of a security item based on the at least one sensing result output from the at least one sensor,

wherein the control unit stores to the database game table information which indicates one of the game tables on which a shuffled playing card is currently used, the shuffled card ID of the shuffled playing cards obtained by the obtaining means, time at which the shuffled ID was obtained by the obtaining means, and the occurrence of the security item, in association with each other.

2. The table game system according to claim 1, wherein the security item includes at least one of the following specified events that occur during the use of the shuffled playing cards:

(1) a reading error in the card reading unit of a playing card in the shuffled playing cards;

(2) an end of a game due to an operation of an end button to end the use of the shuffled playing cards currently set in the card shoe apparatus, or the drawing of a cut card from the shuffled playing cards currently set in the card shoe apparatus;

(3) an attempt to draw a card when no card should be drawn according to the rules of the card game;

(4) an attempt to move or insert a card in a direction opposite to a drawing direction of a card at the opening; and

(5) an occurrence of a preset irregular operation to be determined to be irregular by the card shoe apparatus.

3. The table game system according to claim 1 or 2, further comprising: a communication means for communicably connecting the obtaining means and the card shoe apparatus.

4. The table game system according to any one of claims 1 to 3, further comprising:

a card restriction unit, which is provided in the card shoe apparatus, for selectively restricting moving of any of the cards into/from the card housing unit through the opening.

5. The table game system according to any one of claims 1 to 4, wherein the shuffled card ID is attached to a package of the shuffled playing cards, wherein the obtaining means is a reader for reading the shuffled card ID attached to the package of the shuffled playing cards.

6. The table game system according to any one of claims 1 to 4, wherein the obtaining means is an input device to which an operator can input the shuffled card ID manually.