using cards accommodated in the card shoe and replace the cards with a new set or package of cards.

[Solution to Problem]

[0009]

According to an aspect, there is provided a table game system, equipped with a card shoe placed on a game table where a card game is played, comprising:

the card shoe including

an accommodating section that accommodates playing cards consisting of multiple decks;

an opening through which the cards are drawn one by one from the card accommodating section onto a game table;

a reading section that reads at least a rank from the playing card drawn out from the opening; and

a determination section that determines a result of the card game based on the rank read by the reading section,

wherein the table game system further comprises a management control section that stores an occurrence time of a specific item and calculates an interval between the times of occurrence as a game period for each of the card games that are continuously performed, the specific item including either a first card of the card game was withdrawn or display of results of the card game was stopped.

In yet another further aspect of the disclosure, there is provided a table game system comprising:

shuffle playing cards that are playing cards formed of a multiple number of decks and shuffled and packaged or set;

a card shoe including

a card accommodating section that accommodates the shuffle playing cards, and

an opening through which the cards are drawn one by one from the card accommodating section onto a game table; and

a management control section that measures, based on points of time when specific items in a card game occur, a period between points of time when at least two of the specific items occur,

wherein the card shoe includes

a card sensor that senses that one of the cards is drawn and outputs a signal,

a card reading section that reads at least a rank of the drawn card,

# Claims

[Claim 1]

A table game system, equipped with a card shoe placed on a game table where a card game is played, comprising:

the card shoe including

an accommodating section that accommodates playing cards consisting of multiple decks;

an opening through which the cards are drawn one by one from the card accommodating section onto a game table;

a reading section that reads at least a rank from the playing card drawn out from the opening; and

a determination section that determines a result of the card game based on the rank read by the reading section,

wherein the table game system further comprises a management control section that stores an occurrence time of a specific item and calculates an interval between the times of occurrence as a game period for each of the card games that are continuously performed, the specific item including either a first card of the card game was withdrawn or display of results of the card game was stopped.

[Claim 2]

The table game system according to claim 1,

wherein the management control unit has a time measurement exclusion mode that does not measure an interval between occurrence times of the specific item.

[Claim 3]

The table game system according to claim 2, wherein the management control section starts the time measurement exclusion mode according to an operation, and ends the time measurement exclusion mode according to an operation.

[Claim 4]

The table game system according to any of claims 1 to 3, wherein the management control section stores the time of withdrawal of the first card and the time of withdrawal of the last card, in each card game, as the time of occurrence of the specific item, and calculates the interval between the withdrawal time of the first card and the withdrawal time of the last card, in each card game, as the dealing period.

[Claim 5]

The table game system according to any of claims 1 to 4,

wherein the management control section stores the withdrawal time of the last card and the time of output start of the determination result in the determination section, in each card game, as the occurrence time of the specific item, respectively, and calculates the interval between the withdrawal time of the last card and the time of output start of the determination result, in each card game, as the player’s period.

[Claim 6]

The table game system according to claim 5, wherein the management control unit calculates a sum of the dealing period and the player’s period, in each card game, as a play period.

[Claim 7]

The table game system according to any of claims 1 to 3, wherein the management control section stores a withdrawal time of a first card and a time of output start of a determination result in the determination unit, in each card game, as an occurrence time of the specific item, and calculates the interval between the withdrawal time of the first card in each card game and the time of output start of a determination result, in each card game, as a play period.

[Claim 8]

The table game system according to any of claims 1 to 7, wherein the management control section stores a time of output start of the determination result in the determination unit, and a time of output stop of the determination result in the determination unit, in each card game, as the occurrence time of the specific item, and calculates an interval between the time of output start of the determination result and the time of output stop of the determination result, in each card game, as a settlement period.

[Claim 9]

The table game system according to any of claims 1 to 8, wherein the management control section stores a time of output stop of the determination result in the determination unit and a withdrawal time of the first card, in each card game, as the occurrence time of the specific item, respectively, and calculates an interval between the time of output stop of the determination result and the withdrawal time of the first card, in each card game, as a bet period.

[Claim 10]

The table game system according to claim 9, wherein the management control section calculates a sum of the settlement time and the bet time, in each card game, as a period excluding play.

[Claim 11]

The table game system according to any of claims 1 to 8,

wherein the management control section stores the time of output start of the determination result in the determination unit and the withdrawal time of a first card, in each card game, as the occurrence time of the specific item,

respectively, and calculates an interval between the time of output start of the determination result and the withdrawal time of the first card, in each card game, as a period excluding play.

[Claim 12]

The table game system according to claim 10 or 11, wherein the management control section calculates a sum of the play period and the period excluding play as the game period.

[Claim 13]

The table game system according to any of claims 1 to 12, wherein the management control section further calculates a total period, an average period, and / or a dispersion of the game period.