[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; and

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 stock information which represents a result of reading of ID codes of the gaming equipments contained in the storage by the ID code reader,

wherein the controller is configured to obtain expected increases or decreases of the gaming equipments, and identity whether the result of reading by the ID code reader has been changed with the expected increases or decreases to check whether the gaming equipments moves correctly from/to the storage.

2. The system according to claim 1, wherein the controller is configured to obtain expected increased or decreased ID codes of the gaming equipments as the expected increases or decreases of the gaming equipments, and identify whether the actual ID codes have increased or decreased with the expected increased or decreased ID codes of the gaming equipments.

3. 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.

4. The system according to claim 1, wherein the ID code reader is configured to read the ID code at a predetermined interval.

5. 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.

6. 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.

7. 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:

a step of reading the ID codes from the gaming equipments contained in a storage;

a step of obtaining stock information which represents a result of reading of ID codes of the gaming equipments contained in the storage based on the ID codes obtained by the reading;

a step of obtaining expected increases or decreases of the gaming equipments, and identity whether the result of reading by the ID code reader has been changed with the expected increases or decreases; and

a step of identitying whether the result of reading by the ID code reader has been changed with the expected increases or decreases, thereby checking whether the gaming equipments moves correctly from/to the storage.

8. The method according to claim 7, wherein

the step of obtaining expected increases or decreases of the gaming equipments is configured to obtain expected increased or decreased ID codes of the gaming equipments, and

the step of idntifying whether the result of reading by the ID code reader has been changed with the expected increases or decreases is configured to identify whether the actual ID codes have increased or decreased with the expected increased or decreased ID codes of the gaming equipments.

9. The method according to claim 7, 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 7, wherein the reading is performed at a predetermined interval.

11. The method according to claim 7, 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 7, 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.