[0005]

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[Summary of Invention]

[Technical Problem]

[0006]

The present disclosure seeks to provide a system that uses a card shoe used in a table game to measure, as periods in the course of a game handled by a dealer, particularly, a game play period from the time when a card is drawn from a card accommodating section to the time when a result of the game is displayed, and periods other than the play period including periods spent for bet placement and bet settlement.

[0007]

Further, in addition to the measurement of the detailed periods in a single game, measurement of the detailed periods over a plurality of games allows grasp of the sum and average of the detailed periods and dispersion and progress tendencies thereof, whereby countermeasures can be examined.

[0008]

The present disclosure also seeks to provide a system that can measure a period required to stop

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

[Solution to Problem]

[0008a]

An aspect of the present invention provides 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

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; and

a mode switcher that switches a mode to a period measurement omission mode when a card game doesn’t start,

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,

a win/loss evaluating section that performs win/loss evaluation of the card game based on information on the rank of the card read by the card reading section, and

a win/loss evaluation result output section that outputs a result of the win/loss evaluation performed by the win/loss evaluating section,

wherein the management control section is configured to be capable of measuring, as an item of the measurement of the period between the points of time when the at least two specific items occur, a period from time when a mode is switched to the period measurement omission mode to time when the card game starts as a measurement omission period.

[0008b]

Another aspect of the present invention provides 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

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; and

a mode switcher that switches a mode to a period measurement omission mode when the card game doesn’t start

wherein the management control section is configured to be capable of measuring, as an item of the measurement of the period between the points of time when the at least two specific items occur, a period from time when a mode is switched to the period measurement omission mode to time when the card game starts.

[0009]

There is also disclosed 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 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

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; and

a mode switcher that switches a mode to a period measurement omission mode when a card game doesn’t start,

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,

a win/loss evaluating section that performs win/loss evaluation of the card game based on information on the rank of the card read by the card reading section, and

a win/loss evaluation result output section that outputs a result of the win/loss evaluation performed by the win/loss evaluating section,

wherein the management control section is configured to be capable of measuring, as an item of the measurement of the period between the points of time when the at least two specific items occur, a period from time when a mode is switched to the period measurement omission mode to time when the card game starts as a measurement omission period.

[Claim 2]

The table game system according to claim 1,

wherein the management control section is configured to be capable of measuring, as an item of the measurement of the period between the points of time when the at least two specific items occur, a period from time when a first card is drawn to time when the win/loss evaluation result output stars as a play period.

[Claim 3]

The table game system according to claim 1 or 2,

wherein

the item of the measurement of the period between the points of time when the at least two specific items occur further includes at least one of

[1] an item of measurement of a period from the time when the win/loss evaluation result output starts to the time when the win/loss evaluation result output stops as a bet settlement period, and

[2] an item of measurement of a period from time when the win/loss evaluation result output in a preceding game stops to the time when the first card is drawn as a bet period.

[Claim 4]

The table game system according to claim 3, wherein the management control section adds a result of the measurement of the bet settlement period to a result of the measurement of the bet period and memorizes a result of the addition as a period excluding play.

[Claim 5]

The table game system according to claim 4, wherein the management control section adds the play period to a result of the measurement of the period excluding play and memorizes a result of the addition as a game period.

[Claim 6]

The table game system according to any of claims 1 to 5,

wherein as the item of the measurement of the period between the points of time when the at least two specific items occurred, at least one of

[1] an item of measurement of a period from the time when the first card is drawn to time when a fourth card is drawn as a dealing period, and

[2] an item of measurement of a period from the time when the fourth card is drawn to the time when the win/loss evaluation result output starts as a player's period is further measured as a content of the play period.

[Claim 7]

The table game system according to any of claims 1 to 6, wherein the management control section further includes an error sensing section that memorizes a predetermined rule of the card game and senses, based on the rule, a state of an error that is against the rule of the card game.

[Claim 8]

The table game system according to claim 7,

wherein the management control section further identifies at least one of

(1) drawing of a subsequent card from the card shoe in a course of the game, and

(2) the win/loss evaluation result output performed by the result output section

showing that the system has recovered from the error state and measures an error recovery period required from time when the error sensing section senses the error to time when recovery from the error state is achieved.

[Claim 9]

The table game system according to any of claims 1 to 8, wherein the management control section is configured to be capable of setting a standard guideline period corresponding to at least one of the measured dealing period, player's period, bet settlement period, bet period, play period, period excluding play, and game period and outputs a fact that any of the measured periods exceeds the standard guideline period.

[Claim 10]

The table game system according to any of claims 1 to 9, wherein the management control section is configured to be capable of further calculating, in a plurality of games, an average of at least one of the measured dealing period, player's period, bet settlement period, bet period, play period, period excluding play, and game period.

[Claim 11]

The table game system according to any of claims 1 to 10, wherein the management control section is configured to be capable of further calculating a ratio among at least a plurality of the measured dealing period, player's period, bet settlement period, bet period, play period, period excluding play, and game period.

[Claim 12]

The table game system according to any of claims 1 to 11,

wherein

the management control section is configured to exclude the measured measurement omission period from at least one of the bet period, the period excluding play, and the game period in a game immediately after the operation mode switches to the period measurement omission mode.

[Claim 13]

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

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; and

a mode switcher that switches a mode to a period measurement omission mode when the card game doesn’t start

wherein the management control section is configured to be capable of measuring, as an item of the measurement of the period between the points of time when the at least two specific items occur, a period from time when a mode is switched to the period measurement omission mode to time when the card game starts.