[Patent Literature]

[0004]

[PTL 1]

US 6,582,301B

[Summary of Invention]

[Technical Problem]

[0005]

Embodiments of the present disclosure seek to provide a real-time monitoring of the table game and enable the casino to stop an ongoing game immediately when something unexpected happens by administrating the whole game from the start to the end of the game.

[0006]

Embodiments of the present disclosure also aim to provide a table game monitoring system with which it is possible to allow a casino to stop an ongoing game immediately when something unexpected happens by administrating the whole game from the start to the end of the game and during payoffs.

[Solution to Problem]

[0007]

According to an aspect of the present invention, there is provided a card game monitoring system for playing a game, the card game monitoring system comprising a control system including one or more control units, the one or more control units including a control unit corresponding to a camera system, the control unit configured to: receive, from the camera system, image information of one or more wagers on betting areas of a gaming table for the game; determine a start of betting corresponding to when a first bet is placed on any of the betting areas; determine, based on the image information of the one or more wagers, at least one stack of one or more chips and a position of the one or more chips used in the game; determine an end of betting corresponding to when a first card of the game is dealt from an electronic dealing shoe associated with the gaming table; and determine each hand of a plurality of hands of the game.

[0007a]

According to another aspect of the present invention, there is provided a card game monitoring system for playing a game, the card game monitoring system comprising a control system including one or more control units, the one or more control units including a control unit corresponding to a camera system, the control unit configured to: receive, from the camera system, image information of one or more wagers on betting areas of a gaming table for the game; determine a start of the game corresponding to when the game starts; determine, based on the image information of the one or more wagers, at least one stack of one or more chips and a position of the one or more chips used in the game; determine each hand of a plurality of hands of the game; and determine an end of the game corresponding to when the game ends.

[0007b]

There is also disclosed a card game monitoring system having: a game table on which bettors make wagers on betting areas, a card shooter apparatus that is put on the game table and has a card reading unit that reads the number (rank) of the card and having a control unit to determine a winning hand according to a table game rules based on information of numbers of the cards sequentially read by the card reading unit and a monitor video camera system to capture positions of the card delivered from the card shooter apparatus to bettors and identify wagers on each betting area at the game table, the control unit has a processing function using the information of the monitor video camera system to determine: 1) head-count of the bettors playing each game by identifying the wagers on each betting area or cards delivered to bettors, 2) whether or