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, 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.

2. The system according to claim 1, 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 taking

away from the storage.

3. The system according to claim 1, wherein

the ID code reader is configured to read the ID code at a predetermined interval.

4. 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.

5. 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.

6. 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.

7. 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.

8. 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.

9. The method according to claim 8, wherein

the reading is performed in conjunction with locking means, the locking means is configured to prevent the gaming equipments being taking away from the storage.

10. The method according to claim 8, wherein

the reading is performed at a predetermined interval.

11. The method according to claim 8, 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 8, 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.