CLAIMS

1. A management system of a table game, the management system comprising:

substitute currency for gaming to which an ID that can be individually identified is attached;

a game table on which games are played by using the substitute currency for gaming;

a chip tray that holds the substitute currency for gaming used by a dealer at the game table;

a chip determination device that specifies types and quantities of the substitute currency for gaming held by the chip tray, by using the IDs;

a winning/losing determination device that determines and displays a result of winning/losing of each game on the game table;

a camera that captures substitute currency for gaming placed on the game table to generate an image; and

an intelligent-type control device that identifies positions, types, and quantities of chips bet by each player through image analysis using deep learning or artificial intelligence on the image,

wherein the intelligent-type control device is capable of identifying a total amount of the chips on the chip tray through the chip determination device and further capable of recognizing

a color pattern of the side of the substitute currency for gaming and specifying the types of the substitute currency for gaming based on the colors that constitute the color pattern, and determines whether or not the increased/decreased amount is correct of the substitute currency for gaming on the chip tray by using the specified types of the substitute currency for gaming on the game table and the result of winning/losing of the game acquired from the winning/losing determination device.

2. The management system of a table game according to claim 1,

wherein the management system of a table game has a configuration in which the types of the substitute currency for gaming are detected using the chip determination device at a specific location on the game table, and the types of the substitute currency for gaming are detected using the intelligent-type control device at a location other than the specific location on the game table.

3. The management system of a table game according to claim 1,

wherein the color pattern of the side is a striped pattern composed of colored layers and white layers or light-colored layers laminated in the thickness direction of the substitute currency for gaming.

4. The management system of a table game according to claim 3,

wherein the intelligent-type control device has a function of determining the quantities of the substitute currency for gaming by measuring the number of the colored layers, white layers, or light-colored layers of the substitute currency for gaming placed by each game participant.