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; and

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 is configured to

measure at least any one period of game period, play period, period other than play, dealing period, player's period, bet period, and settlement period of the game using the card shoe,

determine a number of players participating in the game, and

store the measured period associated with the number of players.

[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 a 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 claim 1, 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 occurrence times of a 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 a dealing period.

[Claim 5]

The table game system according to claim 1, 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 times of a specific item, 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 a 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 claim 1, 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 the occurrence times of a 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 claim 1, 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 times of a 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 claim 1, 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 times of a specific item, 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 claim 1, 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 times of a 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.