bet, the game participant has to ask the dealer, and thus there is a problem in that time and efforts to go through the dealer's hand are taken, and it is difficult to bet. Further, in the system of the related art, a difference in a bet amount on each of the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR in each gaming table layout is not detected.

[0007]

~~The present invention was made in light of the foregoing, and it is an object of the present invention~~Embodiments of the present disclosure seek to provide a gaming table layout which is excellent and capable of evaluating whether or not a gaming table layout is excellent by photographing a game token with a camera device, recognizing a type of game token and the number of game tokens, and further calculating a ratio of an amount of money bet on a side bet.

MEANS FOR SOLVING THE PROBLEM

[0007a]

According to an aspect, there is provided a management system comprising a first gaming table, the first gaming table has a first gaming table layout including a plurality of betting areas as betting targets for baccarat; a second gaming table, the second gaming table has a second gaming table layout including a plurality of betting areas as betting targets, wherein the second gaming table layout is different from the first gaming table layout in at least one of: size of each of the plurality of betting areas; the number of playing positions;

positional relationships of the plurality of betting areas; type of side bet areas included in the plurality of betting areas; and colors of the plurality of betting areas, and wherein both of the first gaming table layout and the second gaming table layout have non-side bet areas and side bet areas; and a first betting amount determination system, the first betting amount determination system is configured to determine at least a betting amount of the first gaming table layout; a second betting amount determination system, the second betting amount determination system is configured to determine at least a betting amount of the second gaming table layout; one or more processor, wherein the one or more processor is configured to compare the betting amount of the first gaming table layout and the betting amount of the second gaming table layout.

[0007b]

According to another aspect, there is provided a management system comprising a first gaming table, the first gaming table has a first gaming table layout including a plurality of betting areas as betting targets for baccarat, a second gaming table, the second gaming table has a second gaming table layout including a plurality of betting areas as betting targets, wherein the second gaming table layout is different from the first gaming table layout in at least one of: size of each of the plurality of betting areas; the number of playing positions; positional relationships of the plurality of betting areas; type of side bet areas included in the plurality of betting areas; and colors of the plurality of betting areas,

and wherein both of the first gaming table layout and the second gaming table layout have non-side bet areas and side bet areas, a first revenue amount determination system, the first revenue amount determination system is configured to determine a first revenue amount for a casino at the first gaming table; a second revenue amount determination system, the second revenue amount determination system is configured to determine a second revenue amount for the casino at the second gaming table; one or more processor, wherein the one or more processor is configured to compare the first revenue amount and the second revenue amount.

[0007c]

According to another aspect, there is provided a management system comprising a first gaming table, the first gaming table has a first gaming table layout including a plurality of betting areas as betting targets for baccarat, a second gaming table, the second gaming table has a second gaming table layout including a plurality of betting areas as betting targets, wherein the second gaming table layout is different from the first gaming table layout in at least one of: size of each of the plurality of betting areas; the number of playing positions; positional relationships of the plurality of betting areas; type of side bet areas included in the plurality of betting areas; and colors of the plurality of betting areas, and wherein both of the first gaming table layout and the second gaming table layout have non-side bet areas and side bet areas, a first betting amount determination system, the first betting

amount determination system is configured to determine at least a betting amount for the non-side bet areas of the first gaming table layout and a betting amount for the side bet areas of the first gaming table layout; a second betting amount determination system, the second betting amount determination system is configured to determine at least a betting amount for the non-side bet areas of the second gaming table layout and a betting amount for the side bet areas of the second gaming table layout; one or more processor, wherein the one or more processor is configured to compare: (a) a first ratio: (a-1) of the betting amount for the side bet areas of the first gaming table layout to the betting amount for the non-side bet areas of the first gaming table layout; or (a-2) of the betting amount for the side bet areas of the first gaming table layout to the betting amount for the non-side bet areas and the side bet areas of the first gaming table layout; and (b) a second ratio: (b-1) of the betting amount for the side bet areas of the second gaming table layout to the betting amount for the non-side bet areas of the second gaming table layout; or (b-2) of the betting amount for the side bet areas of the second gaming table layout to the betting amount for the non-side bet areas and the side bet areas of the second gaming table layout.

[0008]

~~In order to solve the above problems and achieve the above objects, t~~The present ~~invention~~ disclosure also provides a table game management system including a gaming table having a baccarat gaming table layout, a chip determining device capable of determining a type of game token placed on the gaming table to participate in a bet and the number of game tokens, and a control device that records the type of game token and the number of game tokens determined by the chip determining device in a database, in which the gaming table layout includes a portion on which a chip float storing the game token is placed, a portion on which a

player specified by the player specifying unit and a bet amount of each player position in the database in association with each other.

[0025]

The control device may be configured to detect an amount of the bet game token and a balance for each player.

[0026]

The chip determining device may be configured to separately detect a plurality of game token stacks within each bet area of each player position.

[0027]

Alternatively, another aspect of the present ~~invention~~ disclosure provides a table game management system including a gaming table having a baccarat gaming table layout, a chip determining device capable of determining a type of game token placed on the gaming table to participate in a bet and the number of game tokens, and a control device that records the type of game token and the number of game tokens determined by the chip determining device in a database, and the gaming table layout includes a portion on which a chip float storing the game token is placed, a portion on which a card chute device storing a playing card is placed, a card area in which the playing card withdrawn from the card chute device is placed, and a bet area in which a game participant places the game token to participate in a bet, in which the control device is configured to detect transition of an amount of the game token bet on each of the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR independently for

of the bet game token and a balance for each player.

[0041]

The chip determining device may be configured to separately detect a plurality of game token stacks within each bet area of each player position.

[0042]

Further, another aspect of the present ~~invention~~ disclosure provides a baccarat gaming table layout including a portion on which a chip float storing a game token is placed, a portion on which a card chute device storing a playing card is placed, a card area in which the playing card withdrawn from the card chute device is placed, and a bet area in which a game participant places the game token to participate in a bet, in which further, as the bet area, a bet area for PLAYER, a bet area for BANKER, a bet area for TIE, a bet area for PLAYER PAIR, and a bet area for BANKER PAIR are set in a plurality of rows for each position radially centering on a dealer, and the bet areas of the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR of each player position are set within a range which a hand of each game participant sitting at the player position can reach.

[0043]

Further, in the gaming table layout, a distance from an end of the table at a position at which the dealer sits to an end of each bet area may be within 1 m, and a distance from an end of the table at a position at which the game participant sits to an end of the bet area of each player position on which the game participant places the game token may be within 1 m.

[0044]

Further, in the gaming table layout, the bet area for the player, the bet area for the banker, the bet area for TIE, the bet area for PLAYER PAIR, and the bet area for BANKER PAIR may be arranged in five rows in one column for each player position.

[0045]

Further, in the gaming table layout, there is no contour line in the bet area, and the bet area may be distinguished from a place of the gaming table layout by a color or a color density.

[0046]

Further, in the gaming table layout, a game token including a feature color specifying a type and a common color used in common to a plurality of types of game tokens may be a use target as the game token to be used, and the bet area may be colored with a color other than the common color.

[0047]

Further, the gaming table layout may include a game token check area.

[0048]

Further, a gaming table may include the gaming table layout set on a top surface thereof.

EFFECT OF THE INVENTION

[0049]

According to embodiments of the present ~~invention~~disclosure, it is possible to correctly recognize a game token without confusion with a layout pattern when a game token is recognized using an image captured

~~What is claimed is~~CLAIMS:

~~1. A table game management system, comprising:~~

~~a gaming table having a baccarat gaming table layout;~~

~~a chip determining device capable of determining a type of game token placed on the gaming table to participate in a bet and the number of the game tokens; and~~

~~a control device that records the type of the game token and the number of game tokens determined by the chip determining device in a database,~~

~~wherein the gaming table layout includes~~

~~a portion on which a chip float storing the game token is placed,~~

~~a portion on which a card chute device storing a playing card is placed,~~

~~a card area in which the playing card withdrawn from the card chute device is placed, and~~

~~a bet area in which a game participant places the game token to participate in a bet,~~

~~further, as the bet area, a bet area for PLAYER, a bet area for BANKER, a bet area for TIE, a bet area for PLAYER PAIR, and a bet area for BANKER PAIR are set in a plurality of rows for each position radially centering on a dealer, and~~

~~the control device is configured to detect transition of an amount of the game token bet on each of the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR independently for each player position on the basis of a~~

~~record of the database.~~

~~2. The table game management system according to claim 1, wherein, in the gaming table layout, the bet areas for the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR for each player position are set within a range which a hand of each game participant sitting at the player position can reach.~~

~~3. The table game management system according to claim 1 or 2, wherein, in the gaming table layout, a distance from an end of the table at a position at which the dealer sits to an end of each bet area is within 1 meter, and~~

~~a distance from an end of the table at a position at which the game participant sits to an end of the bet area of each player position on which the game participant places the game token is within 1 meter.~~

~~4. The table game management system according to any one of claims 1 to 3, wherein the bet area for PLAYER, the bet area for BANKER, the bet area for TIE, the bet area for PLAYER PAIR, and the bet area for BANKER PAIR are arranged in five rows in one column for each player position.~~

~~5. The table game management system according to any one of claims 1 to 4, wherein the control device is configured to detect transition of an amount of the game token bet on~~

~~the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR for a plurality of gaming tables.~~

~~6. The table game management system according to any one of claims 1 to 4, wherein the control device is configured to detect transition of an amount of the game token bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR for a plurality of types of gaming table layouts.~~

~~7. The table game management system according to any one of claims 1 to 6, wherein the control device is configured to calculate a ratio of an amount of the game token bet on the tie or an amount of the game token bet on the PLAYER PAIR or the BANKER PAIR with respect to an amount of the game token bet on the PLAYER or the BANKER.~~

~~8. The table game management system according to claim 7, wherein the control device is configured to determine whether or not the gaming table layout is excellent on the basis of the calculated ratio.~~

~~9. The table game management system according to any one of claims 1 to 8, wherein the control device is configured to calculate a theoretical earning rate based on a game record during a predetermined period of time in the gaming table layout on the basis of a theoretical earning rate of~~

~~each of the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR and transition of an amount of the game token actually bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR.~~

~~10. The table game management system according to any one of claims 1 to 9, wherein the control device is configured to calculate an actual earning rate in the gaming table layout on the basis of actual win-loss data in each game performed in the gaming table and transition of an amount of the game token bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR.~~

~~11. The table game management system according to any one of claims 1 to 8, wherein the control device is configured to calculate a theoretical earning rate based on a game record during a predetermined period of time in the gaming table layout on the basis of a theoretical earning rate of each of the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR and transition of an amount of the game token actually bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR,~~

~~calculate an actual earning rate in the gaming table layout on the basis of actual win-loss data in each game performed in the gaming table and transition of an amount of the game token actually bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR, and~~

~~calculate a difference between the theoretical earning rate and the actual earning rate.~~

~~12. The table game management system according to any one of claims 1 to 11, wherein there is no contour line in the bet area, and the bet area is distinguished from a place of the gaming table layout by a color or a color density.~~

~~13. The table game management system according to any one of claims 1 to 12, wherein a game token including a feature color specifying a type and a common color used in common to a plurality of types of game tokens is a target to be used as the game token to be used, and the bet area is colored with a color other than the common color.~~

~~14. The table game management system according to any one of claims 1 to 13, wherein the gaming table layout includes a game token check area.~~

~~15. The table game management system according to any one of claims 1 to 14, further comprising, a win-loss result determining device that determines a win-loss result of a game,~~

~~wherein the control device is configured to detect a balance for each player position on the basis of the win-loss result of the game determined by the win-loss result determining device.~~

~~16. The table game management system according to any one of claims 1 to 15, further comprising, a player specifying unit that specifies a player participating in a game at each player position by a face authentication system or a membership card.~~

~~17. The table game management system according to any one of claims 1 to 16, wherein the control device records a membership ID of each player specified by the player specifying unit and a bet amount of each player position in the database in association with each other.~~

~~18. The table game management system according to any one of claims 1 to 17, wherein the control device is configured to detect an amount of the bet game token and a balance for each player.~~

~~19. The table game management system according to any one of claims 1 to 18, wherein the chip determining device is configured to separately detect a plurality of game token stacks within each bet area of each player position.~~

~~20. A table game management system, comprising:~~

~~a gaming table having a baccarat gaming table layout;~~

~~a chip determining device capable of determining a type of game token placed on the gaming table to~~

~~participate in a bet and the number of the game tokens; and~~

~~a control device that records the type of game token and the number of game tokens determined by the chip determining device in a database,~~

~~wherein the gaming table layout includes~~

~~a portion on which a chip float storing the game token is placed,~~

~~a portion on which a card chute device storing a playing card is placed,~~

~~a card area in which the playing card withdrawn from the card chute device is placed, and~~

~~a bet area in which a game participant places the game token to participate in a bet, and~~

~~the control device is configured to detect transition of an amount of the game token bet on each of PLAYER, BANKER, TIE, PLAYER PAIR, and BANKER PAIR independently for each player position on the basis of a record of the database.~~

~~21. The table game management system according to claim 20, wherein the control device is configured to detect transition of an amount of the game token bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR for a plurality of gaming tables.~~

~~22. The table game management system according to claim 20, wherein the control device is configured to detect~~

~~transition of an amount of the game token bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR for a plurality of types of gaming table layouts.~~

~~23. The table game management system according to any one of claims 20 to 22, wherein the control device is configured to calculate a ratio of an amount of the game token bet on the TIE or an amount of the game token bet on the PLAYER PAIR or the BANKER PAIR with respect to an amount of the game token bet on the PLAYER or the BANKER.~~

~~24. The table game management system according to claim 23, wherein the control device is configured to determine whether or not the gaming table layout is excellent on the basis of the calculated ratio.~~

~~25. The table game management system according to any one of claims 20 to 24, wherein the control device is configured to calculate a theoretical earning rate based on a game record during a predetermined period of time in the gaming table layout on the basis of a theoretical earning rate of each of the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR and transition of an amount of the game token actually bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR.~~

~~26. The table game management system according to any one of claims 20 to 25, wherein the control device is configured to calculate an actual earning rate in the gaming table layout on the basis of actual win-loss data in each game performed in the gaming table and transition of an amount of the game token actually bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR.~~

~~27. The table game management system according to any one of claims 20 to 23, wherein the control device is configured to calculate a theoretical earning rate based on a game record during a predetermined period of time in the gaming table layout on the basis of a theoretical earning rate of each of the player, the banker, the tie, the player pair, and the banker pair and transition of an amount of the game token actually bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR,~~

~~calculate an actual earning rate in the gaming table layout on the basis of actual win-loss data in each game performed in the gaming table and transition of an amount of the game token actually bet on the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR, and~~

~~calculate a difference between the theoretical earning rate and the actual earning rate.~~

~~28. The table game management system according to any one of claims 20 to 27, wherein the control device has a~~

~~function of analyzing a relation between the theoretical earning rate or the actual earning rate and a period of time taken to perform a game.~~

~~29. The table game management system according to any one of claims 20 to 27, wherein the control device is configured to analyze a relation of the theoretical earning rate or the actual earning rate, a period of time taken to perform a game, and the number of game participants participating in a game.~~

~~30. The table game management system according to any one of claims 20 to 29, further comprising, a win-loss result determining device that determines a win-loss result of a game,~~

~~wherein the control device is configured to detect a balance for each player position on the basis of the win-loss result of the game determined by the win-loss result determining device.~~

~~31. The table game management system according to any one of claims 20 to 30, further comprising, a player specifying unit that specifies a player participating in a game at each player position by a face authentication system or a membership card.~~

~~32. The table game management system according to any one~~

~~of claims 20 to 31, wherein the control device records a membership ID of each player specified by the player specifying unit and a bet amount of each player position in the database in association with each other.~~

~~33. The table game management system according to any one of claims 20 to 32, wherein the control device is configured to detect an amount of the bet game token and a balance for each player.~~

~~34. The table game management system according to any one of claims 20 to 33, wherein the chip determining device is configured to separately detect a plurality of game token stacks within each bet area of each player position.~~

~~35. A baccarat gaming table layout, comprising:~~

~~a portion on which a chip float storing a game token is placed;~~

~~a portion on which a card chute device storing a playing card is placed;~~

~~a card area in which the playing card withdrawn from the card chute device is placed; and~~

~~a bet area in which a game participant places the game token to participate in a bet,~~

~~wherein further, as the bet area, a bet area for PLAYER, a bet area for BANKER, a bet area for TIE, a bet area for PLAYER PAIR, and a bet area for BANKER PAIR are~~

~~set in a plurality of rows for each position radially centering on a dealer, and~~

~~the bet areas of the PLAYER, the BANKER, the TIE, the PLAYER PAIR, and the BANKER PAIR of each player position are set within a range which a hand of each game participant sitting at the player position can reach.~~

~~36. The gaming table layout according to claim 35, wherein a distance from an end of the table at a position at which the dealer sits to an end of each bet area is within 1 m, and~~

~~a distance from an end of the table at a position at which the game participant sits to an end of the bet area of each player position on which the game participant places the game token is within 1 meter.~~

~~37. The gaming table layout according to claim 35 or 36, wherein the bet area for PLAYER, bet area for BANKER, the bet area for TIE, the bet area for PLAYER PAIR, and the bet area for BANKER PAIR are arranged in five rows in one column for the each player position.~~

~~38. The gaming table layout according to any one of claims 35 to 37, wherein there is no contour line in the bet area, and the bet area is distinguished from a place of the gaming table layout by a color or a color density.~~

~~39. The gaming table layout according to any one of claims 35 to 38, wherein a game token including a feature color specifying a type and a common color used in common to a plurality of types of game tokens is a target to be used as the game token to be used, and the bet area is colored with a color other than the common color.~~

~~40. The gaming table layout according to any one of claims 35 to 39, further comprising, a game token check area.~~

~~41. A gaming table, comprising:~~

~~the gaming table layout according to any one of claims 35 to 40, the gaming table layout set on a top surface of the gaming table.~~

1. A management system comprising:

a first gaming table, the first gaming table has a first gaming table layout including a plurality of betting areas as betting targets for baccarat;

a second gaming table, the second gaming table has a second gaming table layout including a plurality of betting areas as betting targets, wherein the second gaming table layout is different from the first gaming table layout in at least one of: size of each of the plurality of betting areas; the number of playing positions; positional relationships of the plurality of betting areas; type of side bet areas included in the plurality of betting areas; and colors of the plurality of betting areas, and wherein both of the first gaming table layout and the second gaming table layout have non-side bet areas and side bet areas; and

a first betting amount determination system, the first betting amount determination system is configured to determine at least a betting amount of the first gaming table layout;

a second betting amount determination system, the second betting amount determination system is configured to determine at least a betting amount of the second gaming

table layout;

one or more processor, wherein the one or more processor is configured to compare the betting amount of the first gaming table layout and the betting amount of the second gaming table layout.

2. A management system comprising:

a first gaming table, the first gaming table has a first gaming table layout including a plurality of betting areas as betting targets for baccarat,

a second gaming table, the second gaming table has a second gaming table layout including a plurality of betting areas as betting targets, wherein the second gaming table layout is different from the first gaming table layout in at least one of: size of each of the plurality of betting areas; the number of playing positions; positional relationships of the plurality of betting areas; type of side bet areas included in the plurality of betting areas; and colors of the plurality of betting areas, and wherein both of the first gaming table layout and the second gaming table layout have non-side bet areas and side bet areas,

a first revenue amount determination system, the first revenue amount determination system is configured to determine a first revenue amount for a casino at the first gaming table;

a second revenue amount determination system, the second revenue amount determination system is configured to

determine a second revenue amount for the casino at the second gaming table;

one or more processor, wherein the one or more processor is configured to compare the first revenue amount and the second revenue amount.

3. A management system comprising:

a first gaming table, the first gaming table has a first gaming table layout including a plurality of betting areas as betting targets for baccarat,

a second gaming table, the second gaming table has a second gaming table layout including a plurality of betting areas as betting targets, wherein the second gaming table layout is different from the first gaming table layout in at least one of: size of each of the plurality of betting areas; the number of playing positions; positional relationships of the plurality of betting areas; type of side bet areas included in the plurality of betting areas; and colors of the plurality of betting areas, and wherein both of the first gaming table layout and the second gaming table layout have non-side bet areas and side bet areas,

a first betting amount determination system, the first betting amount determination system is configured to determine at least a betting amount for the non-side bet areas of the first gaming table layout and a betting amount for the side bet areas of the first gaming table layout;

a second betting amount determination system, the

second betting amount determination system is configured to determine at least a betting amount for the non-side bet areas of the second gaming table layout and a betting amount for the side bet areas of the second gaming table layout;

one or more processor, wherein the one or more processor is configured to compare:

(a) a first ratio:

(a-1) of the betting amount for the side bet areas of the first gaming table layout to the betting amount for the non-side bet areas of the first gaming table layout; or

(a-2) of the betting amount for the side bet areas of the first gaming table layout to the betting amount for the non-side bet areas and the side bet areas of the first gaming table layout; and

(b) a second ratio:

(b-1) of the betting amount for the side bet areas of the second gaming table layout to the betting amount for the non-side bet areas of the second gaming table layout; or

(b-2) of the betting amount for the side bet areas of the second gaming table layout to the betting amount for the non-side bet areas and the side bet areas of the second gaming table layout.

4. The management system according to any one of claims

1 to 3, wherein each betting area has a boundary line to demarcate it.

5. The management system according to any one of claims 1 to 3, wherein the betting areas do not have border lines and are distinguished from a background of the gaming table layout by a color or a color density.

6. The management system according to any one of claims 1 to 3, wherein:

gaming chips each includes a respective characteristic color that corresponds to a respective type of the respective gaming chip and a common color that is commonly used for a plurality of different types of the gaming chips; and

the bet areas are each colored in a color other than the common color.

7. The management system according to claim 1 or 3, wherein

the first betting amount determination system comprises:

a first image capturing device, the first image capturing device is configured to capture, from above at an angle, the first gaming table layout with gaming chips placed on one or more of the betting areas of the first gaming table layout to generate a first image; and

a first image analyzing device, wherein the first image analyzing device is configured to determine, based on the first image, types of the gaming chips placed on one or more of the betting areas of the first gaming table layout, the number of the gaming chips placed on one or more of the betting areas of the first gaming table layout and the betting targets of the first gaming table layout on which the gaming chips are placed, using a first deep learning structured artificial intelligence image recognition model corresponding to the first gaming table layout, to determine betting amounts for each betting targets;

the second betting amount determination system comprises:

a second image capturing device, the second image capturing device is configured to capture, from above at an angle, the second gaming table layout with gaming chips placed on one or more of the betting areas of the second gaming table layout to generate a second image; and

a second image analyzing device, wherein the second image analyzing device is configured to determine, based on the second image, types of the gaming chips placed on one or more of the betting areas of the second gaming table layout, the number of the gaming chips placed on one or more of the betting areas of the second gaming table layout and the betting targets of the second gaming table layout on which the gaming chips are placed, using a second

deep learning structured artificial intelligence image recognition model corresponding to the second gaming table layout, to determine betting amounts for each betting targets.

8. The management system according to claim 2, wherein the first revenue amount determination system comprises:

a first image capturing device, the first image capturing device is configured to capture, from above at an angle, the first gaming table layout with gaming chips placed on one or more of the betting areas of the first gaming table layout to generate a first image; and

a first image analyzing device, wherein the first image analyzing device is configured to determine, based on the first image, types of the gaming chips placed on one or more of the betting areas of the first gaming table layout, the number of the gaming chips placed on one or more of the betting areas of the first gaming table layout and the betting targets of the first gaming table layout on which the gaming chips are placed, using a first deep learning structured artificial intelligence image recognition model corresponding to the first gaming table layout, to determine betting amounts for each betting targets;

a card shoe, where in the card shoe is configured to detect ranks of cards drawn therefrom to the

first gaming table to determine a result of a game on the first gaming table based on the detected ranks; and

a first processor, wherein the first processor is configured to determine the first revenue amount based on the betting amounts of each betting targets and the result of the game,

the second revenue amount determination system comprises:

a second image capturing device, the second image capturing device is configured to capture, from above at an angle, the second gaming table layout with gaming chips placed on one or more of the betting areas of the second gaming table layout to generate a second image; and

a second image analyzing device, wherein the second image analyzing device is configured to determine, based on the second image, types of the gaming chips placed on one or more of the betting areas of the second gaming table layout, the number of the gaming chips placed on one or more of the betting areas of the second gaming table layout and the betting targets of the second gaming table layout on which the gaming chips are placed, using a second deep learning structured artificial intelligence image recognition model corresponding to the second gaming table layout, to determine betting amounts for each betting targets;

a card shoe, where in the card shoe is configured to detect ranks of cards drawn therefrom to the

second gaming table to determine a result of a game on the second gaming table based on the detected ranks; and

a second processor, wherein the second processor is configured to determine the second revenue amount based on the betting amounts of each betting targets and the result of the game.

9. The management system according to claim 1, wherein,

the first betting amount determination system is configured to determine at least a betting amount for the side bet areas of the first gaming table layout,

the second betting amount determination system is configured to determine at least a betting amount for the side bet areas of the second gaming table layout, and

the one or more processor is configured to compare the betting amount for the side bet areas of the first gaming table layout and the betting amount for the side bet areas of the second gaming table layout.

10. The management system according to claim 7 or 8, wherein the first deep learning structured artificial intelligence image recognition model and the second deep learning structured artificial intelligence image recognition model are the same model which is used for the first gaming table layout and the second gaming table layout.

11. The management system according to any one of claims 1 to 3, wherein

the one or more processor is configured to determine superiorities of the first gaming table layout and the second gaming table layout.

12. The management system according to claim 11, further comprising:

an output device, wherein the output device is configured to output the superiorities.