

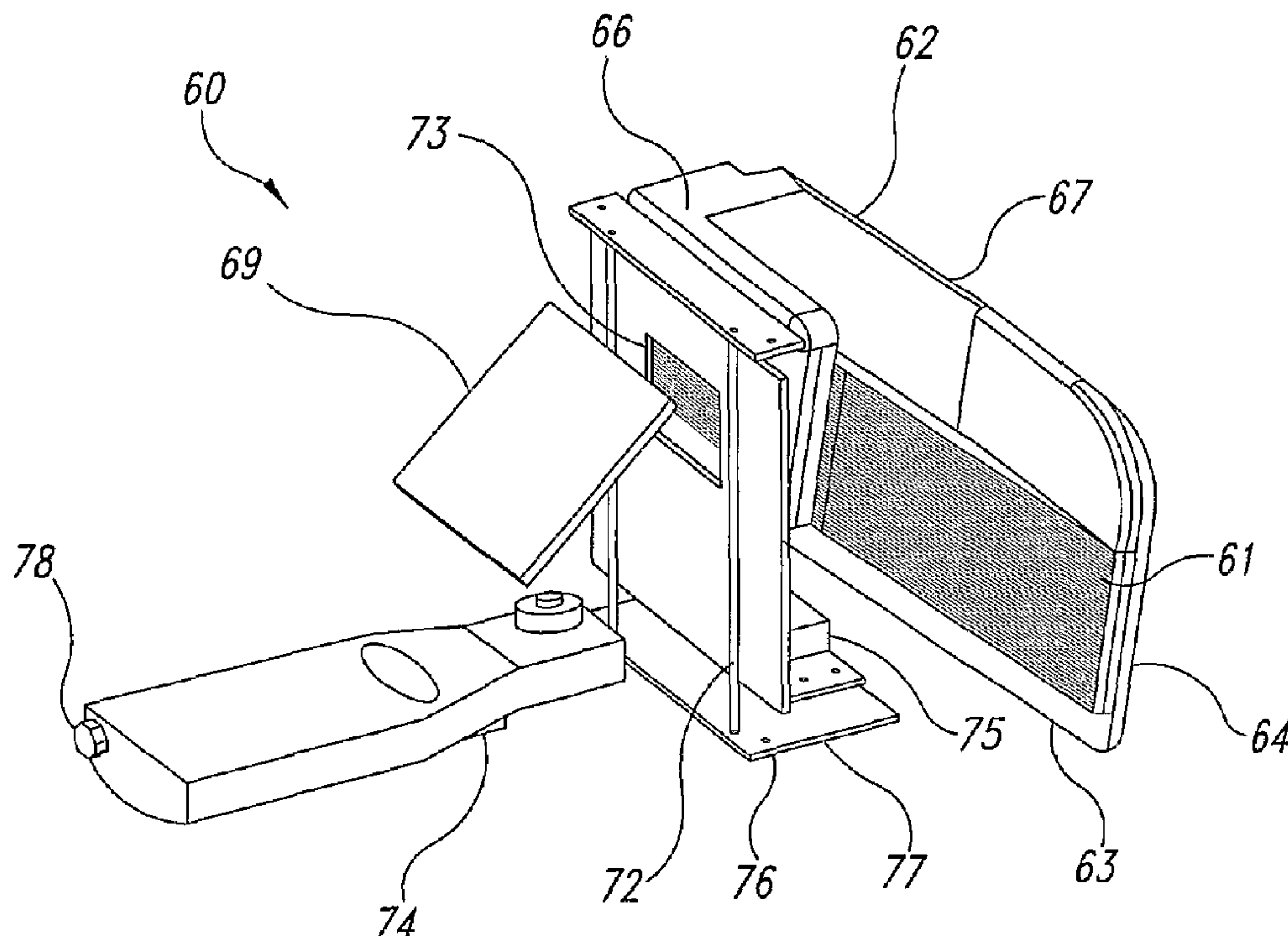


(86) Date de dépôt PCT/PCT Filing Date: 2002/02/21
(87) Date publication PCT/PCT Publication Date: 2002/09/06
(45) Date de délivrance/Issue Date: 2015/04/14
(85) Entrée phase nationale/National Entry: 2003/08/21
(86) N° demande PCT/PCT Application No.: US 2002/005522
(87) N° publication PCT/PCT Publication No.: 2002/068073
(30) Priorité/Priority: 2001/02/21 (US09/790,480)

(51) Cl.Int./Int.Cl. *A63F 1/18* (2006.01),
A63F 9/24 (2006.01), *G06K 7/10* (2006.01)
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(54) Titre : PROCEDE, DISPOSITIF ET ARTICLE SERVANT A EVALUER UN JEU DE CARTES TEL QUE LE BLACK JACK

(54) Title: METHOD, APPARATUS AND ARTICLE FOR EVALUATING CARD GAMES, SUCH AS BLACKJACK



(57) Abrégé/Abstract:

A system reads an identifier from a hand of cards to identify the cards. For example, the system can read an identifier from a pair of cards forming the initial hand in blackjack, where the one card is face up and the other card is face down. The system determines the value of a hand of cards from the read identifiers. For example, the system can determine a value of an initial hand of two cards in blackjack, while only one card is face up. The system can inform a dealer of the value, or status based on value, of the hand. The system can determine whether cards forming a hand of cards are authentic by validating the cards based on the read identifier. The system can determine if the cards forming the hand of cards are in an expected sequence based on a knowledge of the initial sequence of cards in a deck.



(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization
International Bureau



(43) International Publication Date
6 September 2002 (06.09.2002)

PCT

(10) International Publication Number
WO 02/068073 A3

(51) International Patent Classification⁷: **G06F 19/00**,
G06K 7/10, A63F 1/18

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(21) International Application Number: PCT/US02/05522

(22) International Filing Date: 21 February 2002 (21.02.2002)

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(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
09/790,480 21 February 2001 (21.02.2001) US

(81) Designated States (*national*): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ, OM, PH, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VN, YU, ZA, ZM, ZW.

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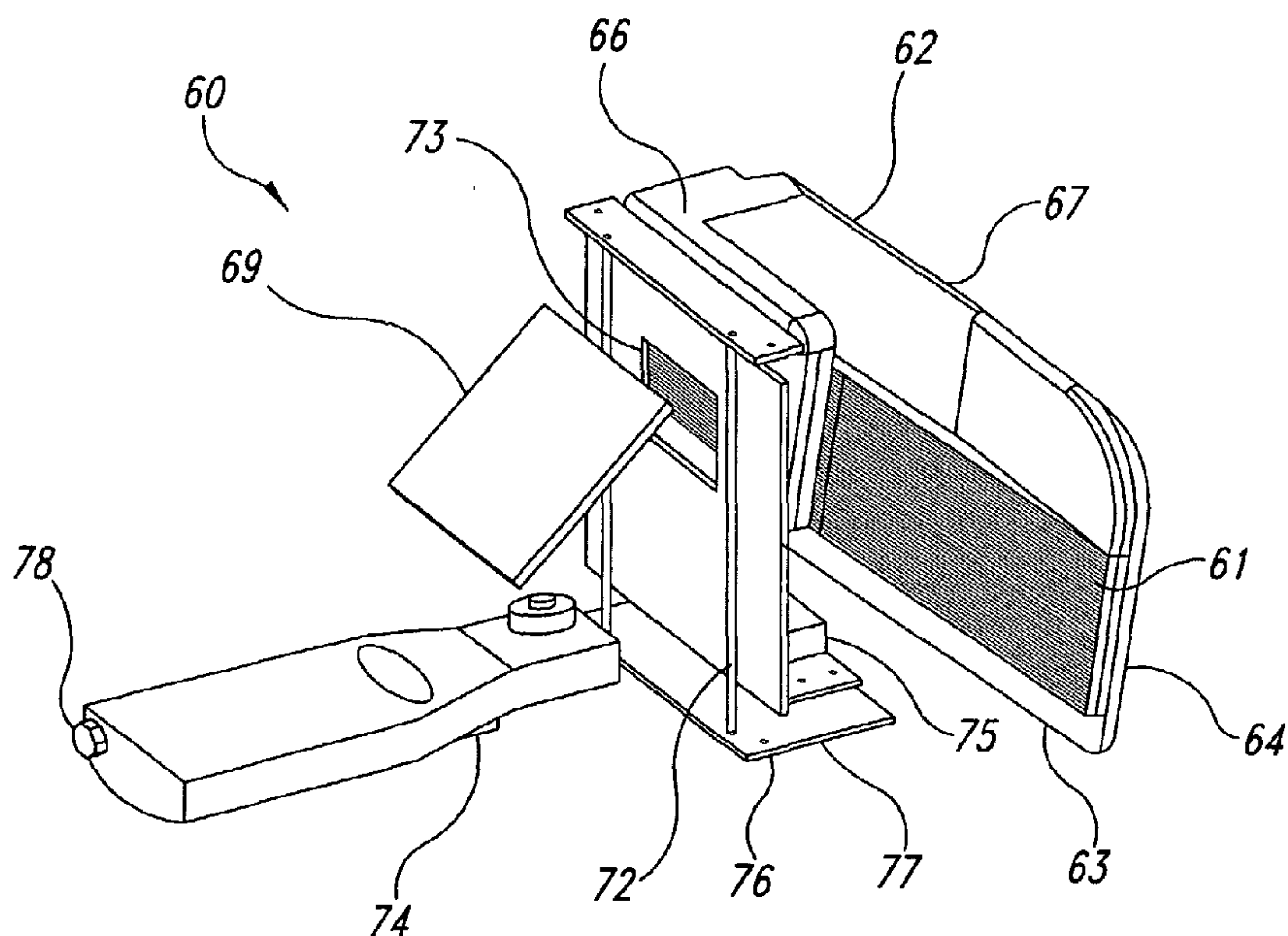
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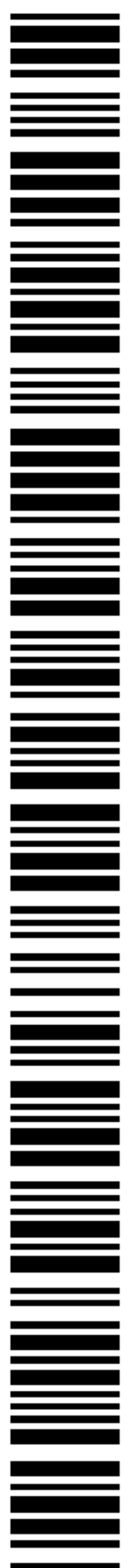
(84) Designated States (*regional*): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR,

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(54) Title: METHOD, APPARATUS AND ARTICLE FOR EVALUATING CARD GAMES, SUCH AS BLACKJACK



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WO 02/068073 A3

WO 02/068073 A3



GB, GR, IE, IT, LU, MC, NL, PT, SE, TR), OAPI patent
(BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR,
NE, SN, TD, TG).

(88) Date of publication of the international search report:
27 February 2003

Published:

— *with international search report*

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

METHOD, APPARATUS AND ARTICLE FOR EVALUATING CARD GAMES, SUCH AS BLACKJACK

TECHNICAL FIELD

This invention is generally related to gaming, and particularly to card
5 games, such as blackjack.

BACKGROUND OF THE INVENTION

Card games are a well-known form of recreation and entertainment. Games are typically played with one or more decks of cards, where each deck typically includes 52 cards. Each deck of cards will typically include four suits of cards,
10 including: hearts, diamonds, clubs, and spades, each suit including fourteen cards having rank: 2-10, Jack, Queen, King and Ace. Card games may, or may not, include wagering based on the game's outcome.

One popular card game is known as blackjack. In blackjack, one or more players each compete against a dealer. The players attempt to collect a hand
15 having a total value equal to, or as close to twenty-one, without going over. The value of the hand is determined by the rank of the card. Thus, cards having rank 2-10 have the value 2-10, respectively. Face cards (*i.e.*, Jack, Queen, King) have the value 10, while Aces can have the value 1 or 10 at the player's discretion. An initial hand of two cards having the value of twenty-one (*i.e.*, an Ace plus a ten or a face card) is referred
20 to as a natural "21", or blackjack, and beats other hands with the value of twenty-one. Suits have no bearing on the game of blackjack.

In blackjack, the dealer will initially deal two cards to each of the players and the dealer. The dealer deals in two passes around the table, starting with players at the dealer's far left (*i.e.*, first base) and extending through players at the dealer's far
25 right (*i.e.*, third base) and finally to them self. The players' cards are dealt face up in games where the cards are dealt from a shoe, and face down in hand-held games (*i.e.*, games dealt by hand). The rules of play for the dealer are strictly dictated, leaving no decisions up to the dealer. Therefore, there is not a problem with the dealer, or any of the other players at the table, seeing the cards in a player's hand.

30 The dealer turns over or is dealt one of the dealer's first two cards face up, such that the value of the card is visible to the players at the table. This card is commonly referred to as the "top" card. The dealer leaves or is dealt the second card face down, such that the value of the card is not visible to the players at the table. The face down card is commonly referred to as the "hole" card. In some variations of

blackjack, the dealer will immediately determine the value of the hole card, while in other variations of the game the dealer waits until all players have played their hands before checking the value of the hole card.

The dealer then offers each player in succession, from the dealer's left to right the opportunity to accept additional cards from the deck. Each player's hand is completed before the dealer offers the next player the opportunity to receive additional cards. Accepting cards is commonly referred to as "hitting" or taking a "hit." At each player's turn, the player may accept cards, one at a time, trying to build a hand with a value as close to twenty-one as possible, without going over twenty-one. The player may decline further cards at anytime, which is commonly referred to as "standing." The player must terminate play if the value of the player's hand exceeds twenty-one. A hand with a value exceeding twenty-one is commonly referred to as a "bust" or "busted." If the player busts, or has a natural twenty-one (*i.e.*, blackjack), the dealer must complete the player's hand and place that player's cards into a discard holder. Before receiving a third card after the initial hands are dealt, a player can split the player's initial hand. This is commonly referred to as splitting. The player uses one of the initial cards to form a new hand, placing a wager for the new hand, and retains the other of the initial cards as a part of the original hand.

After each player in turn has declined to accept further cards, the dealer may accept further cards from the deck, with goal of obtaining a hand having a value as close to twenty-one as possible, without exceeding twenty-one. Casinos have rules based on the value of the dealer's hand that dictate when the dealer must take an additional card from the deck (*i.e.*, hit) and when the player must decline further additional cards (*i.e.*, stand). For example, many casinos require the dealer to stand if the dealer's hand has a value of seventeen or more. Some, casinos permit the dealer to take an additional card if the value of the dealer's hand is a soft seventeen, that is, if the value of the dealer's hand is seventeen by counting an Ace held by the dealer as eleven.

If the dealer busts, players who have not also busted win. If the dealer does not bust, all remaining players and the dealer must display their hands to allow the dealer to compare each of the player's hands to the dealer's hand. Those players having a hand with a higher value than the dealer's hand, and who have not exceed twenty-one win. The winning players are paid based on the size of their wager and the odds. Blackjack includes additional rules such as "doubling down" and "insurance" bets, and other variations that are commonly known by those who play blackjack, and will not be further described in the interest of brevity.

Blackjack is particularly popular in casinos and other gaming establishments. Players wager large sums of money while playing blackjack. Thus, it is important to ensure that those playing the game are not cheating. It is also important to monitor the game in a relatively unobtrusive manner to allow casino customers to
5 feel comfortable in their surroundings.

SUMMARY OF THE INVENTION

In one aspect, a system reads an identifier from a hand of cards to identify the cards. For example, the system can read an identifier from a pair of cards forming the initial hand in blackjack, where one card of the pair is face up and the other
10 card is face down.

In another aspect, a system determines the value of a hand of cards. For example, the system can determine a value of an initial hand of two cards in blackjack, while only one card is face up. In another aspect, the system can inform a dealer of the value, or status based on value of the hand.

15 In a further aspect, a system can determine whether cards forming a hand of cards are authentic by validating the cards based on an identifier read from each of the cards forming the hand. In yet a further aspect, a system can determine if the cards forming a hand of cards are in an expected sequence based on a knowledge of the initial sequence of cards in a deck.

20 BRIEF DESCRIPTION OF THE DRAWINGS

In the drawings, identical reference numbers identify similar elements or acts. The size and relative positions of elements in the drawings are not necessarily drawn to scale. For example, the shapes of various elements are not drawn to scale, and some of these elements are arbitrarily enlarged and positioned to improve drawing
25 legibility. Further, the particular shapes of elements, as drawn are not intended to convey any information regarding the actual shape of the particular elements, and have been solely selected for their ease and recognition in the drawings.

Figure 1 is a schematic drawing showing an environment in which an embodiment of the invention can operate, including a network coupling a number of
30 client computing systems, a server computing system, a card hand reader, and a discard shoe having a discard shoe reader.

Figure 2 is a high level system block diagram showing various hardware elements of the client computing systems of Figure 1.

Figure 3 is perspective view of the discard card reader of Figure 1, showing an optical lens assembly, imager, reflector, aperture, illumination assembly and connector.

Figure 4 is side elevation view of the discard card reader of Figure 3.

5 Figure 5 is side elevation view of an alternative discard card reader, including an actuator for moving the cards relative to an aperture.

Figure 6 is side elevation view of an alternative discard card reader, including a magnetic reading head for reading magnetic markings on the cards.

10 Figure 7 is a schematic drawing showing the environment of Figure 1, including a number of software applications loaded into memory on the client and server computing systems.

Figure 8 is a flow diagram of an overview of an illustrated method of operating the card game evaluation system of Figure 1.

15 Figure 9 is a flow diagram of an illustrated method of operating a blackjack game including operating the card game evaluation system of Figure 1 to identify the sequence of the deck and the initial hands of the dealers and players.

Figures 10A and 10B are a flow diagram of an illustrated method of operating a blackjack game including dealing and collecting cards after the initial hands have been dealt and read according to the method of claim 8.

20 Figures 11A and 11B are a flow diagram of an illustrated method of operating a blackjack game including operating the game evaluation system of Figure 1 for evaluating the game and game results.

Figure 12 is a flow diagram of a method of reading identifiers from the cards in the discard card reader.

25 Figure 13 is a schematic view of a portion of a deck of playing cards.

Figure 14 is a schematic view of a dealer's initial hand of two playing cards.

Figure 15 is a schematic view of the playing cards in the discard shoe, after playing a round of blackjack.

30 Figure 16 is a schematic view contrasting a first player's completed hand in a game dealt from a shoe and in a game dealt by hand.

DETAILED DESCRIPTION OF THE INVENTION

In the following description, certain specific details are set forth in order to provide a thorough understanding of various embodiments of the invention.
35 However, one skilled in the art will understand that the invention may be practiced

without these details. In other instances, well-known structures associated with cameras, optics, computers, computer networks, data structures, databases and networks such as the Internet, have not been described in detail to avoid unnecessarily obscuring the descriptions of the embodiments of the invention.

5 Unless the context requires otherwise, throughout the specification and claims which follow, the word "comprise" and variations thereof, such as "comprises" and "comprising" are to be construed in an open, inclusive sense, that is as "including but not limited to."

System Environment

10 Figure 1 shows a card game evaluation system 10 including a number of client computing systems 12, a server computing system 14, a number of card hand readers 15, a discard shoe 16A, 16B, and a number of card deck readers 17A, 17B that communicate over a network 18. The card game evaluation system 10 and method of operation is illustrated in the environment of a blackjack game, although some
15 components and methods are applicable to other types of card games.

The client computing systems 12 each include a display 20, screen 22, cabinet 24, keyboard 26 and mouse 28. The mouse 28 can have one or more user selectable buttons for interacting with a graphical user interface ("GUI") displayed on the screen 22. The cabinet 24 includes a slot 30 for receiving computer-readable media,
20 such as a CD-ROM disk 32. Although the computer-readable media is represented as a CD-ROM disk 32, the card game evaluation system 10 can employ other computer-readable media, including but not limited to, floppy disks, tape, flash memory, system memory, and hard drives. The CD-ROM disk 32 can hold software applications discussed in detail below.

25 The server computing system 14 includes a cabinet 29 having a slot 30 for receiving computer-readable media, such as a CD-ROM disk similar to the CD-ROM disk 32. The server computing system 14 can optionally include a display, screen, keyboard, and/or mouse as described above. The server computing system 14 also includes a server database 34. The server database 34 is shown as being external to
30 the cabinet 29 for ease of representation in the drawings, although in many embodiments the server database 34 can be located within the cabinet 29.

The card hand reader 15 has a slot 19 sized and dimensioned for receiving a hand of cards, such as the dealer's initial hand 21 which consists of the face up top card 23 and the face down hole card 25. An indicator light 55 is placed on the
35 card hand reader 15 such that it is visible to the dealer. As described in detail in

commonly assigned U.S. patent application 60/259,658, filed January 4, 2001, and entitled "Method, Apparatus And Article for Verifying Card Games, Such As Blackjack," the card hand reader 15 is capable of reading an identifier associated with each of the cards 23, 25. The identifier can be encoded, for example, in a machine-readable symbol such as a bar code, or in a magnetic strip, carried by the card 23, 25. The identifier may take the form of a unique identifier, such as a serial number that uniquely identifies each card in the deck of cards, and/or the rank and/or suit of the cards 23, 25. As illustrated, the card hand reader 15 can be directly connected to one of the client computing systems 12, or can be coupled to a client computing system 12 via the network 18.

The card deck reader can take a hand-held form 17A for games dealt by hand, or can take a card shoe form 17B for games dealt from a card shoe. The hand-held card deck reader 17A includes a slot 11 sized and dimensioned to receive one or more decks of playing cards 27. The dealer can insert the deck 27 into the slot 11 prior to beginning a game. The shoe card deck reader 17B contains one or more decks of playing cards 27, and includes a slot 11 sized and dimensioned to allow the dealer to remove one card at a time. The card deck reader 17A, 17B is capable of reading a unique identifier such as a serial number, identifying each card in the deck of cards 27, and/or the rank and suit of the cards in the deck of cards 27. A similar reader is described in commonly assigned patent applications: Serial No. 60/130,368 filed April 21, 1999 and Serial No. 09/474,858 filed December 30, 1999 and entitled "Method and Apparatus For Monitoring Casino Gaming." Thus, the sequence of the cards in the deck 27 is known to the card game evaluation system 10 at the start of the game. As illustrated, the card deck reader 17A, 17B can be directly connected to one of the client computing systems 12, or can be coupled to a client computing system 12 via the network 18.

The discard shoe 16A, 16B includes a slot 13 for receiving cards collected by the dealer after the hands are completed. The discard shoe includes suitable electronics and/or optics for identifying the cards placed in the slot 13, for example by reading a unique identifier such as a serial number or the rank and suit of each card, as described in detail below.

The network 18 can take the form of any conventional network, such as one or more local area networks ("LANs"), wide area networks ("WANs"), and/or extranets, intranets, or the Internet.

Low-level System

Figure 2 shows a system block diagram of the client computing systems 12 used in executing an illustrated embodiment of the present invention. As in Figure 1, the client computing systems 12 each include the display 20, keyboard 26 and mouse 28. Additionally, each of the client computing systems 12 can include subsystems, such as a processor 36, system memory 38, fixed persistent memory 40, media drive 42, display adapter 44, sound card 46, speakers 48, and network interface 50. Arrows 52 represent the system bus architecture of the client computing systems 12.

The client computing systems 12 can take any of a variety of forms, such as a micro- or personal computer, a mini-computer, a workstation, or a palm-top or hand-held computing appliance. The processor 36 can take the form of any suitable microprocessor, for example, a PENTIUM II, PENTIUM III, PENTIUM IV, POWER PC 603 or POWER PC 604 processor. The system memory 38 can take the form of random access memory ("RAM") or other dynamic storage that temporarily stores instructions and data for execution by the processor 36. The fixed persistent memory 40 can take the form of a hard drive or other nonvolatile computer-readable media. The media drive 42 can take the form of a CD-ROM reader, a DVD reader, an optical disk reader, floppy disk reader, or other similar device that reads instructions and/or data from computer-readable media.

While not shown in detail, the server computing system 14 can have a similar structure to the client computing systems 12, as shown in Figure 2. In practice, the server computing system 14 will typically take the form of a network server, the details of which are commonly understood by those skilled in the art.

The computing systems 12, 14 are illustrative of the numerous computing systems suitable for use with the present invention. Other suitable configurations of computing systems will be readily apparent to one of ordinary skill in the art. Other configurations can include additional subsystems, or fewer subsystems, as is suitable for the particular application. For example, a suitable computing system 12, 14 can include more than one processor 36 (*i.e.*, a multiprocessor system) and/or a cache memory. The arrows 52 are illustrative of any interconnection scheme serving to link the subsystems. Other suitable interconnection schemes will be readily apparent to one skilled in the art. For example, a local bus could be utilized to connect the processor 36 to the system memory 38 and the display adapter 44.

Discard Card Reader

Figures 3 and 4 show the structure of a discard card reader 60 which can be housed within the discard shoe 16. The discard card reader 60 reads an identifier, such as a machine-readable symbol, from the cards 61 constituting one or more
5 completed hands. The machine-readable symbol can take any of a variety of forms, for example, a bar code symbol, or an area or matrix code symbol such as that disclosed in commonly assigned U.S. Patent applications: Serial No. 60/130,368 and Serial No. 09/474,858.

The machine-readable symbol can be printed on an end 54 of a face 56
10 of the cards 21 (shown in Figure 14). The machine-readable symbol is preferably printed such that it is not visually perceptible to humans. For example, the machine-readable symbol can be printed in an ink that is visible only under a particular wavelength of light, such as ultraviolet. Alternatively, the machine-readable symbol can be incorporated into the design on the face 56 of the card, such that the symbol
15 blends in with the design. In a further alternative, the machine-readable symbol can be printed in a magnetic ink. The identifier is preferably printed on a front face (*i.e.*, face with rank and suit indicia) of the cards 61.

A card guide 62 holds the cards 61 and ensures that the cards 61 are properly positioned with respect to a set of reading components, such as electronics and
20 optical components, described below. The card guide 62 includes a card support surface 63. The card support surface 63 is sloped with respect to a base of the discard shoe 16 (Figure 1), to hold the cards 61 in the discard shoe 16 such that the cards 61 are slightly shifted or staggered with respect to adjacent cards (as shown in Figures 3 and 4) when the discard shoe 16 is on the horizontal playing surface 31 of the gaming table
25 (not shown). A bottom end wall 64 supports the cards 61 on the sloped card support surface 63, and forms an acute angle 65 therewith. An angle 65 of approximately 45 degrees is suitable. A top end wall 66 is transparent, or has a window formed therein, to expose the ends 54 of the faces 56 of the cards 61 in the card guide 62. Side walls 67 help ensure the cards 61 are properly aligned to form a stack within the card guide 62.

30 The reading electronics and optics can include an optical lens assembly 68, a reflector 69, and an imager 70 aligned along an optical path illustrated by broken line arrow 71. The optical lens assembly 68 can include one or more optical lenses and filters. For example, a 9.9 FL lens assembly available from Sunex Inc., Carlsbad, California, part number DSL900, can serve as a suitable optical lens. Also for example,
35 the optical lens assembly 68 can include a narrow band pass filter that passes light having a wavelength of approximately 450 nanometers, while stopping other light, such

as light coming directly from an illumination source 72. A suitable filter is available from Edmond Scientific, of Barrington, New Jersey, as part number 00151-11859.

The imager 70 includes photo-sensitive elements, such as charged-coupled devices ("CCDs") and suitable electronics for producing a digital
5 representation of a captured image. A CMOS color sensor, such as the CMOS color sensor available from Photobit Corporation, Pasadena, California, part number PB300, can serve as a suitable imager 70.

The reflector 69 can be positioned at an angle, such as a 45 degree angle, to the top end wall 66 and the imager 70 to pass an image of the ends 54 of the cards 61
10 to the imager 70. The discard card reader 60 can include additional optical components, such as reflectors, defractors, splitters, polarizers, filters and lenses, where such would be suitable to the particular application. For example, the discard card reader 60 can include an aperture 73 between the reflector 69 and the top end wall 66, which can improve the field of depth of the imager 70. The optical path 71 is defined by the
15 optical properties and position of the optical components, and thus does not necessarily have to be a straight line. Many of the components can be housed in an arm 74, formed from a pair of molded plastic halves.

The discard card reader 60 includes an illumination system 59 having one or more illumination sources 72 that provide low intensity illumination for the
20 cards 61. The illumination sources 72 can take the form of one or more lamps. The illumination sources 72 produce light suitable to the particular embodiment. For example, the discard card reader 60 can employ illumination sources 72 that produce predominately UV light where the machine-readable symbols are only visible under UV illumination. Suitable lamps can include ultraviolet ("UV") lamps available from JKL
25 Components Corporation of Pacoima, California, as part number BF350-UV1, having a diameter of 3 millimeters and a length of 50 millimeters. The illumination sources 72 are located proximate the top end wall 66 of the card guide 62. The illumination sources 72 receive power from a high voltage power inverter 75 via a printed circuit board 76 that receives power from a 5V power source 77. A suitable high voltage
30 power inverter is available from JKL Components Corporation as part number BXA 501A.

The discard card reader 60 is coupled to the network 18 or host computer 12 by way of a connector 78, such as a FIREWIRE connector or Universal Serial Bus ("USB") connector. For example, a FIREWIRE connector available from Molex
35 Electronics, Ltd. of Canada, part number 52462-0611, can serve as a suitable connector

78. The connector 78 can deliver the digital representation of the captured image to the appropriate client computing system 12 for image processing and card validation.

Figure 5 shows an alternative embodiment of the discard card reader 60, that is suitable for reading large numbers of cards (*e.g.*, two to six decks). This alternative embodiment, and those alternative embodiments and other alternatives described herein, are substantially similar to previously described embodiments, and common acts and structures are identified by the same reference numbers. Only significant differences in operation and structure are described below.

The embodiment shown in Figures 3 and 4 is particularly suited for reading up to two decks of cards, the imager 70 typically having a field of view encompassing up to two decks. The embodiment of Figure 5 has a similar field of view and moves field of view relative to the cards to incrementally read all of the cards in the discard shoe 16.

The discard card reader 60 employs an actuator, such as a jack screw or a hydraulic actuator 79, to incrementally move the cards past the field of view of the imager 70. The actuator 79 moves the card support surface 63 to incrementally pass the cards 61 by the aperture 73. The card support surface 63 is slidably mounted with respect to the bottom end wall 64, top end wall 66 and side walls 67. The card support surface 63 can include a number of tabs 80 which fit in grooves 81 formed in the side walls 67 to guide the card support surface 63 as it advances upward and downward in the card guide 62. The tops and bottoms of the grooves can serve as stops to limit the travel of the card support surface 63. The discard card reader 60 can, of course, employ other guide mechanisms, or may function without such a mechanism. While the illustrated embodiment shows the actuator 79 moving the cards 61, other embodiments can move the reflector 69, imager 70, and/or one or more of these components to sweep the field of view of the imager 70 across all of the cards 61 in the card guide 62.

The hydraulic actuator 79 includes a cylinder 82 and piston 83, which is moved relative to the cylinder 82 by controlling the pressure within the cylinder 82 via a reservoir 84, valve 85 and conduit 86. The discard card reader 60 can of course employ other types of actuators 79. The valve 85 is operated by a solenoid 87 that is controlled via a processor, such as a microprocessor 88 mounted on the circuit board 76.

The discard card reader 60 includes one or more position sensors 89 that detect the position of the card support surface 63, the piston 83, or the cards 61 to determine the height of cards in the card guide 62. This allows the microprocessor 88 to activate the solenoid to adjust the level of the card support surface 63 so that the

cards are properly positioned with respect to the aperture 73 to be imaged. The position sensors 89 can take the form of optical switches, mechanical switches, or magnetic switches. For example, an optical switch can take the form of a light source, such as a light emitting diode ("LED"), and a light sensor opposed to the light source across the card guide 62. The insertion of the cards 61 between the light source and light sensor interrupts the reception of light by the light sensor, that acts as the switch. Also for example, a conductor mounted on, or forming a part of, the card support surface 63 can contact one of a number of conductors on the side walls 67 to close a circuit, providing an indication of the position of the card support surface 63, and hence the position of the cards 61. Similarly, a magnet mounted on the card support surface 63 or piston 83 can pass one of a number of magnetic sensors such as a reed switch to provide position information to the microprocessor 88.

The discard card reader 60 incrementally reads groups of cards. The microprocessor 88 can be programmed to advance the cards in set increments, for example $\frac{1}{4}$ inch increments, past the aperture 73. The microprocessor employs the position of the cards 61 as a trigger for advancing the cards. For example, a signal from a single position sensor 89 positioned above the aperture 73 can indicate that there are cards 61 in the card guide 62 that have not been read. The microprocessor 88 advances the cards by activating the solenoid 87 to open and close the valve 85 to the reservoir 84, thereby controlling the flow of a fluid, such as air, into the cylinder 82. The discard card reader 60 can employ other methods of positioning the cards, for example turning a jack screw coupled to the card support surface 63.

Magnetic Discard Card Reader

Figure 6 illustrates a further alternative embodiment, in which the discard card reader 60 can employ a magnetic head assembly 90 for reading cards marked with a magnetic strip. The magnetic head assembly 90 can include one or more magnetic heads 91, positioned in the aperture 73 closely spaced from the ends 54 of the cards 61. The magnetic heads 91 read the information encoded in the magnetic strips as the cards are successively incremented past the magnetic head assembly. Cables 92 couple each of the magnetic heads to the circuit board 76.

Software

As shown in Figure 7, the system memory 38 of the client computing system 12 and server computing system 14 contain instructions and data for execution by the respective processors 36 for implementing the illustrated embodiments. For

example, the system memory 38 includes an operating system ("OS") 95, 96 to provide instructions and data for operating the respective computing systems 12, 14. In the case of the client computing systems 12 the OS 95 can take the form of conventional operating systems, such as WINDOWS 95, WINDOWS 98, WINDOWS NT 4.0 and/or
5 WINDOWS 2000, available from Microsoft Corporation of Redmond, Washington. In the case of the server computing system 14, the OS 96 can take the form of conventional server operating systems, such as WINDOWS NT 4.0 Server, and/or WINDOWS 2000 Server, also available from Microsoft Corporation. The OS 95, 96 can include application programming interfaces ("APIs") (not shown) for interfacing
10 with the various subsystems and peripheral components of the computing systems 12, 14, as is conventional in the art. For example, the OS 95, 96 can include APIs for interfacing with a display subsystem 20, 44, keyboard 26, sound subsystem 46, 48 and communications or network subsystem 50.

The system memory 38 of the client and server computing systems 12,
15 14 can also include additional communications or networking software (not shown) for wired and/or wireless communications on networks, such as local area networks ("LANs"), wide area networks ("WANs"), or the Internet. For example, the client computing system 12 can include a Web client or browser for communicating across the World Wide Web portion of the Internet using standard protocol (e.g.,
20 Transportation Control Protocol/Internet Protocol ("TCP/IP"), User Datagram Protocol ("UDP")). A number of Web browsers are commercially available, such as NETSCAPE NAVIGATOR from America Online, and INTERNET EXPLORER available from Microsoft of Redmond, Washington. The server computing system 14 can include a Web server, such as any of the many commercially available Web server
25 applications.

The system memory 38 of the client computing system 12 includes instructions and/or data in the form of a decoding application 97 for resolving the digital image into machine-readable symbols and converting the machine-readable symbols into their respective identifiers and/or ranks and suits. Software for resolving
30 digital images into machine-readable symbols and converting the machine-readable symbols into identifiers is commonly known in the automatic data collection ("ADC") arts. The system can additionally, or alternatively, include other software for reading and converting other types of identifiers, such as magnetic strips.

The system memory 38 of the client computing system 12 also includes
35 instructions and/or data in the form of an evaluation application 98 for determining the value and/or status of the hand (e.g., blackjack or not). The evaluation application 98

also can authenticate the cards in the hand (*i.e.*, determine that the cards belong to the deck being played), and validate the sequence of the cards comprising the hand with respect to a known sequence of cards for the deck (*i.e.*, no cards missing or inserted).

Overall Method

5 Figure 8 shows an overview of an illustrated method 100 of operating the card game evaluation system 10. Additional flow diagrams (Figures 9-12) illustrate more detailed aspects of the operation of the card game evaluation system 10, as well as actions of the dealer employing the game evaluation system 10.

10 The method 100 starts at step 102, for example in response to the insertion of a deck of cards into the deck reader. In step 104, the card game evaluation system 10 determines the original sequence of cards in the deck. In step 106, the card game evaluation system 10 determines the identity of the cards in the dealer's initial hand. In step 108, the card game evaluation system 10 determines the number of active player positions (*i.e.*, hands being played). In step 110, the card game evaluation
15 system 10 determines the identity of the cards in the initial hand for each of the active positions. In step 112, the card game evaluation system 10 determines the identity of the hit cards for the dealer. In step 114, the card game evaluation system 10 determines the value of the dealer's complete hand. In step 116, the card game evaluation system 10 determines the identity of the hit cards for each active position. In step 118, the card
20 game evaluation system 10 determines the value of the completed hands for each active position. It is noted that step 114 can follow step 116 and/or step 118. In step 120, the card game evaluation system 10 determines the outcome of the game for each active position. In step 122, the card game evaluation system 10 verifies the dealer's completed hand against the original deck sequence. In step 124, the card game
25 evaluation system 10 verifies the completed hand against the original deck sequence for each of the active positions. It is noted that steps 114 and/or step 118 can follow steps 122 and/or step 124. In step 126, the card game evaluation system 10 notifies the dealer and/or other casino personnel of the outcome of the games for each of the active positions and of the outcome of the verification, if any. The method 100 terminates at
30 step 128.

 Figure 9 shows an exemplary method 130 of operating in the gaming environment of blackjack. In particular, method 130 identifies specific acts by the card game evaluation system 10 and the dealer. In overview, the method 130 includes: first, determining the sequence of cards in the deck; second, dealing each player and the

dealer their respective initial hands; third, determining the value of the dealer's initial hand; and fourth, determining the value of all active hands.

In step 132, the card deck reader 17A, 17B reads identifiers from each of the cards composing the deck of cards. A suitable deck reader is disclosed in
5 commonly assigned U.S. patent application Serial No. 09/474,858, filed December 30, 1999, entitled "Method and Apparatus For Monitoring Casino Gaming." In step 134, the card game evaluation system 10 determines the initial sequence of the cards in the deck of cards based on the identifiers read by the card deck reader 17A, 17B.

In step 136, the dealer deals a first card to each player. As explained
10 above the dealer may deal by hand or may deal from a card shoe. The dealer deals to each player starting from the dealer's left (*i.e.*, first base) to the dealer's right (*i.e.*, third base). In step 138, the dealer deals herself a top card. In step 140, the dealer deals a second card to each player, again from first base to third base. In step 142, the dealer deals herself a hole card.

In step 144, the dealer places the dealer's initial hand (*i.e.*, top card and
15 hole card) into the card hand reader 15 for reading. In step 146, the card hand reader reads the dealer's initial hand as explained in U.S. patent application Serial No. 60/130,368. In step 148, the card game evaluation system 10 determines the identity of cards in the dealer's initial hand. As explained above, the card game evaluation system
20 10 can rely on a machine-readable symbol such as a bar code or magnetic strip encoding a serial number of the suit and rank of the card read by the card hand reader 15.

In step 150, the card game evaluation system 10 compares the dealer's initial hand to the card sequence in the deck.

In step 152, the card game evaluation system 10 determines the number
25 of cards between the top and hole cards. The card game evaluation system 10 determines the number of active positions in step 154, from the number of cards between the top and hole cards. In step 156, the card game evaluation system 10 can determine the active positions at the gaming table, for example by detecting the location
30 of cards and/or chips, as described in commonly assigned patent application .

In step 158, the card game evaluation system 10 determines the rank and suit for cards (*i.e.*, players' initial hands) at each of the active positions based on the knowledge of the sequence of cards in the deck and the number of active positions.

Figures 10A and 10B show a method 200 of operating a blackjack game,
35 in particular the method 200 identifies specific acts by the dealer after the initial hands have been dealt, and would typically follow the acts of method 100.

In step 202, the dealer selects a first player. The first player is the player at the first base position. In step 204, the dealer determines whether the player's hand is complete. The player's hand will only be complete if the player has a total value of twenty-one or a blackjack (*i.e.*, initial hand with value of twenty-one). If the player's hand is complete (*i.e.*, blackjack), the dealer may immediately pay the player in step 208, or may wait to perform the step until all hands have been played. The dealer then places the player's hand into the discard shoe in step 210.

If the player's hand is not complete, the dealer offers the player an additional card in step 212. In step 214, the dealer determines whether the player stands. If the player does not stand the dealer deals another card to the player in step 216 and returns to step 206 to repeat the process 206-216 for the player. If the player stands, the dealer determines whether there are additional players in step 218. If there are additional players, the dealer selects the next player in step 220 and repeats the process 206-216 for the next player. This repeats until the dealer determines that there are no more additional players.

In step 222, the dealer determines whether the dealer's hand is complete (*i.e.*, twenty-one or blackjack).

If the dealer's hand is complete, control passes to step 224. If the dealer's hand is not complete, the dealer determines whether the dealer stands in step 226. The house rules typically determine whether the dealer stands or takes another card. For example, the rule may require the dealer to stand if the value of the dealer's is 17 or more. Under some rules, the dealer may take another card if the value of the dealer's hand is a soft 17 (*i.e.*, Ace counted as eleven). If the dealer does not stand, the dealer takes an additional card in step 228, and returns to step 222, repeating the process 222-228 until the dealer's hand is complete or the dealer stands. If the dealer stands, control passes to step 224.

In step 224, the dealer compares the dealer's hand to the players' hands, starting with the player on the dealer's far right (*i.e.*, third base). In step 230, the dealer determines whether the player wins. If the player wins, the dealer pays the player in step 232. If the player does not win, the dealer collects the player's wager in step 234. In step 236, the dealer takes the player's hand and places the hand in the discard shoe. In step 238, the dealer determines if there are more players. If there are more players the dealer selects the next player in step 240 and returns to step 224. The dealer selects players from the dealer's right to left until the cards from the last player have been collected and placed in the discard shoe. The method terminates in step 242, and a new round of blackjack can be played.

Figures 11A and 11B show a method 300 of operating a blackjack game including validating the game and game results. In particular, the method 300 identifies specific acts by the game evaluation system 10 after the hands have been completed, and would typically follow the acts of method 200. The method 300 starts at step 302.

5 In step 304, the dealer positions the cards in the discard shoe 16. In step 306, the discard card reader 60 reads the identifiers from the cards in the discard shoe 16. The discard card reader 60 may employ an incremental process, successively adjusting the field of view of the discard card reader 60 to read the identifiers from successive sets of discarded cards.

10 In step 308, the card game evaluation system 10 identifies the location of the initial hands in the read sequence of discarded cards. The card game evaluation system 10 knows the identity of the cards composing the initial hands from previously determining the initial hands based on a knowledge of the original sequence of the deck of cards and a knowledge of the dealer's initial hand, as explained above (Figure 9).

15 In step 310, the card game evaluation system 10 determines the number of active hands. For example, the number of cards between the dealer's initial hand and the first card in the first successive player's initial hand. The card game evaluation system 10 may employ the previously determined number of active hands, if splits are not permitted or have not occurred. In step 312, the card game evaluation system 10
20 determines the dealer's hit cards. In step 314, the card game evaluation system 10 determines the value of the dealer's hand based on the value of the cards in the dealer's initial hand and the value of the dealer's hit cards.

In step 316, the card game evaluation system 10 determines whether a split hand has occurred. The method 300 branches based on the determination.

25 If a split hand has occurred, the method 300 follows a first branch 318. In step 318, the card game evaluation system 10 determines the hit cards for a player's first hand (*i.e.*, cards between first initial card and next successive initial hand). The card game evaluation system 10 can employ its knowledge of the identity and sequence of cards collected from the dealer and players which comes from reading the identifiers
30 from each of the cards by the discard card reader 60. The hit cards are typically the cards preceding the cards in the subject player's or dealer's initial hand that are not part of another player's or dealer's initial hand, which is most clearly illustrated in Figure 15, below. In step 320, the card game evaluation system 10 determines the value of the player's hand. In step 322, the card game evaluation system 10 compares the value of
35 the dealer's and player's hands. In step 324, the card game evaluation system 10 determines whether the player wins, and records the outcome in step 326. In step 328,

the card game evaluation system 10 determines whether there are additional player's hands to analyze. If there are additional player's hands to analyze, the card game evaluation system 10 determines the hit cards for the player's additional hand in step 330, and returns to step 320.

5 If a split hand has not occurred, the method 300 follows a second branch 332-340. In step 332, the card game evaluation system 10 determines the hit cards for a player's hand (*i.e.*, cards between successive initial hands). In step 334, the card game evaluation system 10 then determines the value of the player's hand. In step 336, the card game evaluation system 10 compares the value of the dealer's and player's hands.
10 In step 338, the card game evaluation system 10 determines whether the player wins, and records the outcome in step 340.

 In step 342, the card game evaluation system 10 determines whether there are hands to analyze for additional players. If there are additional players, the card game evaluation system 10 selects the next player's hand in step 344 and returns
15 control to step 316. If there are no additional players, the method 300 terminates at step 346.

 Figure 12 shows a method 400 of reading identifiers from cards 61 in the card guide 62 starting at step 402, which can implement the step 306 of method 300. In step 404, the imager 70 captures a digitized image of the symbol on each card 61. In
20 step 406, digitized image is sent to either the microprocessor 88 (Figures 5 and 6), the server computing system 14 (Figure 1), or one of the client computing systems 12. In step 408, the microprocessor 88, server computing system 14, or one of the client computing systems 12 resolves the digitized image into machine-readable symbols. In step 410, the microprocessor 88, server computing system 14, or one of the client
25 computing systems 12 converts the machine-readable symbols into respective serial numbers and/or card ranks. The method 400 terminates at step 412.

Example

 Figures 13-16 show an example blackjack game, illustrating the concepts discussed above, including the verification process.

30 Figure 13 shows a portion of a deck of cards 93, from which the dealer deals to the players and herself during a game of blackjack. The sequence of cards in the portion of the deck of cards 93 is known from the prior reading of the deck of cards by the card deck reader 17A, 17B.

 Figure 14 shows the cards 23, 25 composing the dealer's initial hand 21.
35 The identity of the cards composing the dealer's initial hand 21 are known from the use

of the card hand reader 15. In this case, the dealer's top card 23 is the ace of spades and the dealer's hole card 25 is the eight of hearts.

The card game evaluation system 10 can determine the initial hands for each of the players based on a knowledge of the initial sequence of cards in the deck 93 and the identity of cards 23, 25 in the dealer's initial hand 21. The card game evaluation system 10 determines the number of active players from the number of cards appearing between the dealer's top card 23 and hole card 25 in the sequence of cards 93 (Figure 13). In this case, there are three cards between the Ace of spades and the eight of hearts (*i.e.*, the eight of clubs, ten of spades and seven of spades), and thus three active players.

Knowing that there are three active players in addition to the dealer, the card game evaluation system 10 can map the original sequence of cards to each of the players. From the first base to the third base position, each of the three players received a first card (*i.e.*, two of hearts, nine of spades and seven of clubs, respectively) before the dealer's top card (*i.e.*, Ace of spades). From the first base to the third base position, each of the three players received a second card (*i.e.*, eight of clubs, ten of spades and seven of spades, respectively) before the dealer's hole card (*i.e.*, eight of hearts). Thus, for players i from 1 through n , where i is the player position from the dealer's left to right, and n is the total number of players, the player's(i) initial hand is composed of a first card corresponding to the " i^{th} " card in the sequence of the deck and a second card corresponding the " $n+1+i^{\text{th}}$ " card in the sequence of the deck. The initial hand of the dealer is composed of a first card corresponding to the " $n+1^{\text{st}}$ " position in the sequence of the deck and a second card corresponding to the " $2n+2^{\text{nd}}$ " position. The initial hands of the players and dealer in this example are shown in table 1, below.

	Initial Cards
Player 1	2 8 ♥, ♣
Player 2	9 10 ♣, ♣
Player 3	7 7 ♣, ♣
Dealer	A 8 ♣, ♥

Table 1: Initial cards

Figure 15 shows the cards 94 found in the discard shoe 16, after the round. These may include all of the cards 94 in the discard shoe 16, or only the cards added to the discard shoe 16 since the last round of blackjack. The card game evaluation system 10 can then ascertain the players and dealer's hit cards based on the

sequence of cards 94 in the discard shoe 16 and a knowledge of the player's and dealer's initial hands. For example, the dealer's initial hand 21 (*i.e.*, Ace of spades, eight of hearts) is not preceded by any cards, thus the dealer did not have any hit cards. (Note: most casinos would not allow the dealer to hit with a hand having a value of
5 eighteen.)

The second player's initial hand (*i.e.*, nine of spades, ten of clubs) immediately follows the dealer's initial hand 21 (*i.e.*, Ace of spades, eight of hearts). Thus, since there are no intervening cards, it is clear that the second player did not have any hit cards. One card (*i.e.*, queen of hearts) immediately precedes the first player's
10 initial hand (*i.e.*, two of hearts, eight of clubs), and follows the second player's hand. Thus, the first player had one hit card, a queen having a value equal to 10. The third player has two cards immediately preceding the third player's initial hand (*i.e.*, seven of clubs, seven of spades), and following the second player's hand. Thus, the third player received two hit cards, a ten of diamonds, followed by an Ace of clubs. The hit cards
15 for a hand are found in a successive number of locations in the deck, starting at a position given by the formula $2n+2$ + the total number of hit cards taken by all previous positions, where n corresponds to the total number of player hands. This is dictated by the way blackjack is played, successively dealing two cards around the table to form the initial hands, including the dealer (*i.e.*, $2n+2$). Then each player is given an opportunity
20 to take cards until the player's hand is complete (*i.e.*, total number of hit cards taken by all previous positions).

The card game evaluation system 10 can automatically determine the value of the player's and dealer's hands, and can determine the outcome of the games between the various players and the dealer. The outcome of the games in this example
25 are shown in table 2, below.

	Initial Cards	Hit Cards	Outcome
Player 1	2 8 ♥, ♣	Q ♥	Win
Player 2	9 10 ♣, ♣		Push
Player 3	7 7 ♣, ♣	A 10 ♣, ♦	Bust
Dealer	A 8 ♣, ♥		

Table 2: Round Outcome

The dealer has an Ace and an eight for a total value of nineteen. The first player has a two, an eight and a queen, for a total value twenty, which beats the
30 dealer's nineteen. The second player has a nine and ten for a total value of nineteen,

which ties the dealer's total of nineteen. The third player has a pair of sevens, an Ace valued as one, and a ten for a total value of twenty-five. Twenty-five exceeds twenty-one so the third player busted on the final card (*i.e.*, ten of diamonds).

The example is only slightly more complicated when one or more split hands occur, but the card game evaluation system 10 can employ the same general process to validate the game.

Figure 16 shows that the order of cards in a player's completed hand will differ based on whether the cards are dealt from a shoe or by hand. The cards are dealt in the order shown in the table, two of hearts, eight of clubs and Queen of hearts. In a shoe dealt game the completed hand 1 has the order two of hearts, eight of clubs and Queen of hearts. In a hand dealt game the completed hand 2 has the order Queen of hearts, two of hearts, and eight of clubs.

Summary

The scope of the claims should not be limited by the preferred embodiments set forth in the examples, but should be given the broadest interpretation consistent with the description as a whole. The teachings provided herein of the invention can be applied to other systems for evaluating card games, not necessarily the blackjack card evaluation system 10 generally described above. For example, the teachings can employ other networks, such as the World Wide Web portion of the Internet. The various embodiments described above can be combined to provide further embodiments. For example, the illustrated methods can be combined, or performed successively. The illustrated methods can omit some acts, can add other acts, and can execute the acts in a different order than that illustrated to achieve the advantages of the invention.

These and other changes can be made to the invention in light of the above detailed description. In general, in the following claims, the terms used should not be construed to limit the invention to the specific embodiments disclosed in the specification, but should be construed to include all computers, networks and card reading and card evaluation systems that operate in accordance with the claims. Accordingly, the invention is not limited by the disclosure, but instead its scope is to be determined entirely by the following claims.

CLAIMS

What is claimed is:

1. A method of operating an automated system to monitor a card game, the method comprising:

automatically determining a collected sequence of playing card identifiers including data indicative of at least a card rank, by a discard reader, the collected sequence of playing card identifiers corresponding to a plurality of playing cards collected from a number of participants in a defined collection order after completion of at least one hand of the card game; and

based at least in part on a defined collection order in which playing cards are collected from the participants at the end of the card game, automatically determining by at least one processor a value of at least one hand of at least one of the participants based at least in part on the collected sequence of playing card identifiers.

2. The method of claim 1 wherein automatically determining a collected sequence of playing card identifiers comprises:

automatically reading a respective identifier from each of the playing cards in the defined collection order.

3. The method of claim 2, further comprising:

manually collecting a number of the playing cards dealt to each of a number of the participants who are players, at the completion of the at least one hand of the card game in the defined collection order.

4. The method of claim 3, further comprising:

manually collecting a number of the playing cards dealt to one of the participants who is a dealer, after collecting the number of playing cards dealt to each of the players at the completion of the at least one hand of the card game.

5. The method of claims 1 or 4 wherein the defined collection order

is from player-to-player starting at a right side of the dealer and ending with a left side of the dealer, followed by the dealer.

6. The method of claim 1 wherein automatically determining a value of at least one hand of at least one of the participants based at least in part on the collected sequence of playing card identifiers comprises determining a number of playing cards dealt to the at least one hand of at least one of the participants.

7. The method of claim 1, further comprising:

automatically comparing decisions by the at least one participant to voluntarily receive additional playing cards beyond an initial hand of playing cards to decisions under at least one card counting scheme.

8. The method of claim 1, further comprising:

automatically determining an outcome of the card game based at least in part on the determined value of the at least one hand of the at least one participant.

9. The method of claims 1 or 2 wherein automatically determining a value of at least one hand of at least one participant based at least in part on the collected sequence of playing card identifiers comprises computationally recreating the at least one hand of at least one of the participants from the collected sequence of playing card identifiers based at least in part on the defined collection order.

10. The method of any of claims 1-5, further comprising:

receiving at least one completed hand of playing cards collected from at least one of the participants, the playing cards arranged front to back;

supporting the received playing cards such that an information bearing portion of at least two of the playing cards are exposed during a same time; and

wherein automatically determining a collected sequence of playing card identifiers comprises reading the exposed information bearing portion of the received playing cards.

11. The method of claim 10 wherein reading the exposed information bearing portion of the received playing cards comprises:

imaging the information bearing portions of the playing cards;

resolving the image into a number of symbols; and

determining at least one of a rank or a suit of at least one playing card from the symbols.

12. The method of claim 10 wherein reading the exposed information bearing portion of the received playing cards comprises:

imaging the information bearing portions of the playing cards;

resolving the image into a number of symbols;

determining an identity of at least one card from the symbols; and

determining at least a rank of the at least one card from the determined identity.

13. The method of claim 10 wherein reading the exposed information bearing portion comprises:

incrementing a field of view of a reader to successively cover the information bearing portions of the received playing cards in a number of steps; and

reading the exposed information bearing portion of the received playing cards when the field of view is incremented in at least two of the steps.

14. The method of claim 10 wherein reading the exposed information bearing portion of the received playing cards, comprises:

detecting a set of magnetically encoded information from each of the received playing cards; and

decoding the set of magnetically encoded information from each of the received playing cards.

15. The method of claim 1, further comprising:

automatically determining an initial sequence of playing card identifiers corresponding to a plurality of playing cards in an order in which the playing cards are dealt to the number of participants for the at least one hand the card game; and

automatically evaluating at least one aspect of at least one hand of the card game based on the determined initial sequence of playing card identifiers and the determined collected sequence of playing card identifiers.

16. The method of claim 15 wherein automatically evaluating at least one aspect of at least one hand of the card game based on the determined initial sequence of playing card identifiers and the determined collected sequence of playing card identifiers, comprises:

determining whether a playing card has been inserted into or removed from the card game after the initial sequence of playing card identifiers has been determined based on a comparison of the determined collected sequence of playing card identifiers with the determined initial sequence of playing card identifiers.

17. The method of claim 15 wherein automatically evaluating at least one aspect of at least one hand of the card game based on the determined initial sequence of playing card identifiers and the determined collected sequence of playing card identifiers, comprises:

determining whether a statistical wagering pattern exists which is indicative of a card counting strategy.

18. The method of claim 15 wherein the determined collected sequence of playing card identifiers includes at least one player's complete hand and a dealer's complete hand, the method further comprising:

determining an identity of each of a number of playing cards forming a

dealer's initial hand;

determining a position of a first card of the dealer's initial hand in the determined initial sequence of playing card identifiers;

determining a number of active hands corresponding to a number of hands played by one or more players during the card game based on the determined position of the first card of the dealer's initial hand;

for each of a number of the players and for each hand played by the player, determining a value of each of a number of playing cards forming the player's completed hand;

for each of the number of players and for each active hand played by the player, determining the value of the player's completed hand from the determined value of each of the number of playing cards forming the player's completed hand;

determining a value of each of a number of playing cards forming a dealer's completed hand;

determining the value of the dealer's completed hand from the determined value of each of the number of playing cards forming the dealer's completed hand; and

for each of the players and for each hand played by the player, determining an outcome based on the determined value of the player's completed hand and the determined value of the dealer's completed hand.

19. The method of claim 18 wherein determining an identity of each of a number of playing cards forming a dealer's initial hand comprises:

automatically reading an identifier from each of the playing cards forming the dealer's initial hand after the dealer's initial hand is dealt to the dealer and before dealing hit cards to any players.

20. The method of claim 18 wherein determining a number of active

hands corresponding to a number of hands played by one or more players during the card game based on the determined position of the first card of the dealer's initial hand comprises:

counting the number of playing cards in the determined initial sequence of playing card identifiers between a start of the initial sequence of playing card identifiers and a first playing card of the dealer's initial hand.

21. The method of claim 18 wherein determining a value of each of a number of playing cards forming the player's completed hand, comprises:

locating the player's initial hand within the determined collected sequence of playing card identifiers;

locating a previous adjacent initial hand in the determined collected sequence of playing card identifiers;

determining the value of each playing card in the player's initial hand;
and

determining the value of each playing card, if any, between the player's initial hand and the previous adjacent initial hand in the determined collected sequence of playing card identifiers.

22. The method of claim 18 wherein determining a value of each of a number of playing cards forming a dealer's completed hand, comprises:

locating the dealer's initial hand within the determined collected sequence of playing card identifiers;

determining the value of each playing card in the dealer's initial hand;
and

determining the value of each playing card, if any, between a start of and the dealer's initial hand in the determined collected sequence of playing card identifiers.

23. A method of evaluating card games, comprising:

- determining a sequence of a set of playing cards in a deck of playing cards, prior to a dealer dealing any of the playing cards from the deck in a card game;
- determining an identity of each of a number of playing cards forming a dealer's initial hand;
- determining a sequence of a number of collected playing cards including at least one player's complete hand and a dealer's complete hand;
- determining a position of a first card of the dealer's initial hand in the determined sequence of playing cards in the deck;
- determining a number of active hands corresponding to a number of hands played by one or more players during the card game based on the determined position of the first card of the dealer's initial hand;
- for each of a number of the players and for each hand played by the player, determining a value of each of a number of playing cards forming the player's completed hand;
- for each of the number of players and for each active hand played by the player, determining a value of the player's completed hand from the determined value of each of the number of playing cards forming the player's completed hand;
- determining a value of each of a number of playing cards forming a dealer's completed hand;
- determining a value of the dealer's completed hand from the determined value of each of the number of playing cards forming the dealer's completed hand; and
- for each of the players and for each hand played by the player, determining an outcome based on the determined value of the player's completed hand and the determined value of the dealer's completed hand.

24. The method of claim 23 wherein determining a sequence of the playing cards in the deck, prior to a dealer dealing any of the playing cards from the deck in a card game includes:

- automatically reading an identifier from each of the playing cards in the deck.

25. The method of claim 23 wherein determining an identity of each of a number of playing cards forming a dealer's initial hand includes:

- automatically reading an identifier from each of the playing cards forming the dealer's initial hand.

26. The method of claim 23 wherein determining a sequence of a number of collected playing cards including at least one player's complete hand and a dealer's complete hand, includes:

automatically reading an identifier from each of the playing cards in the number of collected playing cards.

27. The method of claim 23 wherein determining a number of active hands corresponding to a number of hands played by one or more players during the card game based on the determined position of the first card of the dealer's initial hand, includes:

counting the number of playing cards in the sequence of playing cards in the deck between a start of the sequence of playing cards in the deck and a first playing card of the dealer's initial hand.

28. The method of claim 23 wherein determining a value of each of a number of playing cards forming the player's completed hand, includes:

locating the player's initial hand within the sequence of collected playing cards;

locating a previous adjacent initial hand in the sequence of collected playing cards;

determining the value of each playing card in the player's initial hand; and

determining the value of each playing card, if any, between the player's initial hand and the previous adjacent initial hand in the sequence of collected playing cards.

29. The method of claim 23 wherein determining a value of each of a number of playing cards forming a dealer's completed hand, includes:

locating the dealer's initial hand within the sequence of collected playing cards;

determining the value of each playing card in the dealer's initial hand; and

determining the value of each playing card, if any, between a start of the sequence and the dealer's initial hand in the sequence of collected playing cards.

30. A method of evaluating a card game, comprising:

automatically determining an identity of each of a number of playing cards forming a player's completed hand in the sequence of collected playing cards;

comparing the identity of each of the number of playing cards from the player's completed hand to an expected set of playing cards for the player's completed hand; and

producing a notification if the identity of each of the number of playing cards from the player's completed hand does not match the expected set of playing cards for the player's completed hand.

31. The method of claim 30 wherein automatically determining an identity of each of a number of playing cards forming a player's completed hand includes:

determining a sequence of playing cards in a deck of playing cards from which the playing cards forming the player's completed hand is dealt;

determining an identity of each of a number of playing cards forming a dealer's initial hand;

for each of a number of players, determining an identity of each of a number of playing cards forming the player's initial hand from the determined sequence of playing cards in the deck and a position of a first card of the dealer's initial hand in the determined sequence of playing cards in the deck;

determining a sequence of a number of collected playing cards including at least one player's complete hand and a dealer's complete hand, the collected playing cards collected from a dealer and the one or more players; and

for each of the number of players, determining an identity of each of a number of hit playing cards forming a portion of the player's completed hand along with the playing cards of the player's initial hand based on the position of the player's initial hand of playing cards and a previous adjacent initial hand of playing cards in the sequence of collected playing cards.

32. The method of claim 30 wherein the number of players is one.

33. The method of claim 30 wherein automatically determining an identity of each of a number of playing cards forming a player's completed hand, includes:

reading in sequence an identifier from each of a number of playing cards in a deck of playing cards from which the playing cards forming the player's completed

hand is dealt;

reading an identifier from each of a number of playing cards forming a dealer's initial hand;

for each of a number of players, determining an identity of each of a number of playing cards forming the player's initial hand from the sequence of identifiers read from the playing cards in the deck and from a position of a first card of the dealer's initial hand in the read sequence of playing cards in the deck;

reading in sequence an identifier from each of a number of collected playing cards collected from a dealer and the one or more players including at least one player's complete hand and a dealer's complete hand; and

for each of the number of players, determining an identity of each of a number of hit playing cards forming a portion of the player's completed hand along with the playing cards of the player's initial hand based on the position of the player's initial hand of playing cards and a previous adjacent initial hand of playing cards in the sequence of collected playing cards.

34. The method of claim 30, further comprising determining the expected set of playing cards for the player's completed hand wherein determining the expected set of playing cards for the player's completed hand, comprises:

determining a position number "i" based on a position of a player's hand with respect to a dealer's hand and a number of other player's hands;

determining a sequence of playing cards in a deck of playing cards from which the playing cards of a card game are dealt;

determining an identity of the playing card at an i^{th} position in the sequence of playing cards where a first card in the sequence of playing cards has a position i equal to 1, the playing card corresponding to a first playing card in the expected set of playing cards;

determining an identity of the playing card at an $n+1+i^{\text{th}}$ position in the sequence of playing cards where n is equal to a number of active hands in the card game, the playing card corresponding to a second playing card in the expected set of playing cards;

determining a sequence of a number of collected playing cards including at least one player's complete hand and a dealer's complete hand, the collected playing cards collected from a dealer and the one or more players; and

determining a number of hits cards j for each of the player's hands, the number of hit cards being equal to a number of cards between a first card in the player's

initial hand and a previous adjacent initial hand in the sequence of collected cards;

determining an identity of the playing card at a number j successive positions in the sequence of playing cards in the deck, starting at a $2n + 2 +$ number of hit cards for all previous player's hands position.

1/15

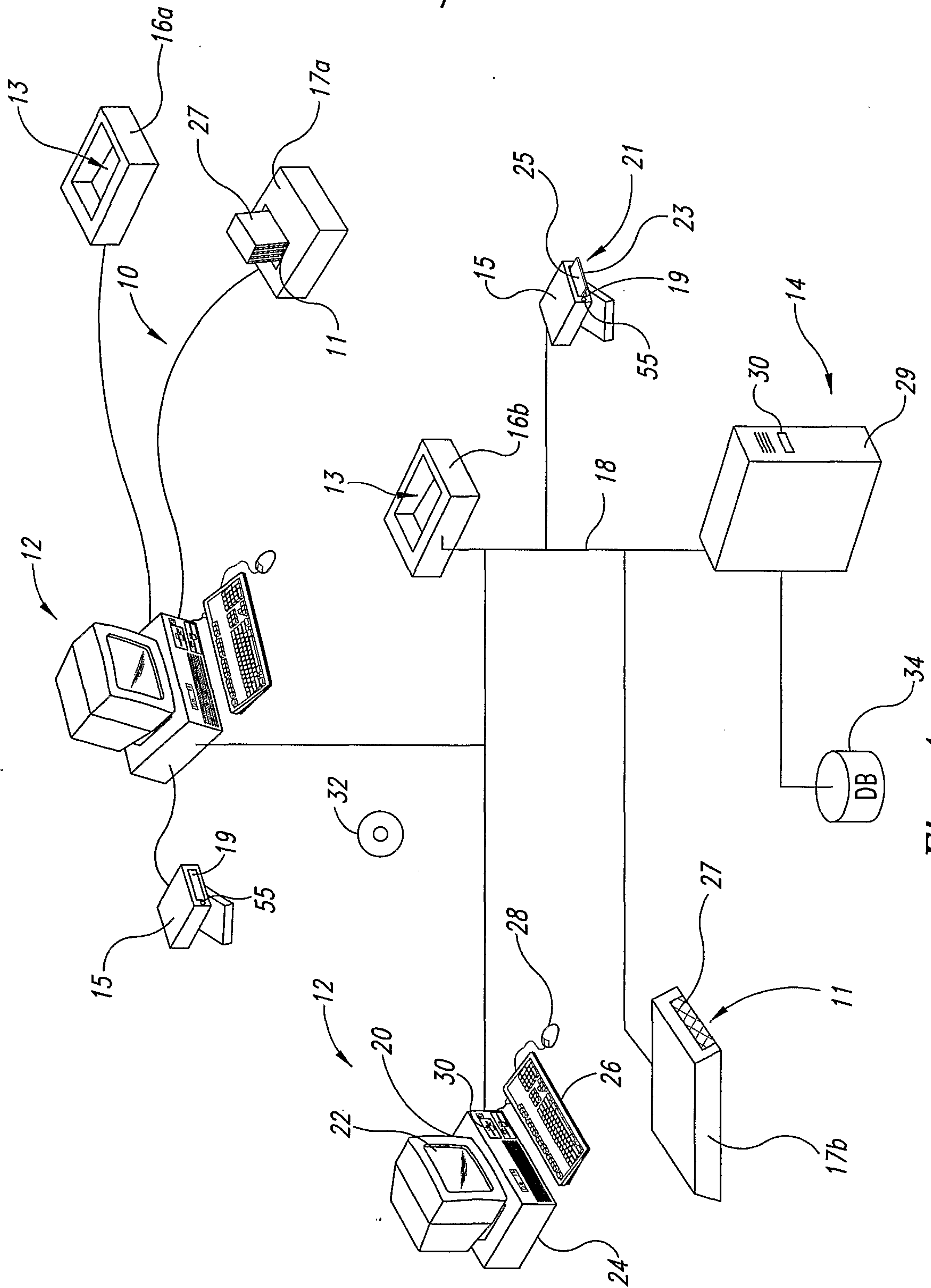
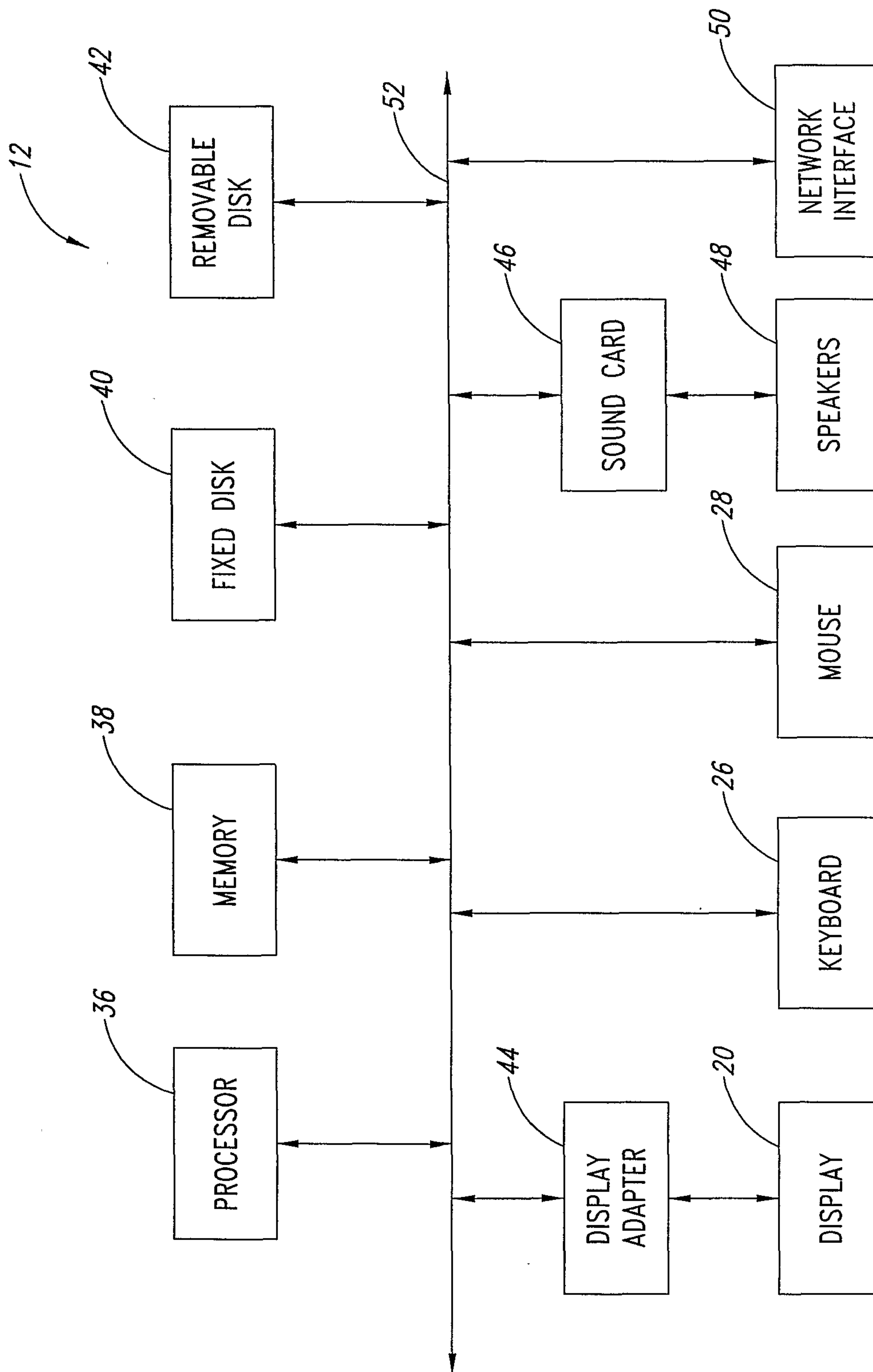
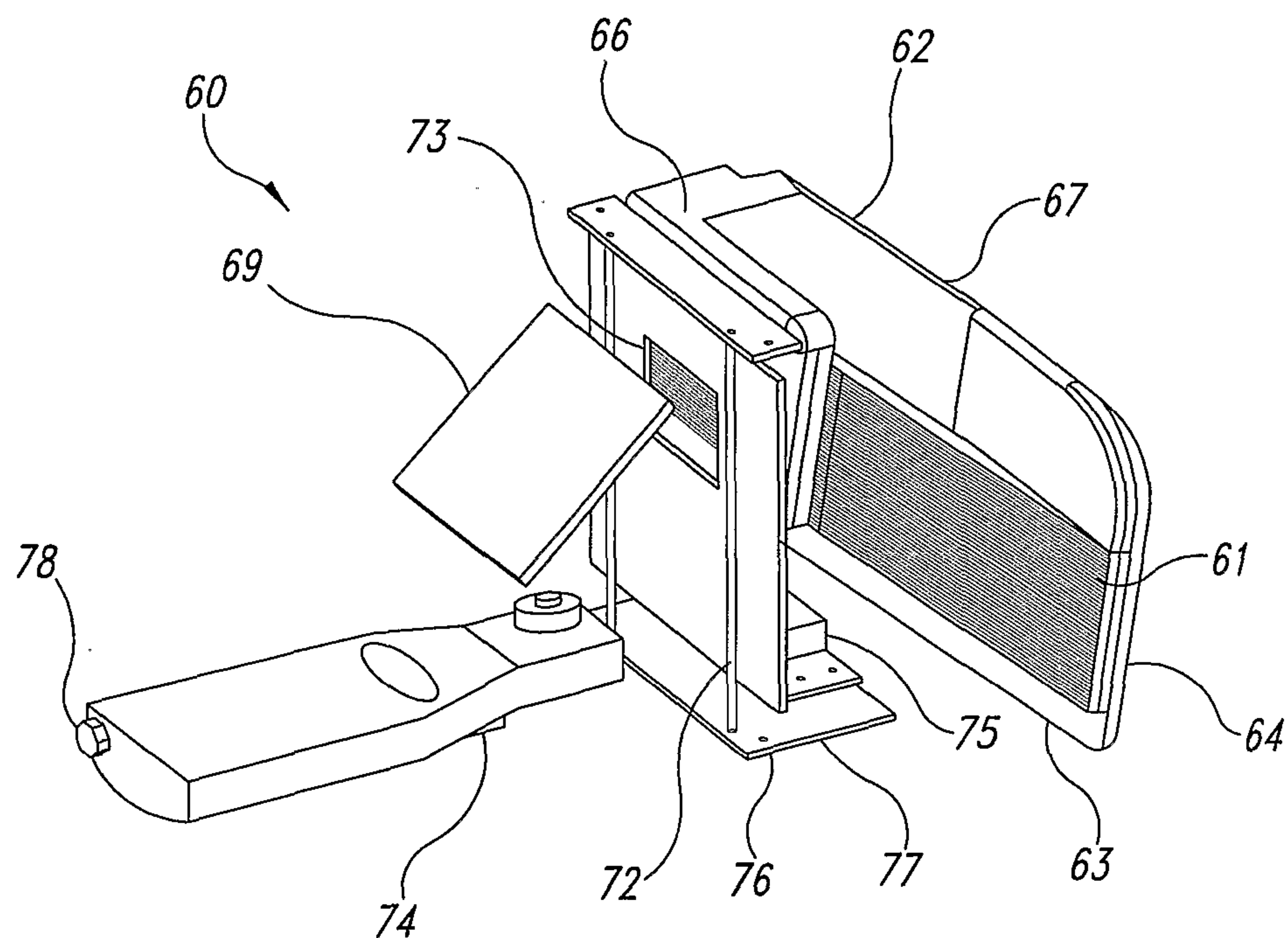
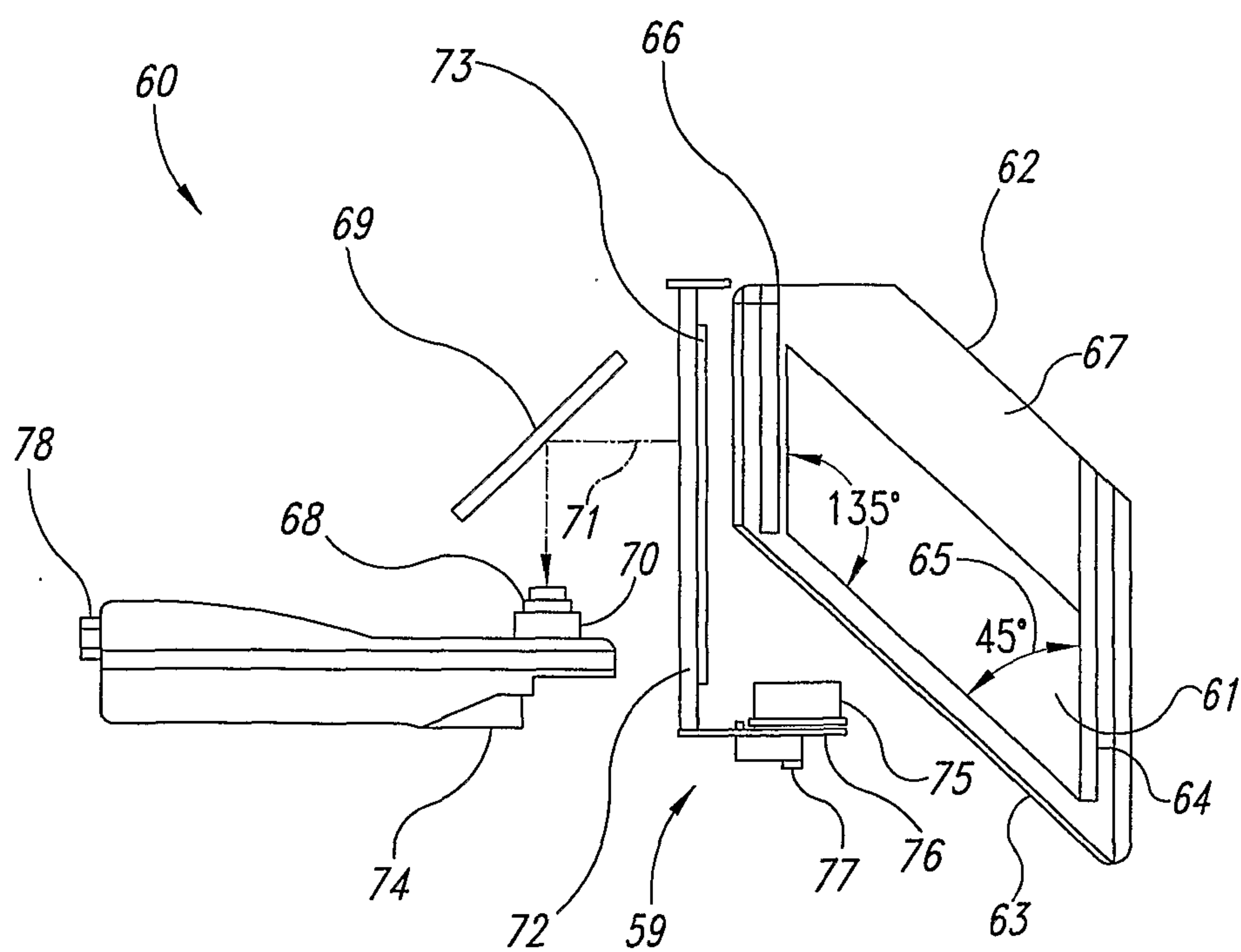


Fig. 1

2/15

*Fig. 2*

3/15

*Fig. 3**Fig. 4*

4/15

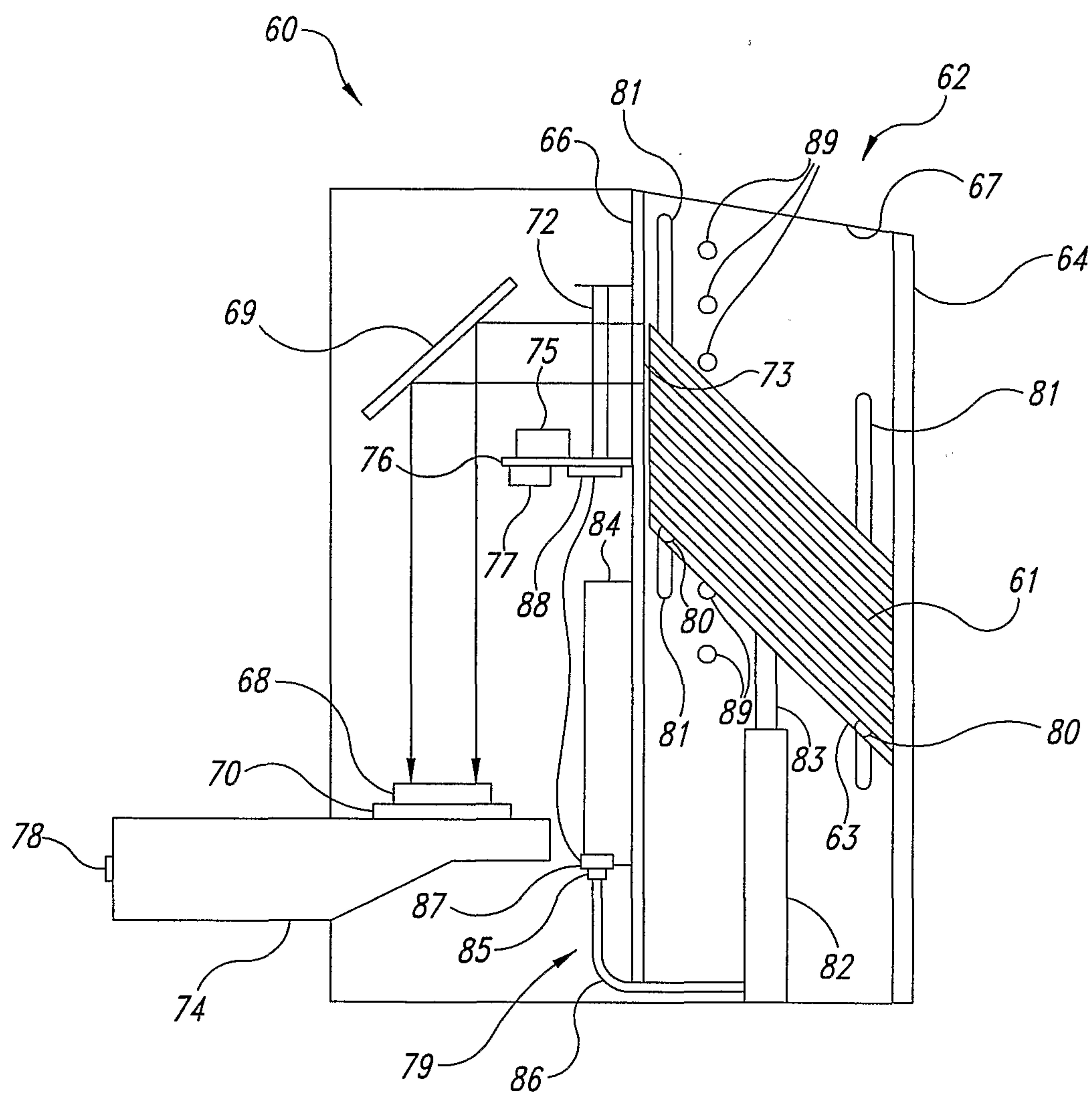
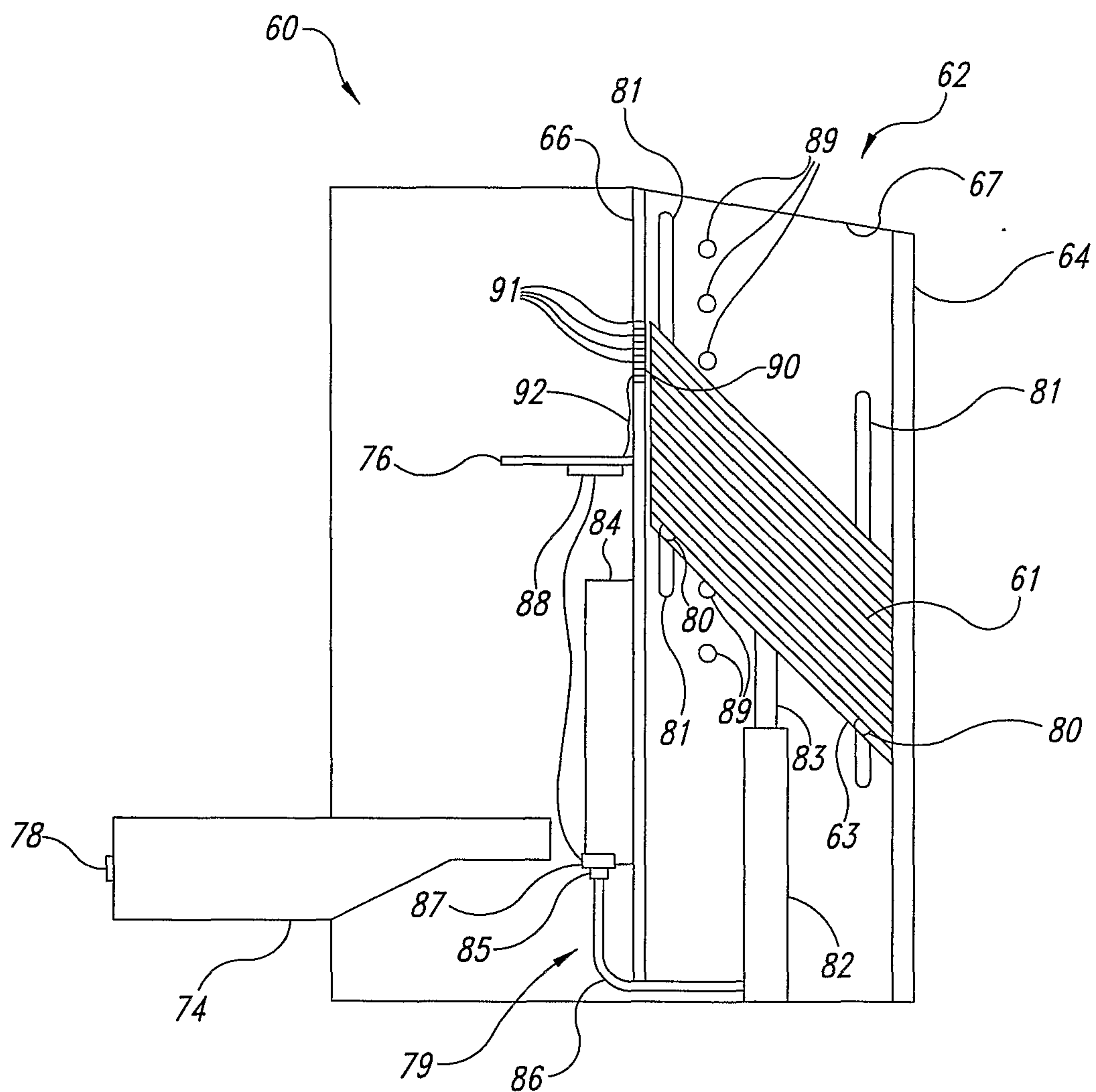


Fig. 5

5/15

*Fig. 6*

6/15

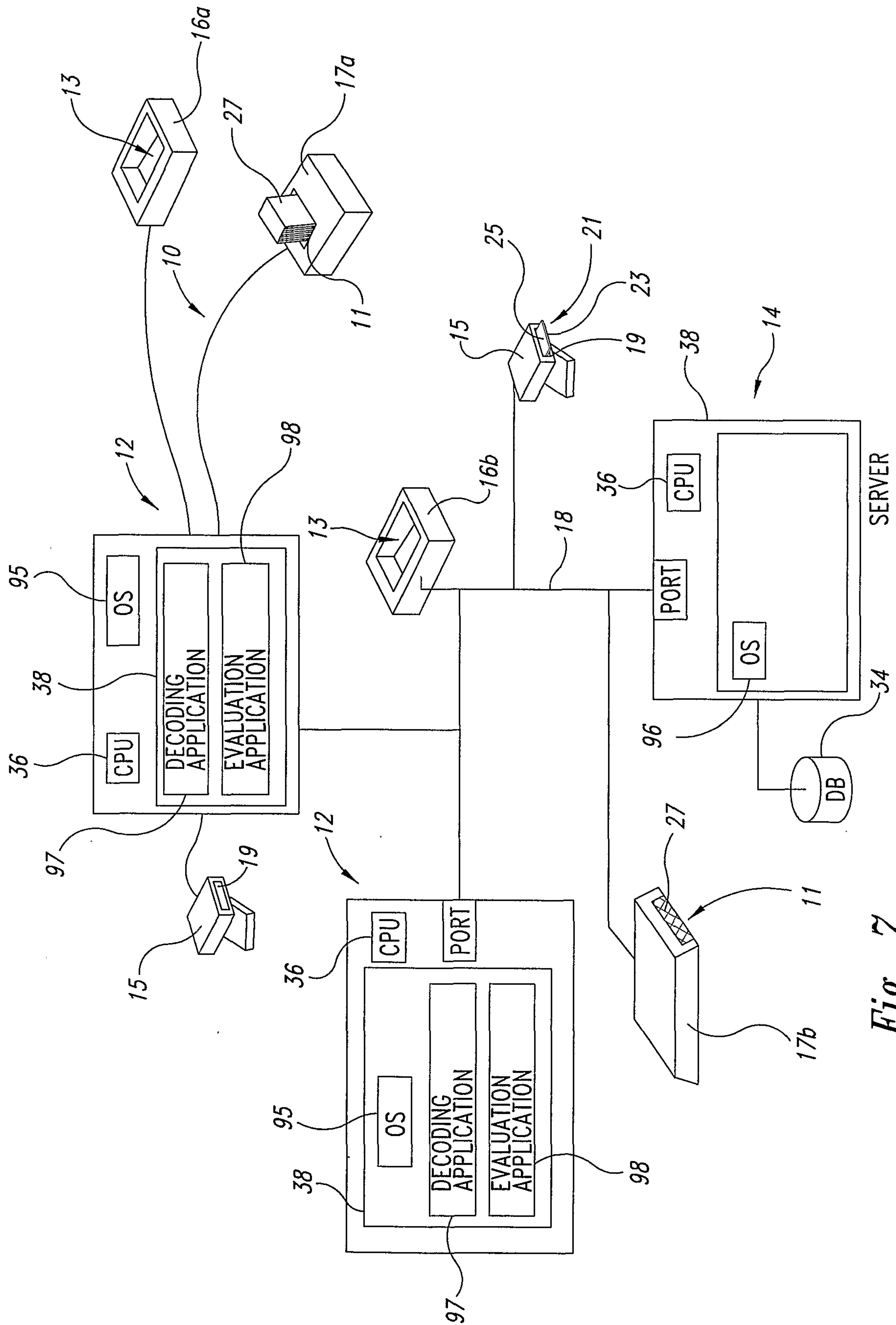
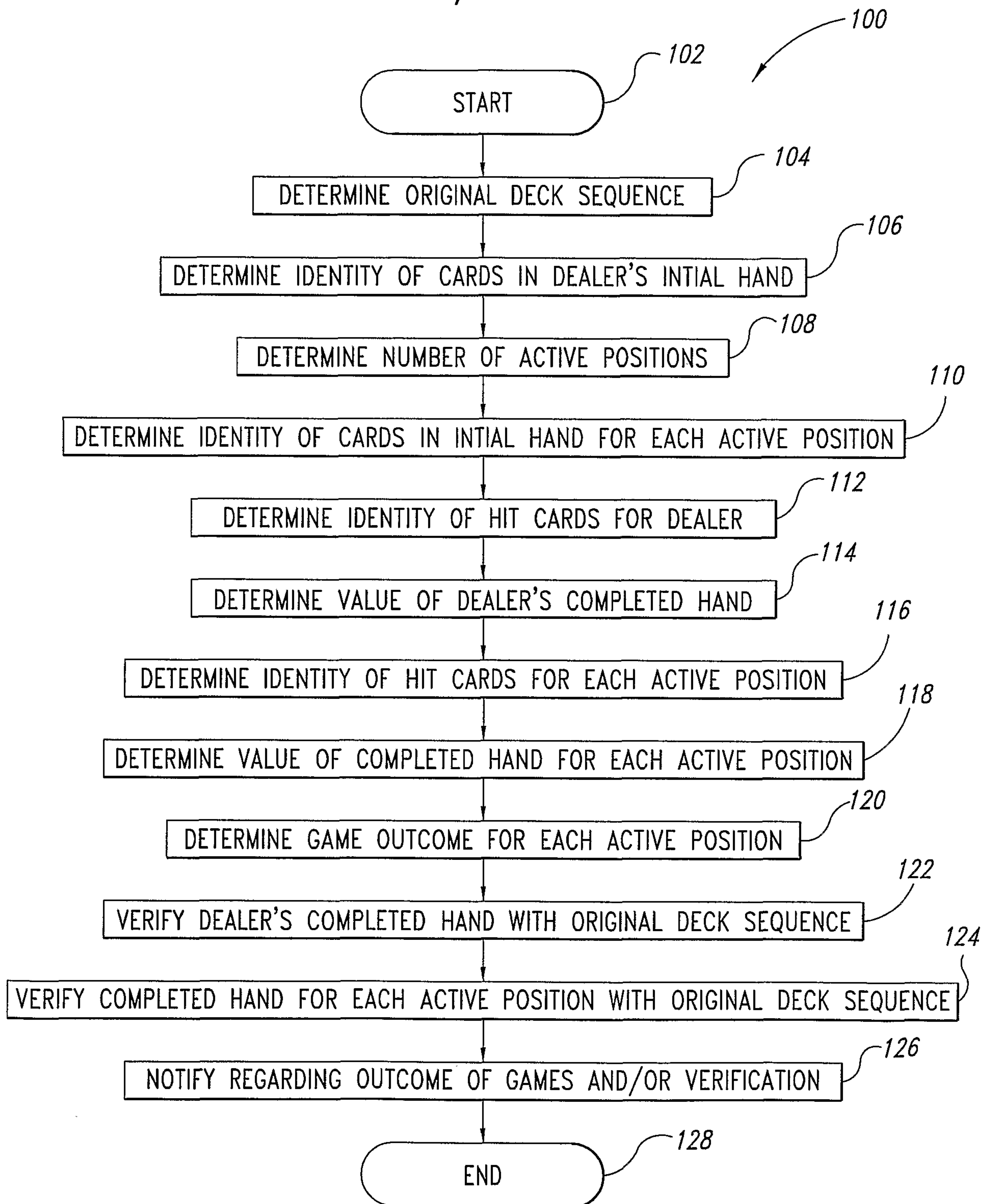
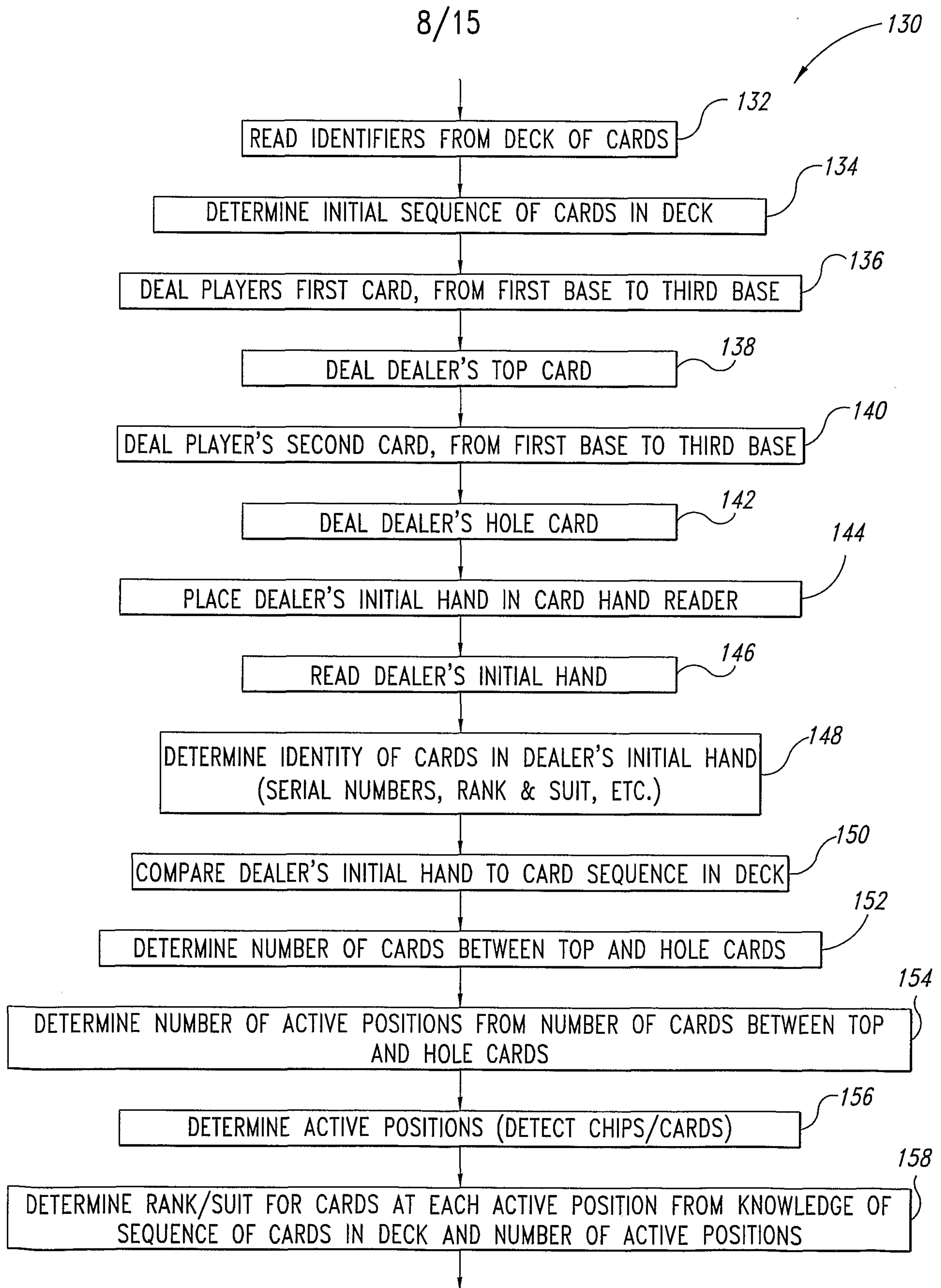


Fig. 7

7/15

*Fig. 8*

*Fig. 9*

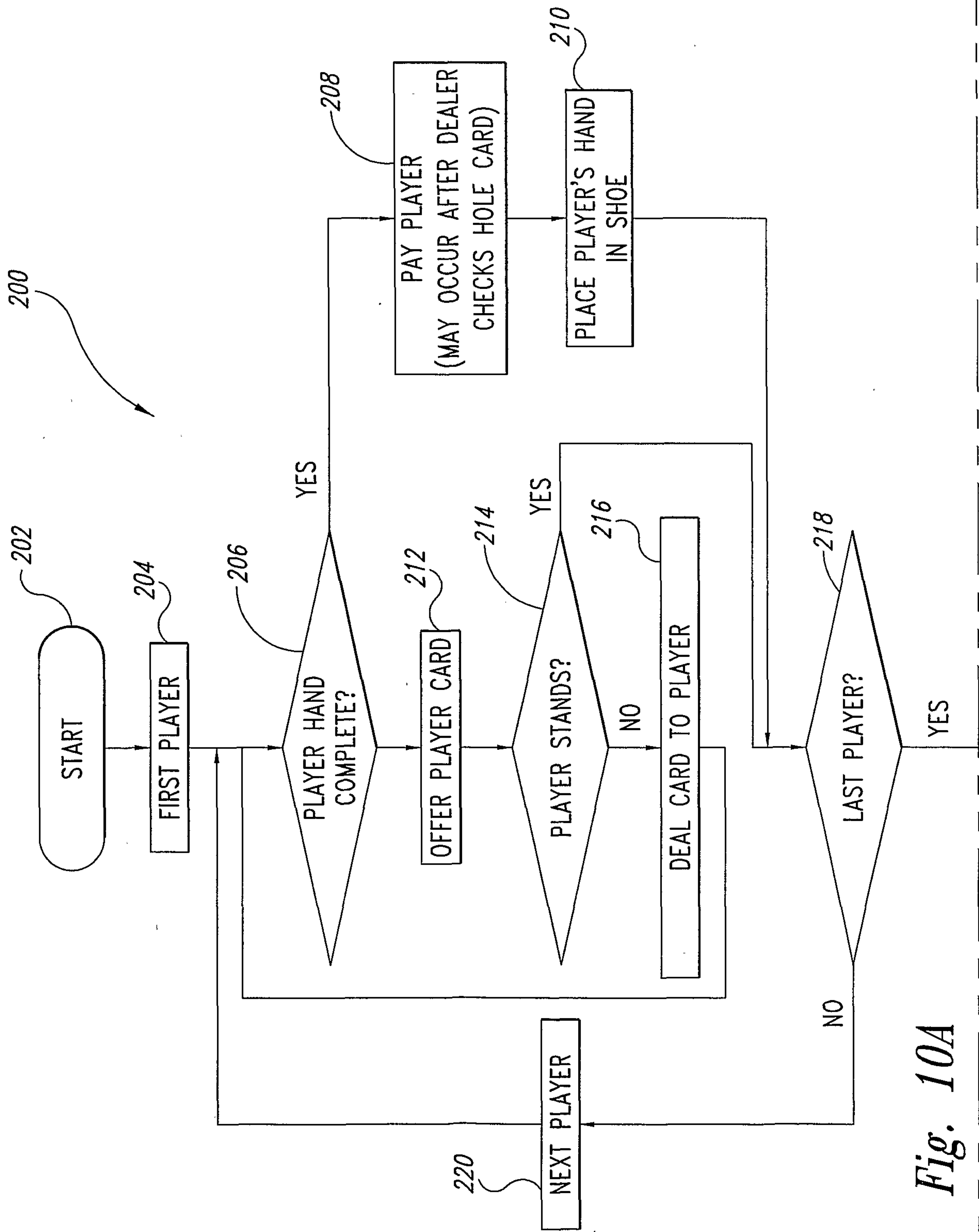


Fig. 10A

10/15

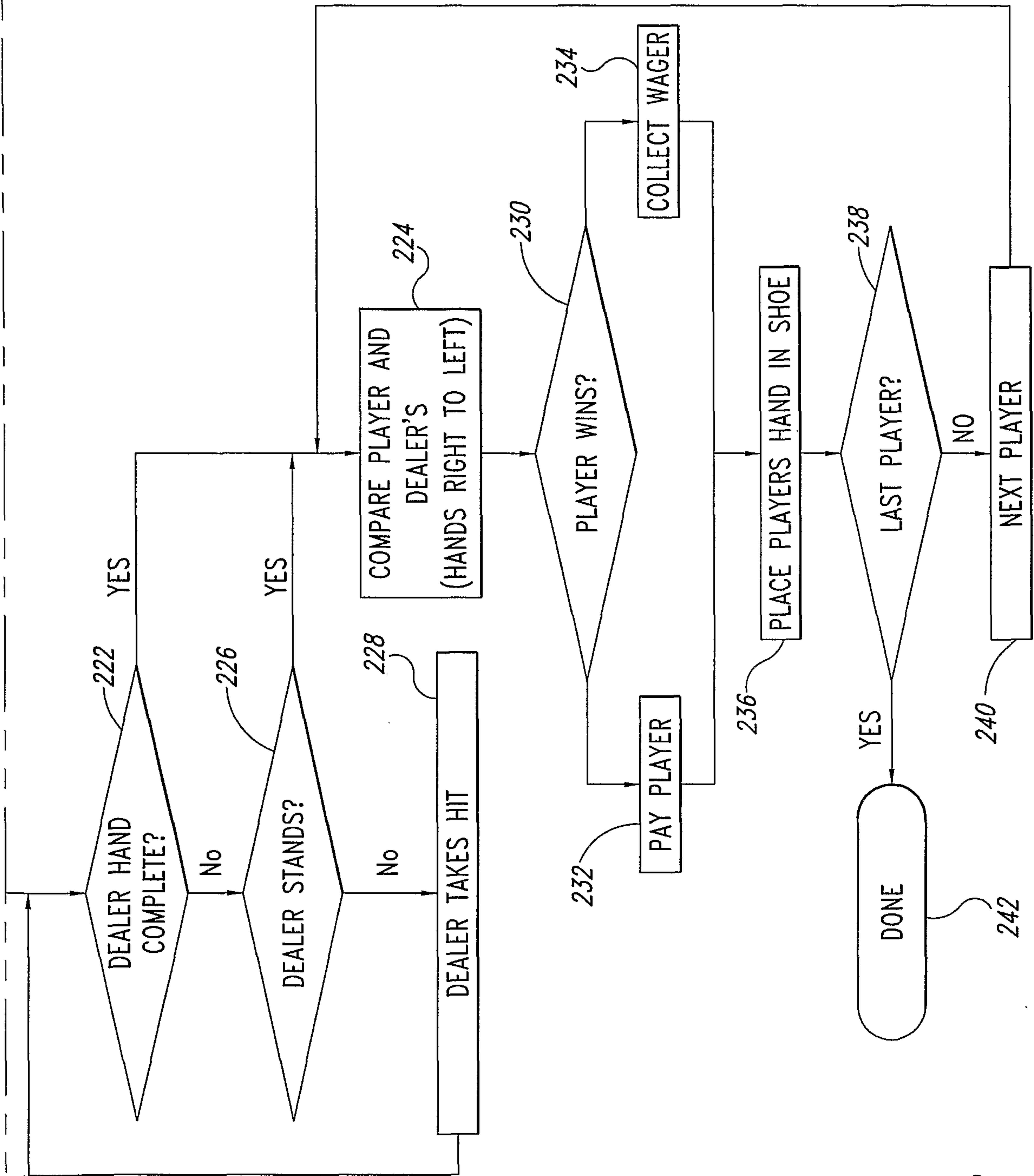


Fig. 10B

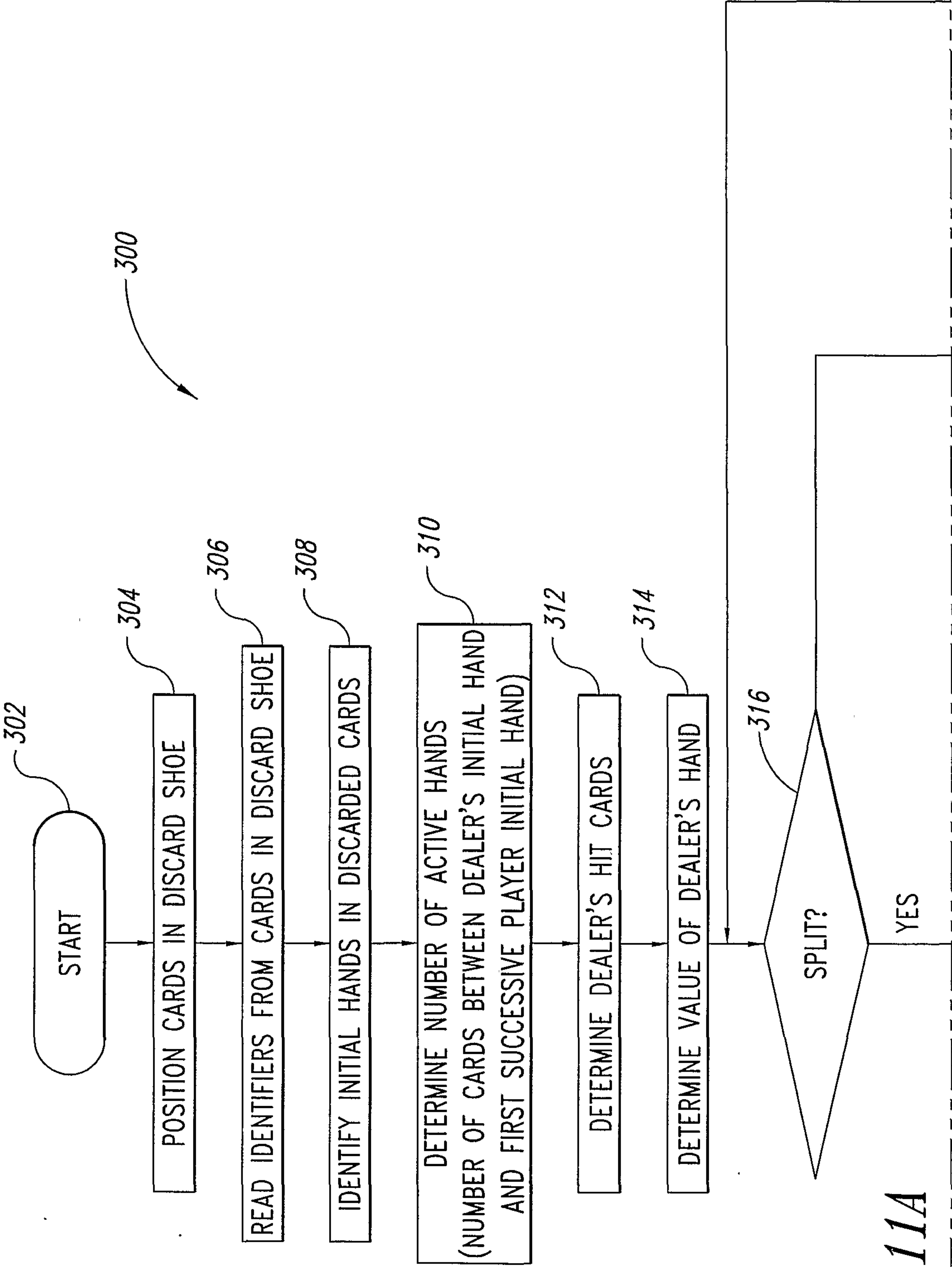


Fig. 11A

12/15

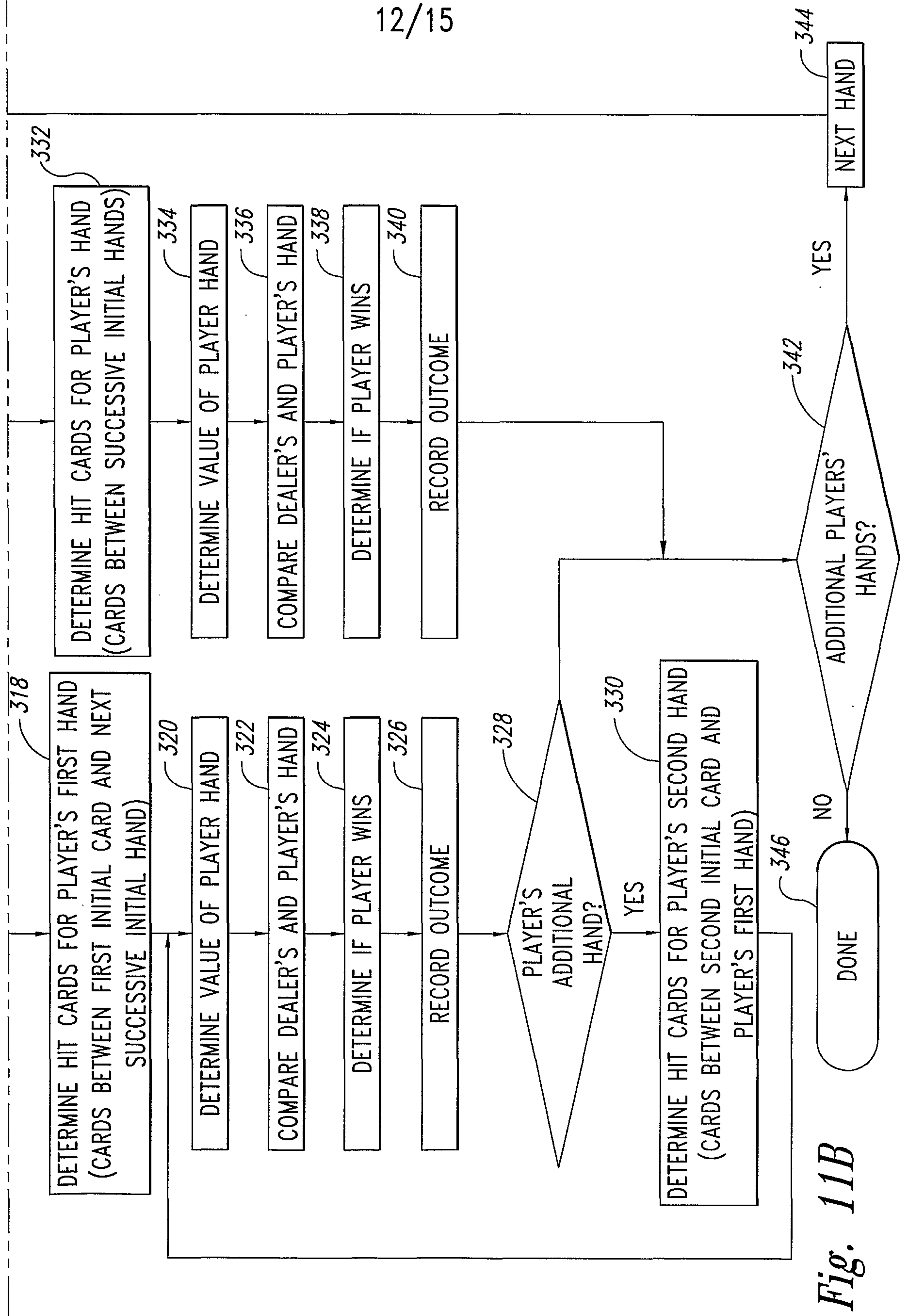
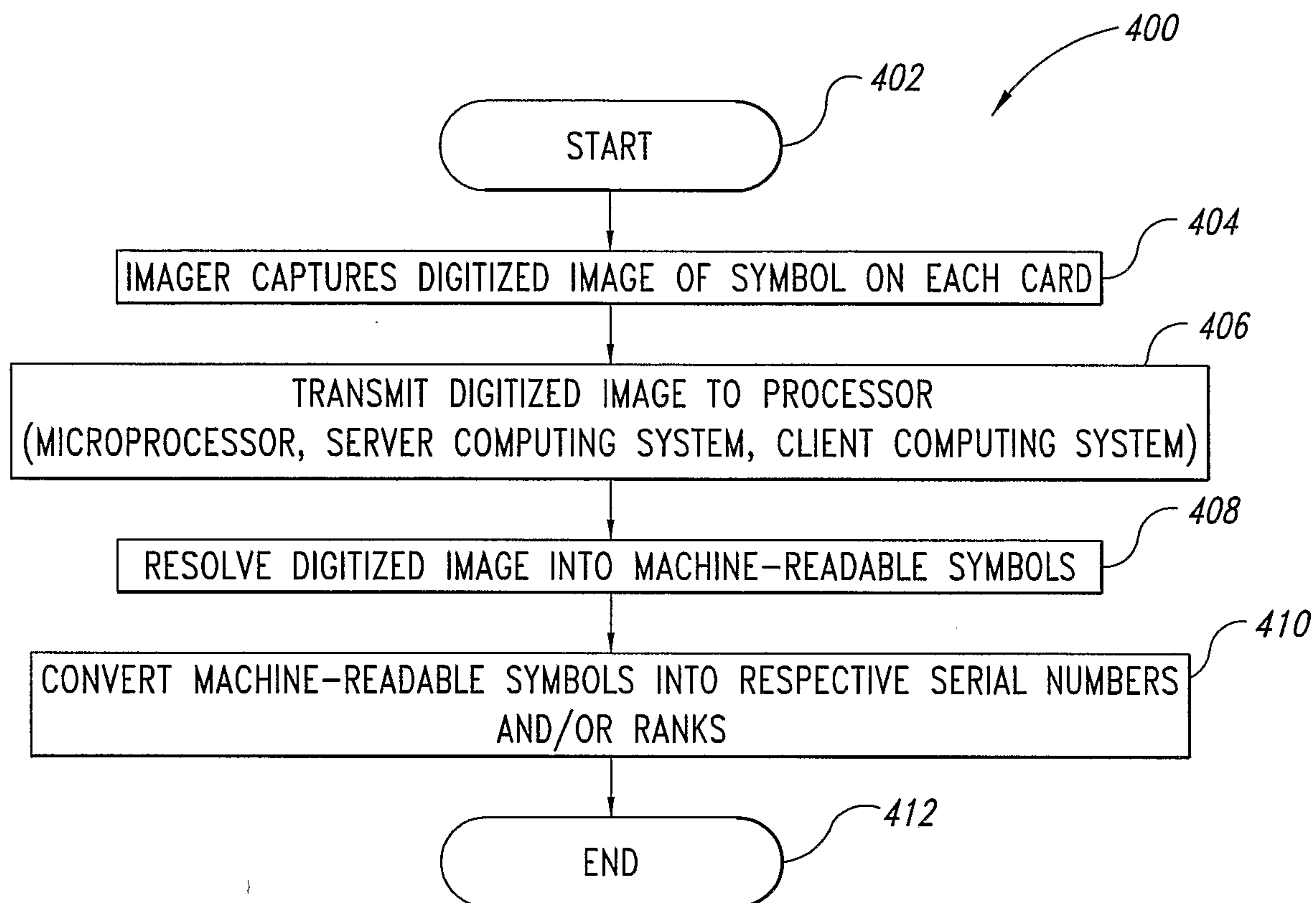


Fig. 11B

13/15

*Fig. 12*

93

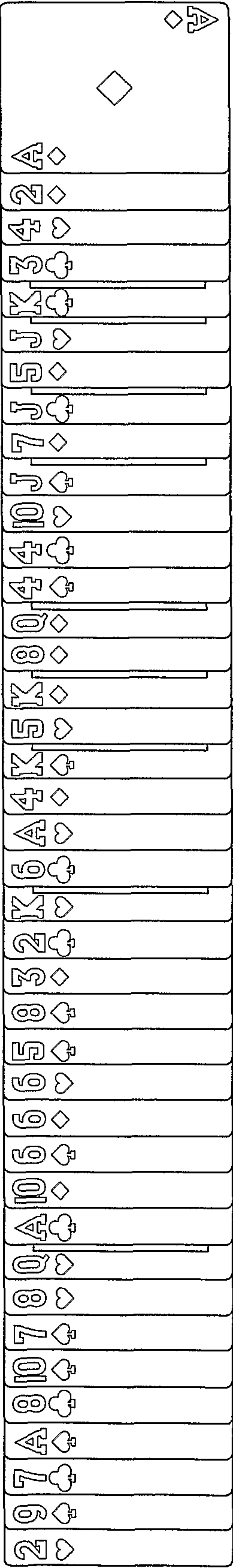
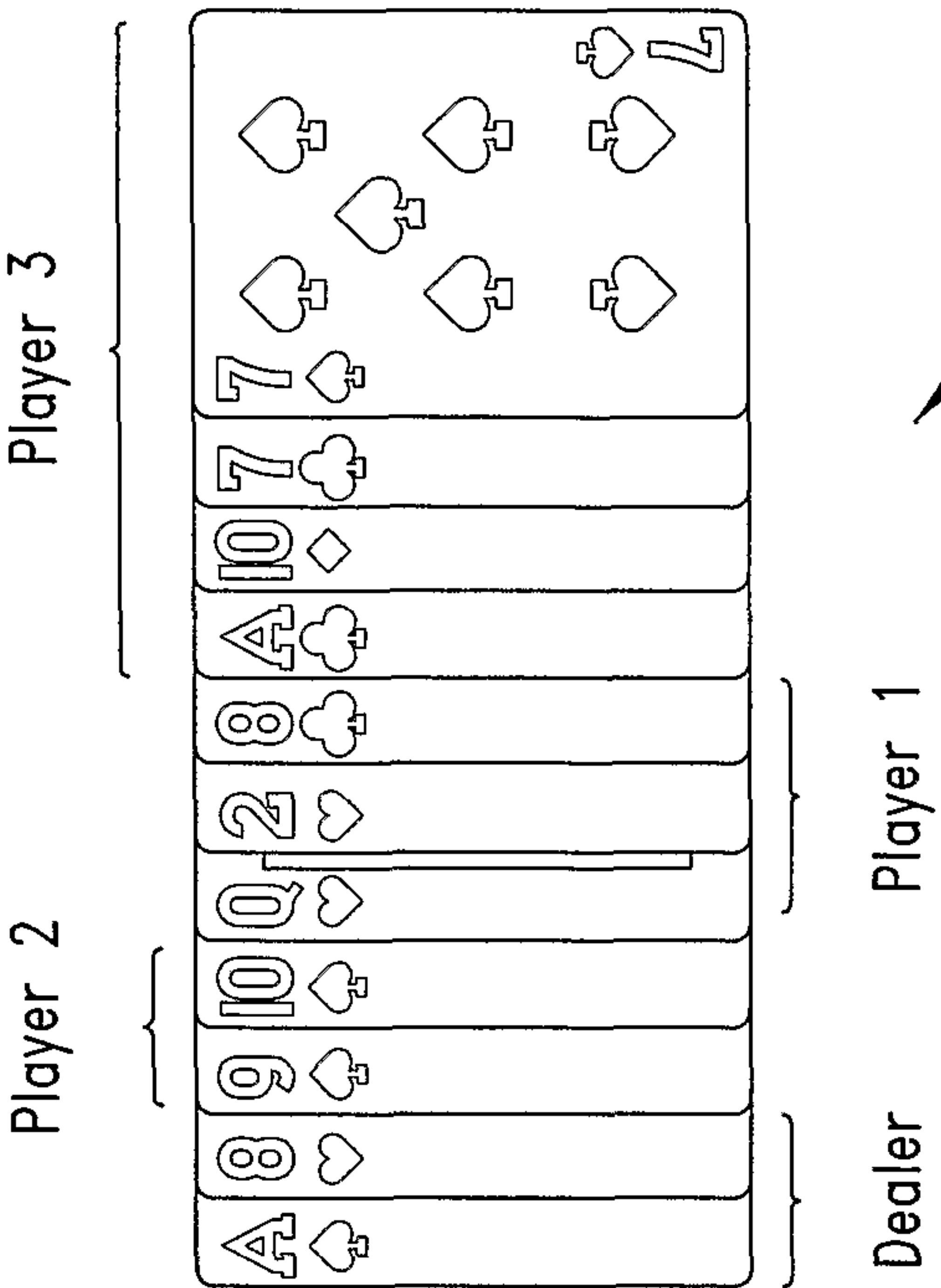


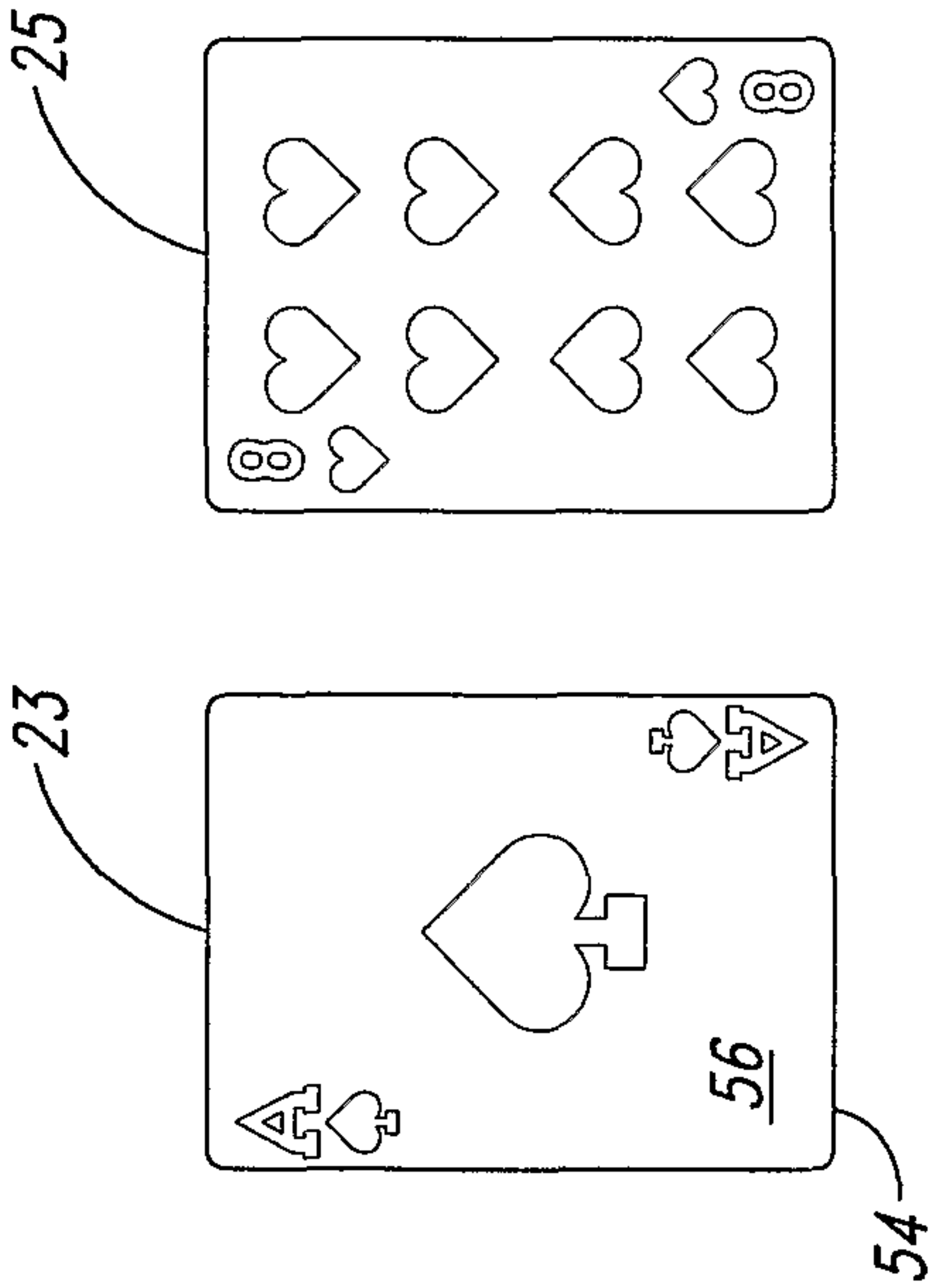
Fig. 13

14/15



94

Fig. 15



21

Fig. 14

15/15

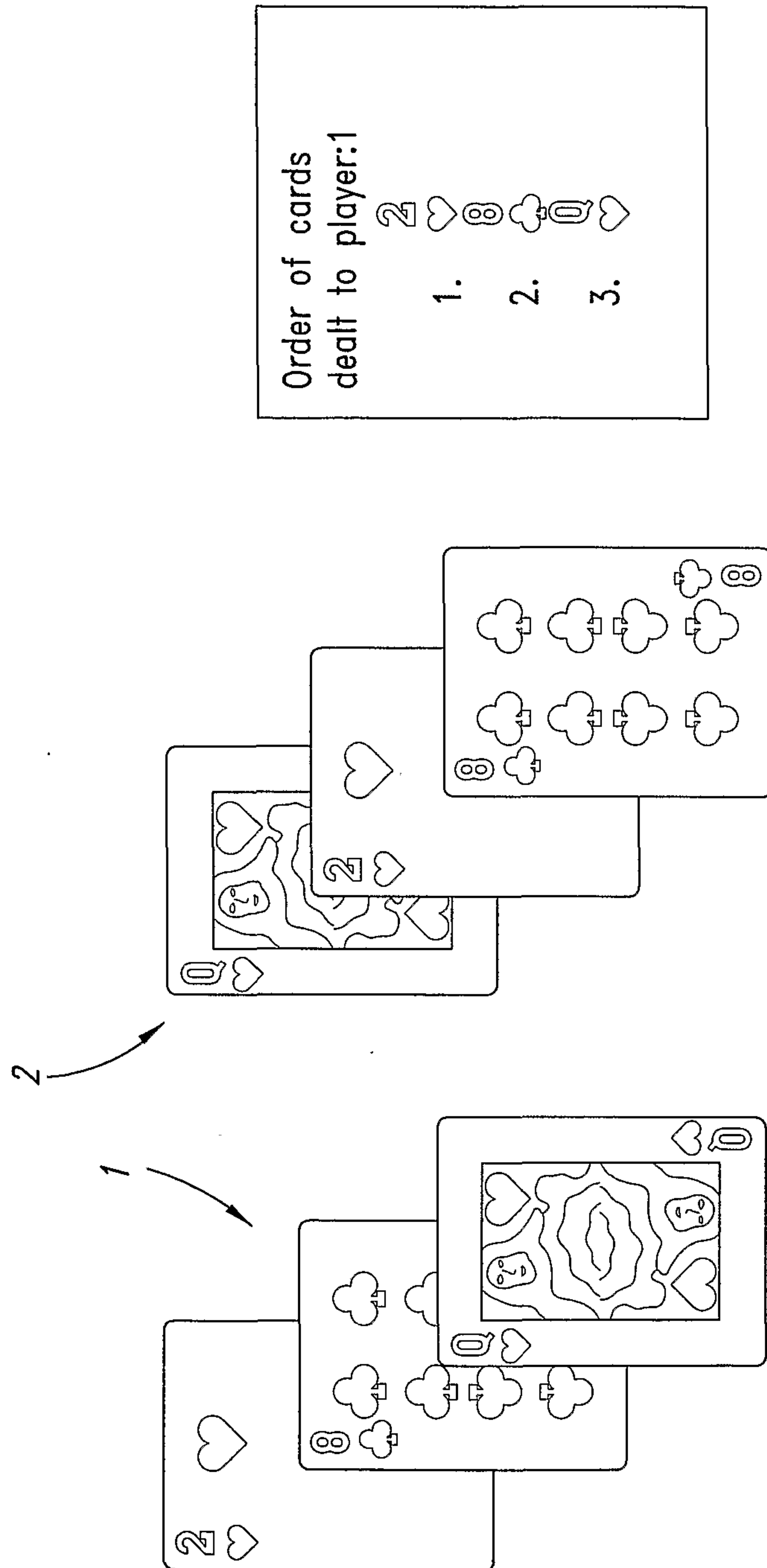


Fig. 16

