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(54) **Title:** CASINO TABLE GAME MONITORING SYSTEM

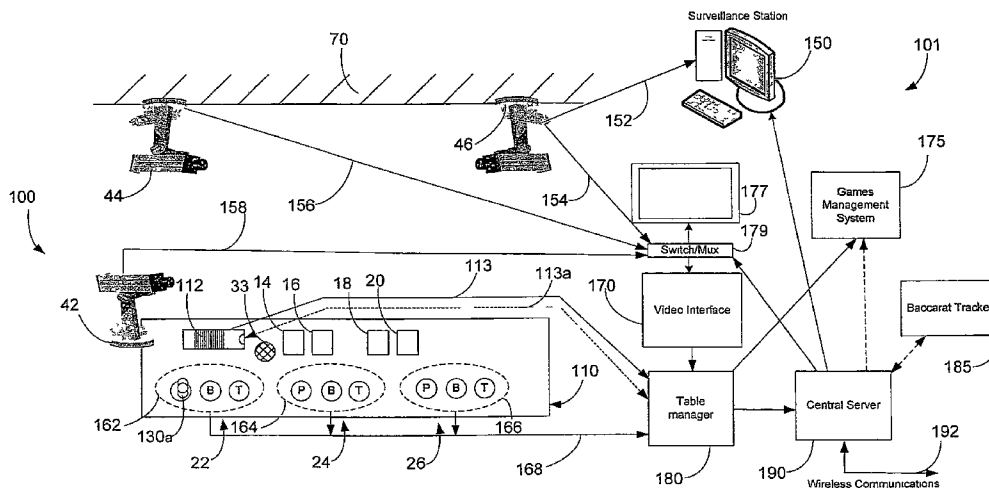


Fig. 4

(57) **Abstract:** A networked casino game rules violation alert system that captures game data from numerous game security systems/devices in real time, integrates the data, and compiles the integrated data. The system interprets the compiled data, associates the interpreted data with game rules, analyzes and compares the data to determine if there have been invalid actions (i.e., cheating by the player and/or dealer), detects any game anomalies, categorizes the anomalies, generates alerts based on the anomalies and the priority assigned to the anomaly, and dispatches alerts to various systems and alert mechanisms linked to the network. The system can also be used to collect game statistics, per player and dealer, and can determine and respond to historical anomalies as deemed appropriate.

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AMENDED CLAIMS

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1. A casino game table monitoring system comprising:

at least one video camera for outputting images of objects at the table;

a video interface for inputting the images from the at least one camera and processing the images into first game data;

a game device comprising a rules module to track game states, said game device outputting game state data and second game data;

at least one monetary sensing system for obtaining and outputting monetary information at positions at the table; and

a table manager unit for inputting the first and second game data, the game state data and the monetary information, said table manager unit determining if there have been any game anomalies based on the input data and monetary information, associating each anomaly with a priority level and generating an alert based on each anomaly and priority level.

2. The monitoring system of claim 1, wherein said table manager unit generates an alert based on the determined anomaly.

3. The monitoring system of claim 2, further comprising a server connected to receive the game state data, first and second game data, monetary information and alert from the table manager unit, said server outputting the alert to at least one surveillance device based on the priority of the alert.

4. The monitoring system of claim 3, wherein the game is baccarat and the server outputs the alert to a baccarat tracker unit, which tracks results of the game over a period of time.

13. The monitoring system of claim 1, wherein said table manager unit performs a statistical analysis of the input first and second game data, game state data and the monetary information.

14. The monitoring system of claim 1, wherein said table manager unit determines wins and losses based on the input first and second game data, game state data and the monetary information.

15. A casino game data collection system comprising:

at least one video camera, said at least one camera adapted to output images of objects at the table;

a video interface adapted to input the images from the at least one camera and process the images into game data;

at least one monetary sensing system adapted to obtain and output monetary data corresponding to game chips at a plurality of positions at the table; and

a processor unit, said processor unit adapted to input the game data and the monetary data, and to correlate the game data and monetary data, said unit being further adapted to detect game anomalies, associate each anomaly with a priority level and generate an alert based on each anomaly and priority level.

16. The collection system of claim 15, wherein the input game data comprises data corresponding to a rank and suit of cards on the table.

17. The collection system of claim 16, wherein the input game data further comprises monetary data corresponding to images of chips wagered at the table.

18. The collection system of claim 15, wherein the input game data can be used to determine game state information.

19. The collection system of claim 15, wherein the processor unit is further adapted to determine if there have been any game anomalies based on the correlated data and to associate an anomaly with a priority level.

20. The collection system of claim 19, wherein the anomalies correspond to one of card switching, card reversal, capping of bets and pinching of bets.

21. The collection system of claim 20, wherein the game is baccarat.

22. The collection system of claim 20, wherein the game is blackjack and the anomalies further correspond to one of improperly dealt cards, improper insurance wagering, improper splitting of cards, and improper double down wagering and card dealing.

23. A casino game data collection system comprising:

a game device comprising a rules module to track game states during a game based on cards dealt from the device, said game device outputting game state data and game data;

at least one monetary sensing system for obtaining and outputting monetary data corresponding to game chips located at positions at the table; and

a processor unit, said processor unit adapted to input the game data, game state data and the monetary data, and to correlate the game data, game state data and monetary data, said unit being further adapted to detect game anomalies, associate each anomaly with a priority level and generate an alert based on each anomaly and priority level.

24. The collection system of claim 23, wherein the input game data comprises data corresponding to a rank and suit of cards dealt from the gaming device and the game state information corresponds to

a state of a baccarat game as determined by the cards dealt from the device.

25. The collection system of claim 23, wherein the monetary data corresponds to chips wagered and paid out at the table.

26. The collection system of claim 23, wherein the processor unit is further adapted to determine if there have been any game anomalies based on the correlated data and to associate an anomaly with a priority level.

27. The collection system of claim 26, wherein the anomalies comprise one of invalid actions taken during the game, capping of bets and pinching of bets.

28. A casino game data collection system comprising:

at least one video camera, said at least one camera adapted to output images of objects at the table;

a video interface adapted to input the images from the at least one camera and process the images into first game data;

a game device comprising a rules module to track game states during a game based on cards dealt from the device, said game device outputting game state data and second game data; and

a processor unit, said processor unit adapted to input the first and second game data, and the game state data, said unit being further adapted to correlate the first and second game data and game state data to detect game anomalies, associate each anomaly with a priority level and generate an alert based on each anomaly and priority level.

29. The collection system of claim 28, wherein the second game data comprises data corresponding to a rank and suit of cards dealt

an anomaly, associating the anomaly with a priority level and generating an alert based on the anomaly and priority level.

43. The monitoring system of claim 42, further comprising a server connected to receive the game state data, first and second game data, monetary information and alert from the table manager unit, said server outputting the alert to at least one surveillance device based on the priority of the alert.

44. The monitoring system of claim 43, wherein the game is blackjack and the server outputs the alert to a blackjack tracker unit, which tracks results of the game over a period of time.

45. The monitoring system of claim 43, wherein the game is blackjack, the gaming device is a card shoe with an alert notification device, and the server outputs the alert to the card shoe.

46. The monitoring system of claim 43, wherein the server outputs the alert to a game management system that alerts casino personnel of the anomaly.

47. A casino game table monitoring system comprising:

at least one data acquisition device proximate a gaming table capable of generating an output signal corresponding to a game event;

a game module, the module receiving data from at least one data acquisition device and generating at least game state data; and

a table manager capable of receiving at least the game state data, detecting anomalies in game play, associating the anomaly with a priority level and generating an alert based on the anomaly and priority level.

48. The casino game table monitoring system of claim 47, wherein the data acquisition device is selected from the group consisting of: a card reader, a card reading shoe, a card reading