CLAIMS

1. A management system that manages a game using chips, comprising:

chips that are individually identifiable;

a game table for playing a game using the chips;

a win/loss determining device that determines and displays a win/loss result of the game on the game table;

a chip tray that holds chips used by a dealer on the game table;

a dealer chip determining device that specifies types and the numbers of chips held in the chip tray;

a measuring device that measures positions, types, and the numbers of chips on the game table; and

a management control device that has a function of grasping the positions, the types, and the numbers of chips on the game table and calculating a balance of a casino side on the game table using the win/loss result obtained from the win/loss determining device,

wherein the management control device has a function of comparing a collection amount of chips to be collected from the game table by the casino side in the game on the basis of information obtained from the measuring device, the dealer chip determining device, and the win/loss determining device with an increase amount of chips in the chip tray after the dealer collects the chips in the chip tray,

comparing a payment amount of chips to be paid by the

casino side in the game with a decrease amount of chips in the chip tray after the dealer takes out and pays the chips from the chip tray, and transmitting a signal or performing display on a display device depending on a comparison result between the collection amount and the increase amount and a comparison result between the payment amount and the decrease amount, and changes the signal or an output content of the display depending on an amount of inconsistency when the inconsistency is determined to exist in the comparison results.

2. The management system according to claim 1, wherein the management control device has a function of outputting a signal for stopping the game of the game table or a signal for continuing the game of the game table without stopping the game of the game table when the inconsistency is determined in the comparison result between the collection amount and the increase amount or the comparison result between the payment amount and the decrease amount.

3. The management system according to claim 2, wherein the management control device has a function of outputting a signal for stopping the game of the game table when the inconsistency is continuous even though the inconsistency is a small amount of inconsistency when an amount of inconsistency is divided by a predetermined amount.

4. The management system according to claim 1, wherein the management control device has a function of causing the display device displaying the inconsistency to perform display specifying a player position or a game participant that is a cause of the inconsistency.