Any loss or exchange of cards should not occur in casinos, because once some one reads the sequence of the package of cards and return the package in casinos, one can predict the results of games when dealer uses the read package.

To assure fair games by preventing such loss or exchanges of package of shuffled game cards in casinos, the casinos should administrate package of shuffled game cards so that games at tables are played properly (i.e. there is no exchange of the package of shuffled game cards or any other accidental or fraudulent acts etc.). A package of shuffled game cards is known and is disclosed in Patent Literature 1: (US Patent Publication 2010/0327525).

[Citation List]

[Patent Literature]

[0004]

[PTL 1]

US Patent Application Publication No. 2010/0327525

[Summary of Invention]

[Technical Problem]

[0005]

Embodiments of the present disclosure seek to provide a real-time monitoring of the package of shuffled game cards in casinos and enable the casino to stop a game immediately when something unexpected happens by administrating the whole package of shuffled game cards in casinos. This administrating is important because he or she may know the

sequence of the shuffled playing cards on the table once it had been lost in the casino.

[0006]

Embodiments of the present disclosure also seek to provide a package of shuffled game cards monitoring system with which it may be possible to allow a casino to stop any suspicious package of shuffled game cards in the casino, by administrating the whole package of shuffled game cards in casinos.

When operating people in casinos distribute the packages of playing cards to game tables for plays, any loss of package or an exchange of packages should not occur. For example, if some of cards or whole package of cards in which the sequence of these cards are preliminary read or exchanged by someone during a delivery of packages to a game table, he or she may win the games at the table to which the exchanged or read package delivered.

[Solution to Problem]

[0006a]

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, the storage is configured to contain the gaming equipments at/near the gaming table; an ID code reader, the ID code reader is configured to read the ID codes from the gaming equipments contained in the storage; and a controller, the controller is configured to obtain ID codes from the ID code reader to obtain stock information which represents all ID codes of the gaming equipments contained in the storage, wherein the

controller is configured to check whether the gaming equipments moves correctly from/to the storage, and obtains increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result.

[0006b]

Another aspect of the present invention provides a storage for containing gaming equipments, the storage comprising an ID code reader, the ID code reader is configured to obtain ID code, the ID code is provided with the gaming equipments, a communication means for sending the ID code read by the ID code reader to a computer outside of the storage, and a controller, the controller is configured to obtain ID codes from the ID code reader to obtain stock information which represents all ID codes of the gaming equipments contained in the storage, wherein the controller is configured to check whether the gaming equipments moves correctly from/to the storage, and obtains increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result, and wherein the ID code reader is configured to read the ID codes in conjunction with locking means, the locking means is configured to prevent the gaming equipments being taken away from the storage.

[0006c]

Another aspect of the present invention provides a storage for containing gaming equipments, the storage comprising an ID code reader, the ID code reader is configured to obtain ID code, the ID code is provided with the gaming equipments, a communication means for sending the ID code read by the ID code reader to a computer outside of the storage, and a controller, the controller is configured to obtain ID codes from the ID code reader to obtain stock information which represents all ID codes of the gaming equipments contained in the storage, wherein the

controller is configured to check whether the gaming equipments moves correctly from/to the storage, and obtains increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result, and the ID code reader is configured to read the ID code at a predetermined interval.

[0006d]

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: reading the ID codes from the gaming equipments contained in a storage; obtaining stock information which represents all ID codes of the gaming equipments contained in the storage based on the ID codes obtained by the reading; checking whether the gaming equipments moves correctly from/to the storage; and obtaining increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result.

[0007]

The present disclosure also provides 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, a 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]

The present disclosure also provides 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, a unique ID code is attached to the package of each unique shuffled game cards

and

the packages of shuffled game cards are carried from a backyard to pits for game tables and game tables,

the method having,

a registering step for registering all of ID codes of the packages which have been brought into a back yard in a data base,

an administrating step for reading all of the ID codes of packages which have been brought into a pit and monitoring each ID code of all existing packages of shuffled game cards at the pit by obtaining each ID codes of all existing packages of shuffled game cards at the pit by ID code reader(s),

wherein,

in the administrating step at the pit all of ID codes of the packages is examined whether it is the one preliminarily brought into the back yard and having been registered in the data base or not.

[0009]

The method for administrating a package of shuffled game cards according to the present disclosure, the registered ID codes of the packages in the data base may be deleted or acknowledged as after having used when the ID code of the package is read by an ID code reader at the game table. The ID codes of the packages read for the next use may be examined by the administrating controller whether it is the one properly arrived on the game table or the one arrived at proper timing or period of time that may be properly arrived on the game table or the one arrived at proper timing or period of time by judging at least one of the followings;

1) whether it was carried through predetermined delivery route,

2) whether it was missing one,

3) whether it has not been registered,

4) whether it has been unused in the pit more than predetermined period,

5) whether it was carried from unexpected pit or without passing any pit,

6) whether it had been used at any of game tables in the past.

[0010]

The method for administrating a package of shuffled game cards according to the present disclosure, the administrating step further may have a step for administrating whether or not all of registered ID codes of the packages in the data base have been deleted or acknowledged as after having used during certain period of time. A pallet ID or a carton ID may be used for registering ID codes of the packages which have been brought into the back yard. The administrating step further may have a step for administrating whether or not there is any package which has not been used at the game tables during certain period of time.

[0011]

A keeping box for containing plurality of packages of shuffled game cards for the method for administrating a package of shuffled game cards according to the present disclosure may have reader(s) for reading the ID codes of packages of shuffled game cards in the keeping box, a communication