



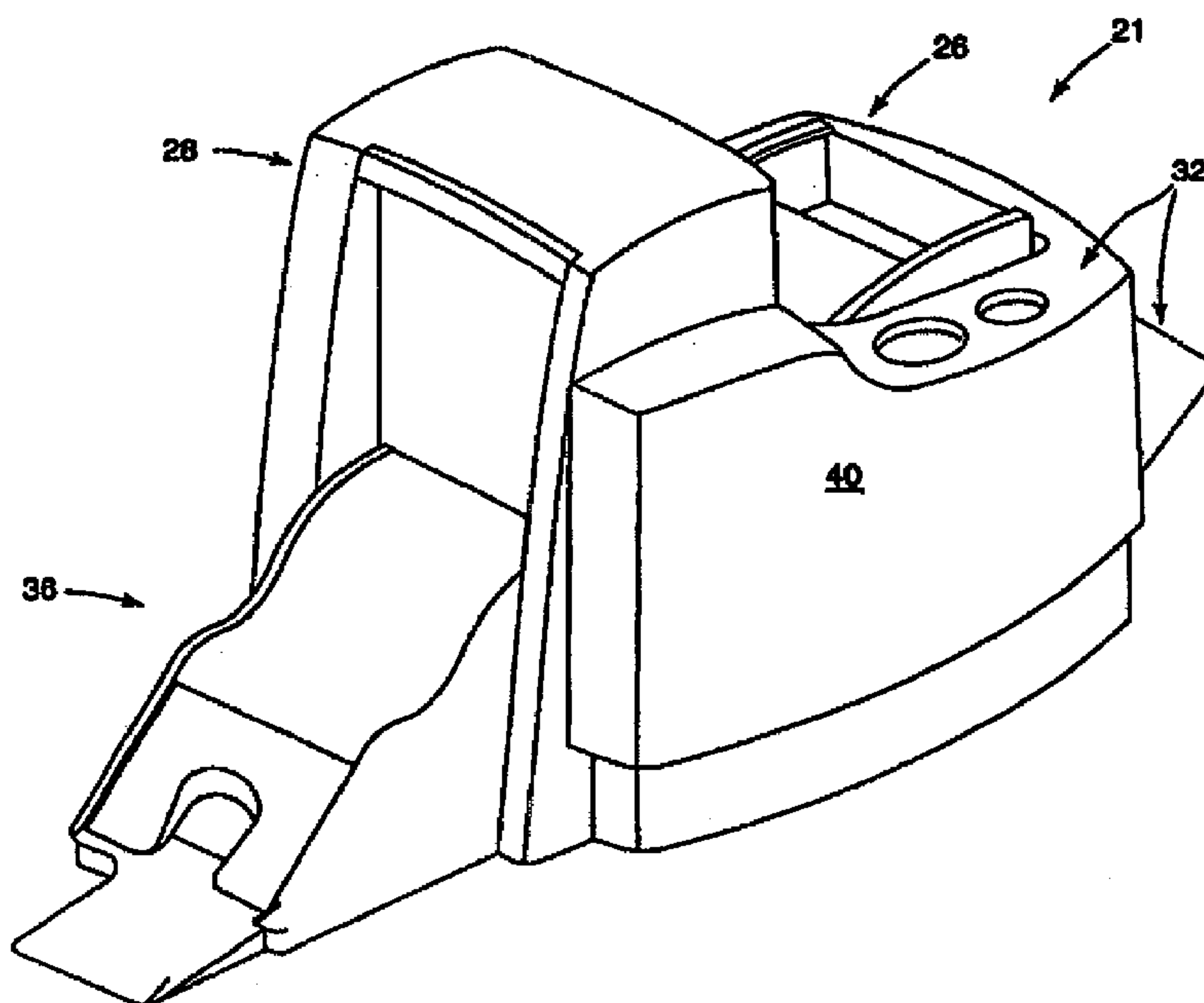
(72) GRAUZER, ATTILA, US  
(72) BOURBOUR, FERAIDON, US  
(72) HELGESEN, JAMES PHILLIP, US  
(72) NELSON, TROY, US  
(72) RYNDA, ROBERT J., US  
(72) SCHEPER, PAUL K., US  
(72) STASSON, JAMES BERNARD, US  
(72) SWANSON, RONALD R., US  
(71) SHUFFLE MASTER INC., US

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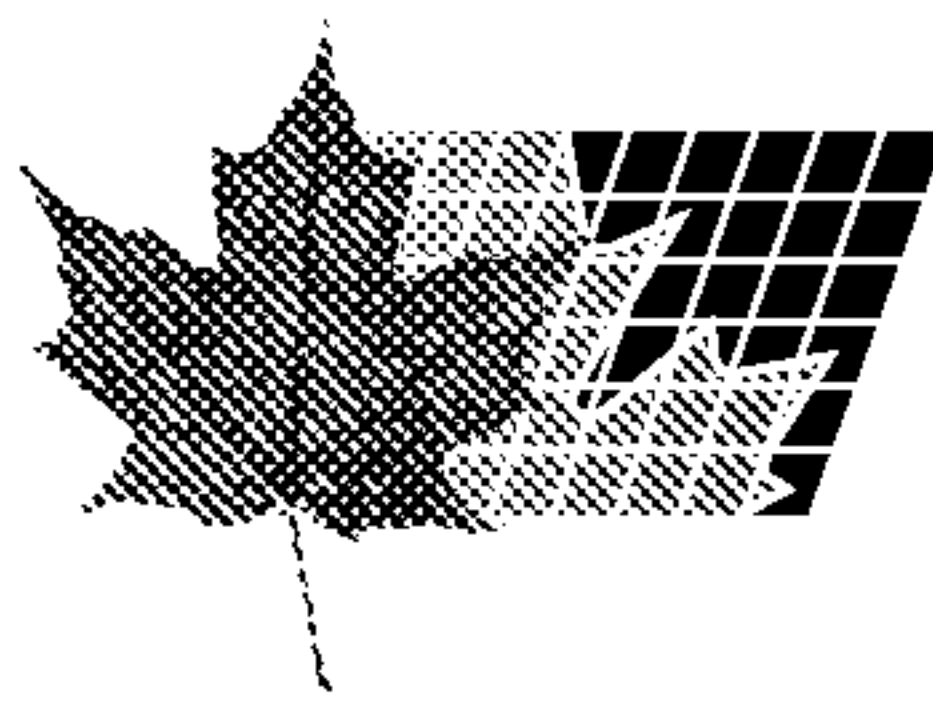
(54) **DISPOSITIF ET PROCÉDE POUR BATTRE  
CONTINUELLEMENT DES CARTES**

(54) **DEVICE AND METHOD FOR CONTINUOUSLY SHUFFLING  
CARDS**



(57) La présente invention concerne un appareil et un procédé permettant de faire passer des cartes à jouer d'un premier groupe de cartes à un second groupe de cartes, ce second groupe de cartes étant formé ou battu de manière aléatoire. L'appareil (21) de cette invention comprend : un dispositif de réception des cartes (26), destiné à loger

(57) The present invention provides an apparatus and a method for moving playing cards from a first group of cards into a second group of cards, wherein the second group of cards is randomly arranged or shuffled. The apparatus (21) comprises a card receiver (26) for receiving the first group of cards, a single stack of card-



le premier groupe de cartes ; une pile de compartiments (28) également conçus pour loger des cartes, placés en général à proximité du dispositif de réception des cartes, cette pile étant généralement verticalement mobile ; un appareil de levage (80, 82, 112) permettant de déplacer cette pile ; un mécanisme de déplacement des cartes (30), placé entre le dispositif de réception des cartes et ladite pile, de manière à pouvoir placer les cartes une à une dans l'un des compartiments, un autre mécanisme de déplacement des cartes (34) permettant par ailleurs de faire passer ces cartes de l'un des compartiments à un second dispositif de réception des cartes (36). Cet appareil comprend enfin un microprocesseur (360), destiné à commander les mécanismes de déplacement des cartes et ledit appareil de levage.

receiving compartments (28) generally adjacent to the card receiver, the stack generally vertically movable, an elevator (80, 82, 112) for moving the stack, a card-moving mechanism (30) between the card receiver and the stack for moving cards one at a time into a selected one of the compartments, another card moving mechanism (34) for moving cards from one of the compartments to a second card receiver (36) and a microprocessor (360) that controls the card-moving mechanisms and the elevator.



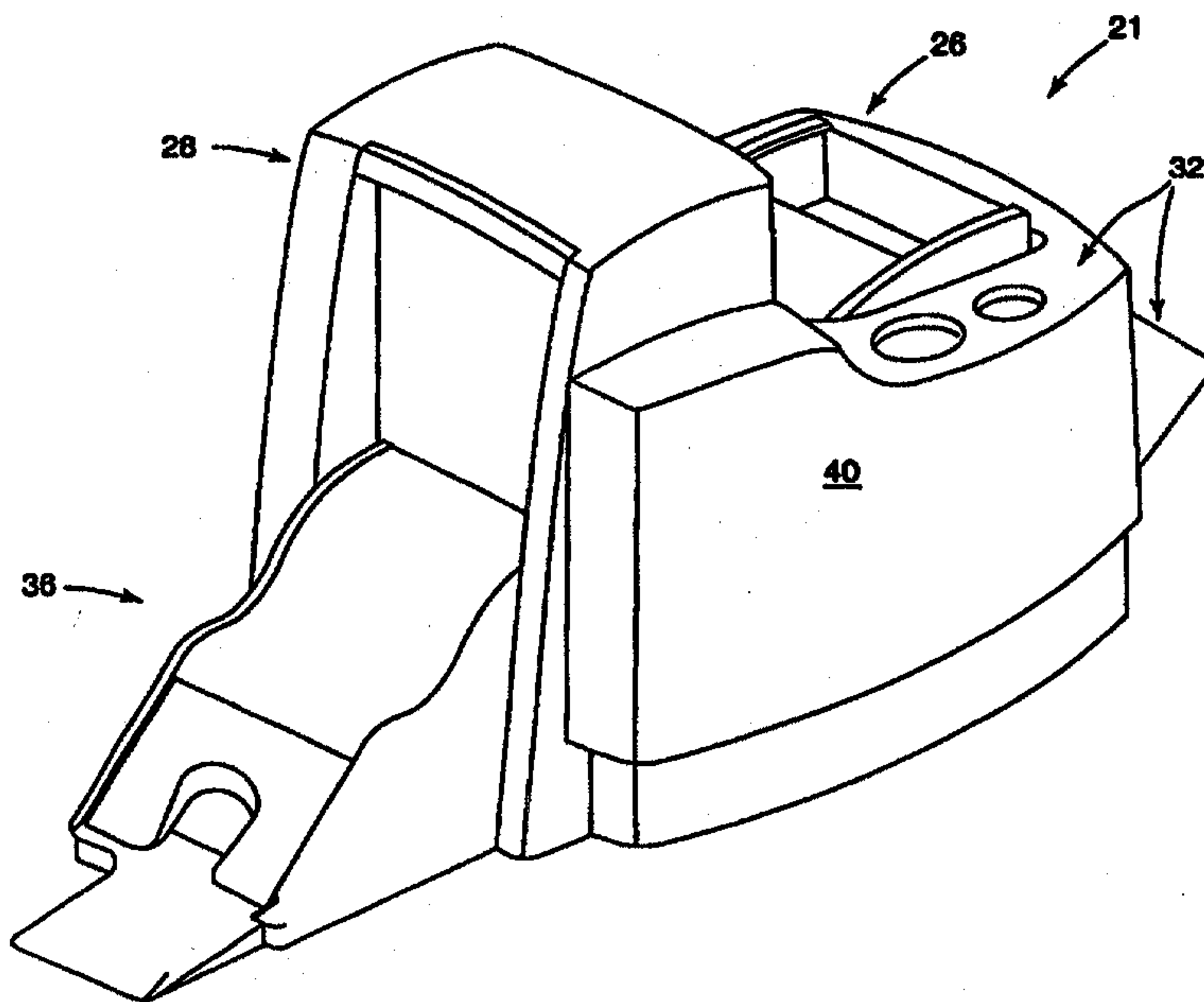
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(54) Title: DEVICE AND METHOD FOR CONTINUOUSLY SHUFFLING CARDS



## (57) Abstract

The present invention provides an apparatus and a method for moving playing cards from a first group of cards into a second group of cards, wherein the second group of cards is randomly arranged or shuffled. The apparatus (21) comprises a card receiver (26) for receiving the first group of cards, a single stack of card-receiving compartments (28) generally adjacent to the card receiver, the stack generally vertically movable, an elevator (80, 82, 112) for moving the stack, a card-moving mechanism (30) between the card receiver and the stack for moving cards one at a time into a selected one of the compartments, another card moving mechanism (34) for moving cards from one of the compartments to a second card receiver (36) and a microprocessor (360) that controls the card-moving mechanisms and the elevator.

1     **TITLE:     DEVICE AND METHOD FOR CONTINUOUSLY SHUFFLING CARDS**

## **BACKGROUND**

### **1. Field**

6     The present invention relates to devices for handling cards, including cards known as  
“playing cards.” In particular, it relates to an electromechanical machine for continuously  
shuffling playing cards, whereby a dealer has a substantially continuously readily available  
supply of shuffled cards for dealing.

### **2. Related Art**

11     Wagering games based on the outcome of randomly generated or selected symbols are  
well known. Such games are widely played in gaming establishments and include card games  
wherein the symbols comprise familiar, common playing cards. Card games such as twenty-one  
or blackjack, poker and the like are excellent casino card games. Desirable attributes of casino  
card games are that they are exciting, that they can be learned and understood easily by players,  
and that they move or are played rapidly to their wager-resolving outcome.

16     From the perspective of players, the time the dealer must spend in shuffling diminishes  
the excitement of the game. From the perspective of casinos, shuffling time reduces the number  
of wagers placed and resolved in a given amount of time, thereby reducing revenue. Casinos  
would like to maximize the amount of revenue generated by a game without changing games,  
particularly a popular game, and without increasing the minimum size of wagers. One approach  
21     to maximizing revenue is speeding play. It is widely know that playing time is diminished by  
shuffling and dealing. This approach has lead to the development of electromechanical or  
mechanical card shuffling devices. Such devices increase the speed of shuffling and dealing,  
thereby increasing playing time, adding to the excitement of a game by reducing the time the  
dealer or house has to spend in preparing to play the game.

26     U.S. Patent 4,515,367 (Howard) is an example of a batch-type shuffler. The Howard

1 patent discloses a card mixer for randomly interleaving cards including a carriage supported  
ejector for ejecting a group of cards (approximately two playing decks in number) which may  
then be removed manually from the shuffler or dropped automatically into a chute for delivery to  
a typical dealing shoe.

U.S. Patent 5,275,411 (Breeding) discloses a machine for automatically shuffling a single  
6 deck of cards including a deck receiving zone, a carriage section for separating a deck into two  
deck portions, a sloped mechanism positioned between adjacent corners of the deck portions,  
and an apparatus for snapping the cards over the sloped mechanism to interleave the cards.

U.S. Patent 3,879,954 (Erickson et al.) discloses the concept of delivering cards one at a  
time, into one of a number vertically stacked card shuffling compartments. The Erickson patent  
11 also discloses using a logic circuit to determine the sequence for determining the delivery  
location of a card, and that a card shuffler can be used to deal stacks of shuffled cards to a player.  
U.S. Patent 5,241,140 (Huen) discloses a card dispenser which dispenses or deals cards in four  
discrete directions onto a playing surface, and U.S. Patents 793,489 (Williams), 2,001,918  
(Nevius), 2,043,343 (Warner) and 3,312,473 (Friedman et al.) disclose various card holders  
16 some of which include recesses (e.g., Friedman et al.) to facilitate removal of cards. U.S. Patents  
2,950,005 (MacDonald) and 3,690,670 (Cassady et al.) disclose card sorting devices which  
require specially marked cards, clearly undesirable for gaming and casino play.

U.S. Patents 5,584,483 and 5,676,372 (Sines et al.) describe batch type shufflers which  
include a holder for an unshuffled stack of cards, a container for receiving shuffled cards, a  
21 plurality of channels to guide the cards from the unshuffled stack into the container for receiving  
shuffled cards, and an ejector mounted adjacent to the unshuffled stack for reciprocating  
movement along the unshuffled stack. The position of the ejector is randomly selected. The  
ejector propels a plurality of cards simultaneously from a number of points along the unshuffled  
stack, through the channels, and into the container. A shuffled stack of cards is made available

1 to the dealer.

U.S. Patent 5,695,189 (Breeding et al.) is directed to a shuffling machine for shuffling multiple decks of cards with three magazines wherein unshuffled are cut then shuffled.

Aside from increasing speed and playing time, some shuffler designs have provided added protection to casinos. For example, one of the Breeding (U.S. Patent 5,275,411) shufflers  
6 is capable of verifying that the total number of cards in the deck has not changed. If the wrong number of cards are counted, the dealer can call a misdeal and return bets to players.

A number of shufflers have been developed which provide a continuous supply of shuffled cards to a player. This is in contrast to batch type shuffler designs of the type described above. The continuous shuffling feature not only speeds the game, but protects casinos against  
11 players who may achieve higher than normal winnings by counting cards. An example of a card game in which a card counter may significantly increase the odds of winning by card counting is Blackjack.

U.S. Patent 4,586,712 (Lorber et al.) discloses a continuous automatic shuffling apparatus designed to intermix multiple decks of cards under the programmed control of a  
16 computer. The Lorber et al. apparatus is a carousel-type shuffler having a container, a storage device for storing shuffled playing cards, a removing device and an inserting device for intermixing the playing cards in the container, a dealing shoe and supplying means for supplying the shuffled playing cards from the storage device to the dealing shoe. The Samsel, Jr. patent (U.S. Patent 4,513,969) discloses a card shuffler having a housing with two wells for receiving  
21 stacks of cards. A first extractor selects, removes and intermixes the bottommost card from each stack and delivers the intermixed cards to a storage compartment. A second extractor sequentially removes the bottommost card from the storage compartment and delivers it to a typical shoe from which the dealer may take it for presentation to the players.

U.S. Patent 5,382,024 (Blaha) discloses a continuous shuffler having a unshuffled card

1 receiver, a shuffled card receiver adjacent to and mounted for relative motion with respect to the  
unshuffled card receiver. Cards are driven from the unshuffled card receiver and are driven into  
the shuffled card receiver forming a continuous supply of shuffled cards. However, the Blaha  
shuffler requires specially adapted cards, particularly, plastic cards, and many casinos have  
demonstrated a reluctance to use such cards.

6 U.S. Patent 5,000,453 (Stevens et al.) discloses an apparatus for automatically and  
continuously shuffling cards. The Stevens et al. machine includes three contiguous magazines  
with an elevatable platform in the center magazine only. Unshuffled cards are placed in the  
center magazine and the spitting rollers at the top of the magazine spit the cards randomly to the  
left and right magazines in a simultaneous cutting and shuffling step. The cards are moved back  
11 into the center magazine by direct lateral movement of each shuffled stack, placing one stack on  
top of the other to stack all cards in a shuffled stack in the center magazine. The order of the  
cards in each stack does not change in moving from the right and left magazines into the center  
magazine.

U.S. Patent 4,770,421 (Hoffman) discloses a continuous card shuffling device including a  
16 card loading station with a conveyor belt. The belt moves the lowermost card in a stack onto a  
distribution elevator whereby a stack of cards is accumulated on the distribution elevator.  
Adjacent to the elevator is a vertical stack of mixing pockets. A microprocessor preprogrammed  
with a fixed number of distribution schedules is provided for distributing cards into a number of  
pockets. The microprocessor sends a sequence of signals to the elevator corresponding to  
21 heights called out in the schedule. Single cards are moved into the respective pocket at that  
height. The distribution schedule is either randomly selected or schedules are executed in  
sequence. When the cards have been through a single distribution cycle, the cards are removed a  
stack at a time and loaded into a second elevator. The second elevator delivers cards to an  
output reservoir. Thus, the Hoffman patent requires a two step shuffle, i.e., a program is

1 required to select the order in which stacks are moved onto the second elevator. The Hoffman  
patent does not disclose randomly selecting a pocket for delivering each card. Nor does the  
patent disclose a single stage process which randomly arranges cards into a degree of  
randomness satisfactory to casinos and players. Although the Hoffman shuffler was  
commercialized, it never achieved a high degree of acceptance in the industry. Card counters  
6 could successfully count cards shuffled in the device, and it was determined that the shuffling of  
the cards was not sufficiently random.

U.S. Patent 5,683,085 (Johnson) describes a continuous shuffler which includes a  
chamber for supporting a main stack of cards, a loading station for holding a secondary stack of  
cards, a stack gripping separating mechanism for separating or cutting cards in the main stack to  
11 create a space and a mechanism for moving cards from the secondary stack into the spaces  
created in the main stack.

U.S. Patent 4,659,082 (Greenberg) discloses a carousel type card dispenser including a  
rotary carousel with a plurality of card compartments around its periphery. Cards are injected  
into the compartments from an input hopper and ejected from the carousel into an output hopper.  
16 The rotation of the carousel is produced by a stepper motor with each step being equivalent to a  
compartment. In use, the carousel is rotated past  $n$  slots before stopping at the slot from which a  
card is to be ejected. The number  $n$  is determined in a random or near random fashion by a logic  
circuit. There are 216 compartments to provide for four decks and eight empty compartments  
when all the cards are inserted into compartments. An arrangement of card edge grasping drive  
21 wheels are used to load and unload the compartments.

U.S. Patent 5,356,145 (Verschoor) discloses another card shuffler involving a carousel  
or "rotatable plateau." The Verschoor shuffler has a feed compartment and two card shuffling  
compartments which each can be placed in first and second positions by virtue of a rotatable  
plateau on which the shuffling compartments are mounted. In use, once the two compartments



1 are filled, a drive roller above one of the shuffling compartments is actuated to feed cards to the other compartment or to a discharge means. An algorithm determines which card is supplied to the other compartment and which is fed to the discharge. The shuffler is continuous in the sense that each time a card is fed to the discharge means, another card is moved from the feed compartment to one of the shuffling compartments.

6 U.S. Patent 4,969,648 (Hollinger et al.) discloses an automatic card shuffler of the type that randomly extracts cards from two or more storage wells. The shuffler relies on a system of solenoids, wheels and belts to move cards. Cards are selected from one of the two wells on a random basis so a deck of intermixed cards from the two wells is provided in a reservoir for the dealer. The patent is principally directed to a method and apparatus for detecting malfunctions  
11 in the shuffler, which at least tends to indicate that the Hollinger et al. shuffler may have some inherent deficiencies, such as "misalignments of extraction mechanisms."

The size of the buffer supply of shuffled cards in the known continuous shufflers is large, i.e., 40 or more cards in the case of the Blaha shuffler.

Randomness is determined in part by the recurrence rate of a card previously played in  
16 the next consecutively dealt hand. The theoretical recurrence rate for known continuous shufflers is believed to be about zero percent. A completely random shuffle would yield a 13.5% recurrence rate using four decks of cards.

Although the devices disclosed in the preceding patents, particularly the Breeding machines, provide improvements in card shuffling devices, none describes a device and method  
21 for providing a continuous supply of shuffled cards with the degree of randomness and reliability required by casinos. A device and method which could continuously shuffle and deliver cards with an improved recurrence rate would improve the acceptance of card shufflers and facilitate the casino play of card games.

## SUMMARY

1           The present invention provides an electromechanical card handling apparatus and method  
for continuously shuffling cards. The apparatus and, thus, the card handling method or process,  
is controlled by a programmable microprocessor and may be monitored by a plurality of sensors  
and limit switches.

6           While the card handling apparatus and method of the present invention is well suited for  
use in the gaming environment, particularly in casinos, the apparatus and method may find use in  
handling or sorting sheet material generally.

11           In one embodiment, the present invention provides an apparatus for moving playing cards  
from a first group of unshuffled cards into a shuffled group of cards. The apparatus comprises a  
card receiver for receiving the first group of cards, a single stack of card-receiving compartments  
generally adjacent to the card receiver, the stack generally vertically movable, an elevator for  
raising and lowering the stack, a card-moving mechanism between the card receiver and the  
stack for moving cards, one at a time, from the card receiver to a selected compartment, and a  
microprocessor that controls the card-moving mechanism and the elevator so that the cards are  
moved into a number of randomly selected compartments. Sensors monitor and trigger  
16           operation of the apparatus, including the microprocessor, card moving mechanisms, and the  
elevator. The controlling microprocessor, including software, selects or identifies where cards  
will go as to the selected slot or compartment before card handling operations begin. For  
example, a card designated as card 1 may be directed to slot 5, a card designated as card 2 may  
be directed to slot 7, a card designated as card 3 may be directed to slot 3, etc.

21           An advantage of the present invention is that it provides a programmable card handling  
machine with a display and appropriate inputs for controlling and adjusting the machine.  
Additionally, there may be an elevator speed adjustment and sensor to adjust and monitor the  
position of the elevator as cards wear or become bowed or warped. These features also provide  
for interchangeability of the apparatus, meaning the same apparatus can be used for many

1 different games and in different locations thereby reducing the number of back up machines or  
units required at a casino. Since it is customary in the industry to provide free backup machines,  
a reduction in the number of backup machines needed presents a significant cost savings. The  
display may include a use rate and/or card count monitor and display for determining or  
monitoring the usage of the machine.

6 Another advantage of the present invention is that it provides an electromechanical  
playing card handling apparatus for automatically and randomly generating a continuous supply  
of shuffled playing cards for dealing. Other advantages are a reduction of dealer shuffling time,  
and a reduction or elimination of problems such as card counting, possible dealer manipulation  
and card tracking, thereby increasing the integrity of a game and enhancing casino security.

11 Yet another advantage of the card handling apparatus of the present invention is that it  
converts a single deck, multiple decks, any number of unshuffled cards or large or small groups  
of discarded or played cards into shuffled cards ready for use or reuse in playing a game. To  
accomplish this, the apparatus includes a number of stacked or vertically oriented card receiving  
compartments one above another into which cards are inserted, one at a time, so a random group  
16 of cards is formed in each compartment and until all the cards loaded into the apparatus are  
distributed to a compartment. Upon demand, either from the dealer or a card present sensor, or  
automatically, the apparatus delivers one or more groups of cards from the compartments into a  
dealing shoe for distribution to players by the dealer.

The present invention may include jammed card detection and recovery features, and may  
21 include recovery procedures operated and controlled by the microprocessor.

Another advantage is that the apparatus of the present invention provides for the initial  
top feeding or loading of an unshuffled or discarded group of cards thereby facilitating use by the  
dealer. The shuffled card receiving shoe portion is adapted to facilitate use by a dealer.

An additional advantage of the card handling apparatus of the present invention is that it

1 facilitates and speeds the play of casino wagering games, particularly those games wherein  
multiple decks of cards are used and popular, rapidly played games (such as twenty-one or  
blackjack), making the games more exciting for players.

In use, the apparatus of the present invention is operated to process playing cards from an  
initial, unshuffled new or played group of cards into a group of shuffled or reshuffled cards  
6 available to a dealer for distribution to players. The first step of this process is the dealer placing  
an initial group of cards, comprising unshuffled or played cards, into the card receiver of the  
apparatus. The apparatus is started or starts automatically by sensing the presence of the cards  
and, under the control of the integral microprocessor, it transfers the initial group of cards,  
randomly, one at a time, into a plurality of compartments. Groups of cards in one or more  
11 compartments are delivered, upon the dealer's demand or automatically, by the apparatus from  
that compartment to a card receiving shoe for the dealer to distribute to a player.

According to the present invention, the operation of the apparatus is continuous. That is,  
once the apparatus is turned on, any group of cards loaded into the card receiver will be entirely  
processed into one or more groups of random cards in the compartments. The software assigns  
16 an identity to each card and then directs each identified card to a randomly selected compartment  
by operating the elevator motor to position that randomly selected compartment to receive the  
card. The cards are unloaded in groups from the compartments, a compartment at a time, as the  
need for cards is sensed by the apparatus. Thus, instead of stopping play to shuffle or reshuffle  
cards, a dealer always has shuffled cards available for distribution to players.

21 The apparatus of the present invention is compact, easy to set up and program and, once  
programmed, can be maintained effectively and efficiently by minimally trained personnel who  
cannot affect the randomness of the card delivery. This means that the machines are more  
reliable in the field. Service costs are reduced, as are assembly and set up costs.

Other features and advantages of the present invention will become more fully apparent

1 and understood with reference to the following specification and to the appended drawings and  
claims.

### **BRIEF DESCRIPTION OF THE DRAWINGS**

Figure 1 is a front perspective view depicting the apparatus of the present invention as it  
might be disposed ready for use in a casino on a gaming table.

6 Figure 2 is a perspective view, partially broken away, depicting the rear of the apparatus  
of the present invention.

Figure 3 is a front perspective view of the card handling apparatus of the present  
invention with portions of the exterior shroud removed.

11 Figure 4 is a side elevation view of the present invention with the shroud and other  
portions of the apparatus removed to show internal components.

Figure 5 is a side elevation view, largely representational, of the transport mechanism and  
rack assembly of the apparatus of the present invention.

16 Figure 5a is a side elevation view, drawn from area 5a in Figure 5, showing more detail  
of the rack assembly, particularly the shelves forming the top and bottom of the compartments of  
the rack assembly.

Figure 6 is an exploded assembly view of the transport mechanism shown in Figure 5.

Figure 7 is a top plan view, partially in section, of the transport mechanism.

Figure 8 is a top plan view of one embodiment of the pusher assembly of the present  
invention.

21 Figure 8a is a perspective view of another embodiment of the pusher assembly of the  
present invention.

Figure 9 is a front elevation view of the rack and elevator assembly.

Figure 10 is an exploded assembly view of one embodiment of a portion of the rack and  
elevator assembly.

1           Figure 11 depicts an alternative embodiment of the shelves or partitions for forming the stack of compartments of the present invention.

          Figure 12 is a simplified side elevation view, largely representational, of the card handler of the present invention.

6           Figure 13 is a perspective view of a portion of the card handling apparatus of the present invention, namely, the second card receiver at the front of the apparatus, with a cover portion of the shroud removed.

          Figure 14 is a schematic diagram of an electrical control system for one embodiment of the present invention.

          Figure 15 is a schematic diagram of the electrical control system.

11          Figure 16 is a schematic diagram of an electrical control system with an optically-isolated bus.

          Figure 17 is a detailed schematic diagram of a portion of Figure 16.

1

**DETAILED DESCRIPTION**

This detailed description is intended to be read and understood in conjunction with appended Appendices A and B, which are incorporated herein by reference. Appendix A provides an identification key correlating the description and abbreviation of certain motors, switches and photoeyes or sensors with reference character identifications of the same components in the Figures, and gives the manufacturers, addresses and model designations of certain components (motors, limit switches and sensors). Appendix B outlines steps in a homing sequence, part of one embodiment of the sequence of operations.

6

With regard to means for fastening, mounting, attaching or connecting the components of the present invention to form the apparatus as a whole, unless specifically described as otherwise, such means are intended to encompass conventional fasteners such as machine screws, rivets, nuts and bolts, toggles, pins and the like. Other fastening or attachment means appropriate for connecting components include adhesives, welding and soldering, the latter particularly with regard to the electrical system of the apparatus.

11

All components of the electrical system and wiring harness of the present invention are conventional, commercially available components unless otherwise indicated, including electrical components and circuitry, wires, fuses, soldered connections, chips, boards and control system components.

16

Generally, unless specifically otherwise disclosed or taught, the materials for making the various components of the present invention are selected from appropriate materials such as metal, metallic alloys, ceramics, plastics, fiberglass and the like, and components and materials may be similar to or adapted from components and material used to make the card handling apparatus disclosed and described in copending application Serial No. \_\_\_\_\_, entitled "Device and Method For Forming Hands of Randomly Arranged Cards", filed on the same date

21

1 as the present application and incorporated herein by reference.

In the following description, the Appendices and the claims, any references to the terms right and left, top and bottom, upper and lower and horizontal and vertical are to be read and understood with their conventional meanings and with reference to viewing the apparatus generally from the front as shown in Figure 1.

6 Referring then to the Figures, particularly Figures 1, 3 and 4, the card handling apparatus 21 of the present invention includes a card receiver 26 for receiving a group of cards to be randomized or shuffled, a single stack of card-receiving compartments 28 (see also Figures 4 and 9) generally adjacent to the card receiver 26, a card moving or transporting mechanism 30 (see Figures 3 and 4) between and linking the card receiver 26 and the compartments 28, and a  
11 processing unit, indicated generally at 54 in Figure 3, that controls the apparatus 21. The apparatus 21 includes a second card mover 34 (see Figures 4, 8 and 8a) for emptying the compartments 28 into a second card receiver 36.

Referring to Figures 1 and 2, the card handling apparatus 21 includes a removable, substantially continuous exterior housing shroud 40. The shroud 40 may be provided with  
16 appropriate vents 42 for cooling. The card receiver or initial loading region, indicated generally at 26 is at the top, rear of the apparatus 21, and the second card receiver 36 is at the front of the apparatus 21. Controls and/or display features 32 are generally at the rear or dealer-facing end of the machine 21. Figure 2 provides a view of the rear of the apparatus 21 and more clearly shows the display and control inputs and outputs 32, including power input and communicatin  
21 port 46.

Figure 3 depicts the apparatus 21 with the shroud 40 removed, as it might be for servicing or programming, whereby internal components may be visualized. The apparatus includes a generally horizontal frame floor 50 for mounting and supporting operational components. A control (input and display) module 56 is cantilevered at the rear of the apparatus



1 21, and is operably connected to the operational portions of the apparatus 21 by suitable wiring  
or the like. The control module 56 may carry the microprocessor (not shown), or the  
microprocessor is preferably located on processing unit 54 on the frame 50 inside the shroud 40.  
The inputs and display portion 44 of the module 56 are fitted to corresponding openings in the  
shroud 40, with associated circuitry and programming inputs located securely with the shroud 40  
6 when it is in place as shown in Figures 1 and 2.

### CARD RECEIVER

Referring to Figures 3 and 4, the card receiver or loading region 26 includes a card  
receiving well 60. The well 60 is defined by upright, generally parallel card guiding side walls  
62 and a rear wall 64. It includes a floor surface 66 pitched or angled downwardly toward the  
11 front of the apparatus 21. Preferably, the floor surface is pitched from the horizontal at an angle  
ranging from approximately five to twenty degrees, with a pitch of seven degrees being  
preferred. A removable, generally rectangular weight or block 68 is freely and slidably received  
in the well 60 for free forward and rearward movement along the floor surface 66. Under the  
influence of gravity, the block 68 will tend to move toward the forward end of the well 60. The  
16 block 68 has an angled, card-contacting front face 70 for contacting the back (i.e., the bottom of  
the bottommost card) of a group of cards placed into the well, and urges cards (i.e., the top card  
of a group of cards) forward into contact with the card transporting mechanism 30. The card-  
contacting face 70 of the block 68 is at an angle complimentary to the floor surface 66 of the  
well 60, for example, an angle of between approximately 10 and 80 degrees, and preferably at an  
21 angle of 40 degrees. This angle and the weight of the block keep the cards urged forwardly  
against the transport mechanism 30. The selected angle of the floor 66 and the weight of the  
block 68 allow for the free floating rearward movement of the cards and the block 68 to  
compensate for the rearward force and movement generated as the top or forwardmost card  
contacts the transport mechanism 30 and begins to move. The well 60 includes a card present

1 sensor 74 to sense the presence or absence of cards in the well 60. Preferably, the block 68 is mounted on a roller 69 for easing the movement of the block 68, and/or the floor 66 and the bottom of the block may be formed of or coated with friction reducing material. As shown in Figure 6, the block 68 may have a thumb or finger receiving notch 71 to facilitate moving it.

### CARD RECEIVING COMPARTMENTS

6 The assembly or stack of card receiving compartments 28 is depicted in Figures 4, 9 and 10, and may also be referred to as a rack assembly. Referring back to Figure 3, the rack assembly 28 is housed in an elevator and rack assembly housing 78 generally adjacent to the well 60, but horizontally spaced therefrom. An elevator motor 80 is provided to position the rack assembly 28 vertically under control of a microprocessor, in one embodiment, generally part of the processing unit 54. The motor 80 is linked to the rack assembly 28 by a timing belt 82. Referring to Figure 10, which depicts a portion of the rack assembly 28 and how it may be assembled, the rack assembly 28 includes a bottom plate 92, a left hand rack 94 carrying a plurality of half shelves 96, a right hand rack 98 including a plurality of half shelves 100 and a top plate 102. Together the right and left hand racks 94, 98 and their respective half shelves 96, 100 form the individual plate-like shelf pieces 104 for forming the top and bottom walls of the individual compartments 106. The rack assembly 28 is operably mounted to the apparatus 21 by a left side rack plate 106 and a linear guide 108. It is attached to the guide by a guide plate 110. The belt 82 links the motor 80 to a pulley 112 for driving the rack assembly 28 up and down. A hall effect switch assembly 114 is provided to sense the bottom position of the rack assembly 28.

21 Figure 9 depicts a rack assembly 28 having 19 individual compartments 106 for receiving cards. Generally speaking, a larger number of individual compartments is preferred over fewer compartments, with 17 to 19 compartments being most preferred, but it should be understood that the present invention is not limited to a rack assembly of seventeen to nineteen compartments. Preferably, the compartments 106 are all substantially the same size, i.e., the

1 shelves 104 are substantially equally vertically spaced from each other. Figure 7 shows, in part,  
a top plan view of one of the shelf members 104 and that each includes a pair of rear tabs 124  
located at respective rear corners of the shelf member 104. The tabs 124 are for card guiding,  
and help make sure cards are moved from the transporting mechanism 30 into the rack assembly  
28 without jamming by permitting the leading edge of the card to be guided downwardly into the  
6 compartment 106 before the card is released from the card moving mechanism 30. Generally, it  
is desirable to mount the shelves as close to the transporting mechanism 30 as possible.

Figure 11 depicts an alternative embodiment of plate-like shelf members 104 comprising  
a single-piece plate member 104'. An appropriate number of the single-piece plates,  
corresponding to the desired number of compartments 106 would be connected between the side  
11 walls of the rack assembly 28. The plate 104' depicted in Figure 11 includes a curved or arcuate  
edge portion 126 on the rear edge 128 for removing cards or clearing jammed cards, and it  
includes the two bilateral tabs 124, also a feature of the shelf members 104 of the rack assembly  
28 depicted in Figure 7. The tabs 124 act as card guides and permit the plate-like shelf members  
104 forming the compartments 106 to be positioned as closely as possible to the card  
16 transporting mechanism 30 to ensure that cards are delivered correctly into a compartment 106  
even though they may be warped or bowed.

Referring back to Figure 5, an advantage of the plates 104 (and/or the half plates 96, 100)  
forming the compartments 106 is depicted. As shown in more detail in Figure 5a, each plate 104  
includes a beveled or angled underside rearmost surface 130 in the space between the shelves or  
21 plates 104, i.e., in each compartment 106. Referring to Figure 5, the distance between the  
forward edge 134 of the plate 104 and the forward edge 132 of the bevel 130 is preferably less  
than the width of a typical card. The leading edge 136 of a card being driven into a compartment  
106 hits the beveled surface 130 and falls down on the top of cards already in the compartment  
106 so that it comes to rest properly in the compartment 106 or on the uppermost card of cards

1 already delivered to the compartment. To facilitate a bevel 130 at a suitable angle 137, a  
preferred thickness for the plate-like shelf members 104 is approximately 3/32 of an inch, but  
this thickness and/or the bevel angle can be changed or varied to accommodate different sizes of  
cards, such as poker and bridge cards. Preferably, the bevel angle 137 is between approximately  
ten and 45 degrees, and more preferably is between approximately fifteen and twenty degrees.  
6 Whatever bevel angle and thickness is selected, it is preferred that cards should come to rest with  
their trailing edge at least even with and, preferably rearwardly of edge 132 of the plate-like shelf  
members 104.

The front of the rack assembly 28 is closed by a removable cover 142, which may be  
formed of opaque, transparent or semi-transparent material such as suitable metal or plastic.

#### 11 CARD MOVING MECHANISM

Referring to Figures 4, 5 and 6, a preferred card transporting or moving mechanism 30  
linking the card receiving well 60 and the compartments 106 of the rack assembly 28 includes a  
card pickup roller assembly 150. The card pick-up roller assembly 150 is located generally at the  
forward portion of the well 60. The pick-up roller assembly 150 may include friction rollers  
16 151A, 151B (see also Figure 6) supported by a bearing mounted axle 152 extending generally  
across the well 60 whereby the card contacting surface of the roller is in close proximity to the  
forward portion of the floor surface 66. The roller assembly 150 is driven by a pick up motor  
154 operably coupled to the axle 152 by a suitable continuous connector 156 such as a belt or  
chain. The card contacting surface of the roller may be generally smooth, it may be textured or it  
21 may include one or more finger or tab-like extensions, as long as card gripping and moving is  
not impaired.

With continued reference to Figures 4, 5 and 6, the preferred card moving mechanism 30  
includes a pinch roller card accelerator or speed-up system 160 located adjacent to the front of  
the well 60 generally between the well 60 and the rack assembly 28 forwardly of the pick-up

1 roller assembly 150. As shown in Figure 7, it is the speed-up system 160 which nests close to  
the shelves 104 between the tabs 124 of the shelves. Referring back to Figures 4, 5 and 6, the  
speed-up system 160 comprises a pair of axle supported, closely adjacent speed-up rollers, one  
above the other, including a lower roller 162 and an upper roller 164. The upper roller 164 may  
be urged toward the lower roller 162 by a spring assembly 166 (Figure 4) or the roller 162 and  
6 164 may be fixed in slight contact or near to contact and formed of a generally firm yet resilient  
material which gives just enough to admit a card. Referring to Figure 4, the lower roller 162 is a  
driven by a speed-up motor 166 operably linked to it by a suitable connector 168 such as a belt  
or a chain. The mounting for the speed-up rollers also supports a rearward card in sensor 172  
and a forward card out sensor 176. Figure 5 is a largely representational view depicting the  
11 relationship between the card receiving well 60 and the card transporting mechanism 30, and  
also shows a card "C" being picked up by the pickup roller assembly 150 and being moved into  
the pinch roller system 160 for acceleration into a compartment 104 of the rack assembly 28.

In one embodiment, the pick-up roller assembly 150 is not continuously driven, but  
rather indexes and includes a one-way clutch mechanism. After initially picking up a card and  
16 advancing it into the speed-up system 160, the pick-up roller motor 154 stops when the leading  
edge of a card hits the card out sensor 176, but the roller assembly 150 free-wheels as a card is  
accelerated from under it by the speed-up system 160. The speed-up pinch system 160 is  
continuous in operation once a cycle starts. When the trailing edge of the card passes the card out  
sensor 176, the rack assembly 28 moves the next designated compartment into place for  
21 receiving a card. The pick up motor 154 then reactuates.

Additional components and details of the transport mechanism 30 are depicted in Figure  
6, an exploded assembly view thereof. In Figure 6 the inclined floor surface 66 of the well 60 is  
visible, as are the axle mounted pickup and pinch roller assemblies 150, 160, respectively, and  
their relative positions.

1 Referring to Figures 4 and 5, the transport assembly 30 includes a pair of generally rigid  
stopping plates including an upper stop plate and a lower stop plate 180, 182, respectively. The  
plates 180, 182 are fixedly positioned between the rack assembly 28 and the speed-up system  
160 immediately forward of and above and below the pinch rollers 162, 164. The stop plates  
180, 182 stop the cards from rebounding or bouncing rearwardly, back toward the pinch rollers,  
6 after they are driven against and contact the cover at the front of the rack assembly 28.

### PROCESSING/CONTROL UNIT

Figure 14 is a block diagram depicting an electrical control system which may be used in  
one embodiment of the present invention. The control system includes a controller 360, a bus  
362, and a motor controller 364. Also represented in Figure 14 are inputs 366, outputs 368, and  
11 a motor system 370. The controller 360 sends signals to both the motor controller 364 and the  
outputs 368 while monitoring the inputs 366. The motor controller 364 interprets signals  
received over the bus 362 from the controller 360. The motor system 370 is driven by the motor  
controller 364 in response to the commands from the controller 360. The controller 360 controls  
the state of the outputs 368 by sending appropriate signals over the bus 362.

16 In a preferred embodiment of the present invention, the motor system 370 comprises  
motors that are used for operating components of the card handling apparatus 21. Motors  
operate the pick-up roller, the pinch, speed-up rollers, the pusher and the elevator. The gate and  
stop may be operated by a motor, as well. In such an embodiment, the motor controller 364  
would normally comprise one or two controllers and driver devices for each of the motor used.  
21 However, other configurations are possible.

The outputs 368 include, for example, alarm, start, and reset indicators and inputs and  
may also include signals that can be used to drive a display device (e.g., a LED display - not  
shown). Such a display device can be used to implement a timer, a card counter, or a cycle

1 counter. Generally, an appropriate display device can be configured and used to display any  
information worthy of display.

The inputs 366 are information from the limit switches and sensors described above. The  
controller 360 receives the inputs 366 over the bus 362.

6 Although the controller 360 can be any digital controller or microprocessor-based  
system, in a preferred embodiment, the controller 360 comprises a processing unit 380 and a  
peripheral device 382 as shown in Figure 16. The processing unit 380 in the preferred  
embodiment may be an 8-bit single-chip microcomputer such as an 80C52 manufactured by the  
Intel Corporation of Santa Clara, California. The peripheral device 382 may be a field  
programmable micro controller peripheral device that includes programmable logic devices,  
11 EPROMs, and input-output ports. As shown in Figure 15, peripheral device 382 interfaces the  
processing unit 380 to the bus 362.

The series of instructions stored in the controller 360 is shown in Figure 15 and 16 as  
program logic 384. In a preferred embodiment, the program logic 384 is RAM or ROM  
hardware in the peripheral device 382. (Since the processing unit 380 may have some memory  
16 capacity, it is possible that some of the instructions are stored in the processing unit 380.) As  
one skilled in the art will recognize, various implementations of the program logic 384 are  
possible. The program logic 384 could be either hardware, software, or a combination of both.  
Hardware implementations might involve hardwired code or instructions stored in a ROM or  
RAM device. Software implementations would involve instructions stored on a magnetic,  
21 optical, or other media that can be accessed by the processing unit 380.

Under certain conditions, it is possible that a significant amount of electrostatic charge  
may build up in the card handler 21. Significant electrostatic discharge could affect the  
operation of the handler 21. It may, therefore, be helpful to isolate some of the circuitry of the

1 control system from the rest of the machine. In one embodiment of the present invention, a  
number of optically-coupled isolators are used to act as a barrier to electrostatic discharge.

As shown in Figure 16, a first group of circuitry 390 can be electrically isolated from a  
second group of circuitry 392 by using optically-coupled logic gates that have light-emitting  
diodes to optically (rather than electrically) transmit a digital signal, and photo detectors to  
6 receive the optically transmitted data. An illustration of electrical isolation through the use of  
optically-coupled logic gates is shown in Figure 17, which shows a portion of Figure 16 in detail.  
Four Hewlett-Packard HCPL-2630 optocouplers (labeled 394, 396, 398 and 400) are used to  
provide an 8-bit isolated data path to the output devices 368. Each bit of data is represented by  
both an LED 402 and a photo detectors 404. The LEDs emit light when forward biased, and the  
11 photo detectors detect the presence or absence of the light. Data is thus transmitted without an  
electrical connection.

### SECOND CARD MOVING MECHANISM

Referring to Figures 4, 8 and 8a, the apparatus 21 includes a second card moving  
mechanism 34 comprising a reciprocating card unloading pusher 190. The pusher 190 includes a  
16 substantially flexible pusher arm 192 in the form of a rack having a plurality of linearly arranged  
apertures 194 along its length. The arm 192 is operably engaged with the teeth of a pinion gear  
196 driven by an unloading motor 198 controlled by the microprocessor. At its leading or card  
contacting end, the pusher arm 192 includes a blunt, enlarged card-contacting head end portion  
200. The end portion 200 is greater in height than the spacing between the shelf members 104  
21 forming the compartments 106 to make sure that all the cards contained in a compartment are  
contacted and pushed as it is operated, even bowed or warped cards, and includes a pair  
outstanding guide tabs 203 at each side of the head 200 for interacting with the second card  
receiver 36 for helping to insure that the cards are moved properly and without jamming from



1 the compartments 106 to the second card receiver 36. The second card moving mechanism 34 is operated periodically (upon demand) to empty stacks of cards from compartments, i.e., compartments which have received a complement of cards or a selectable minimum number of cards.

### SECOND CARD RECEIVER

6 When actuated, the second card moving mechanism 34 empties a compartment 106 by pushing cards therein into a second card receiver 36, which may take the form of a shoe-like receiver, of the apparatus 21. The second card receiver 36 is shown in Figures 1, 4, 14 and 16, among others.

Referring to Figures 12 and 13, the second card receiver 36 includes a shoe-like terminal  
11 end plate 204 and a card way, indicated generally at 206, extending generally between the rack assembly 28 and the terminal end plate 204. When a compartment 106 is aligned with the card way 206, as shown in Figure 12, the card way 206 may be thought of as continuous with the aligned compartment. Referring to Figure 4, an optional cover operating motor 208 is positioned generally under the card way 206 for raising and lowering a powered cover 142 if such a cover is  
16 used.

Referring back to Figures 4, 12 and 13, the card way 206 has a double curved, generally S-shaped surface and comprises a pair of parallel card guiding rails 210, 212, each having one end adjacent to the rack assembly 28 and a second end adjacent to the terminal end 204. Each rail 210, 212 has a card receiving groove 213. A S-shaped card support 211 is positioned  
21 between the rails 210, 212 for supporting the central portion of a card or group of cards as it moves down the card way 206. A pair of card biasing springs 215 are provided adjacent to the rails 210, 212 to urge the cards upwardly against the top of the grooves 213 to assist in keeping the all the cards in the group being moved into the second receiver 36 in contact with the pusher

1 190. The curves of the card way 206 help to guide and position cards for delivery between cards  
already delivered and the card pushing block 214, which is generally similar to the block 68.  
The second curve portion 207 in particular helps position and align the cards for delivery  
between cards already delivered and the card pushing block 214.

The second card receiver 36 is generally hollow, defining a cavity for receiving cards and  
6 for containing the mirror image rails 210, 212, the motor assembly 208 and a freely movable  
card pushing block 214. Referring to Figure 12, the block 214 has an angled, front card  
contacting face 216, the angle of which is generally complementary to the angle of the terminal  
end plate 204. The block 214 has a wheel or roller 218 for contacting the sloping or angled floor  
220 of the second card receiver 36 whereby the block moves freely back and forth. The free  
11 movement helps absorb or accommodate the force generated by the dealer's hand as he deals,  
i.e., the block 214 is free to bounce rearwardly. A suitable bounce limit means (such as a stop  
221 mounted on the floor 220 or a resilient member, not shown) may be coupled near the block  
214 to limit its rearward travel. Referring to Figure 4, a suitable receiver empty sensor 222 may  
be carried by the terminal plate 204 at a suitable location, and a card jammed sensor 224 may be  
16 provided along the card way 206 adjacent to the guide rails 210, 212. The receiver empty sensor  
222 is for sensing the presence or absence of cards. The sensor 223 senses the location of block  
214 indicating the number of cards in the buffer, and may be operably linked to the  
microprocessor or directly to the pusher motor 198 for triggering the microprocessor to actuate  
the pusher 190 of the second transport assembly 34 to unload one or more groups of cards from  
21 the compartments 106.

As depicted in Figure 13, the terminal plate 204 may include or be adjacent to a sloped  
surface 204'. The sloped surface 204' has a raised portion closest to the terminal plate 204, and  
one or more suitable notches 205' may be provided for receiving a dealer's fingers and/or thumb

1 to facilitate dealing and to help preserve the flatness of the cards. The sloped surface 204', the  
terminal plate 204 and a removable card way cover 209 may be formed as a unit, or as  
separatable individual pieces for facilitating access to the inside of the second receiver 36.

Figure 12 is a largely representational view depicting the apparatus 21 and the  
relationship of its components including the card receiver 26 for receiving a group of new or  
6 played cards for being shuffled for play, including the well 60 and block 68, the rack assembly  
28 and its single stack of card-receiving compartments 106, the card moving or transporting  
mechanism 30 between and linking the card receiver 26 and the rack assembly 28, the second  
card mover 190 for emptying the compartments 106 and the second receiver 36 for receiving  
randomized or shuffled cards.

11 **OPERATION/ USE**

Appendix B outlines one embodiment of the operational steps or flow of the method and  
apparatus of the present invention. The start input is actuated and the apparatus 21 homes (see  
Appendix B). In use, played or new cards to be shuffled or reshuffled are loaded into the well 60  
by moving the block 68 generally rearwardly or removing it. Cards are placed into the well 60  
16 generally sideways, with the plane of the cards generally vertical, on one of the long side edges  
of the cards (see Figures 5 and 12). The block 68 is released or replaced to urge the cards into an  
angular position generally corresponding to the angle of the angled card contacting face of the  
block, and into contact with the pick-up roller assembly 150. As the cards are picked up, i.e.,  
after the separation of a card from the remainder of the group of cards in the well 60 is started, a  
21 card is accelerated by the speed-up system 160 and spit or moved through a horizontal opening  
between the plates 180, 182 and into a selected compartment 106. Substantially simultaneously,  
movement of subsequent cards is underway, with the rack assembly 28 position relative to the  
cards being delivered by the transport mechanism 30 being selected and timed by the

1 microprocessor whereby selected cards are delivered randomly to selected compartments until  
the cards in the well 60 are exhausted. In the unlikely event of a card jam during operation, for  
example, if one of the sensors is blocked or if the pusher hits or lodges against the rack assembly  
28, the apparatus 21 may flow automatically or upon demand to a recovery routine which might  
include reversal of one or more motors such as the pick-up or speed-up motors, and/or  
6 repositioning of the rack assembly 28 a small distance up or down.

Upon demand from the receiver sensor 223, the microprocessor randomly selects the  
compartment 106 to be unloaded, and energizes the motor which causes the pusher 190 to  
unload the cards in one compartment 106 into the second card receiver 36. The pusher is  
triggered by the sensor 223 associated with the second receiver 36. It should be appreciated that  
11 each cycle or operational sequence of the machine 21 transfers all of the cards placed in the well  
60 each time, even if there are still cards in some compartments 106. In one embodiment, the  
apparatus 21 is programmed to substantially constantly maintain a "buffer" (see Figure 12  
wherein the buffer is depicted at "B") of a selected number of cards, for example 20 cards, in the  
second receiver. A buffer of more or less cards may be selected.

16 In operation, when sensor 74 detects cards present, the entire stack of unshuffled cards in  
the card receiver 26 is delivered one by one to the card receiving compartments 106. A random  
number generator is utilized to select the compartment which will receive each individual card.  
The microprocessor is programmed to skip compartments that hold the minimum number of  
cards allowed by the program. At any time during the distribution sequence, the microprocessor  
21 can be instructed to activate the unloading sequence. All compartments 106 are randomly  
selected.

It is to be understood that because cards are being fed into and removed from the  
apparatus 21 on a fairly continuous basis, that the number of cards delivered into each

1 compartment 106 will vary.

Preferably, the microprocessor is programmed to randomly select the compartment 106 to be unloaded when more cards are needed. Most preferably, the microprocessor is programmed to skip compartments 106 having seven or fewer cards to maintain reasonable shuffling speed.

6 It has been demonstrated that the apparatus of the present invention provides a recurrence rate of at least 4.3%, a significant improvement over known devices.

In one exemplary embodiment, the continuous card shuffling apparatus 21 of the present invention may have the following specifications or attributes which may be taken into account when creating an operational program.

11 Machine Parameters - 4 Deck Model:

1. Number of compartments 106: variable between 13-19;
2. Maximum number of cards/compartment: variable between 10-14;
3. Initial number of cards in second card receiver: 20-24;
4. Theoretical capacity of the compartments: 147-266 cards (derived from the number of compartments x the preferred maximum number of cards/compartment);
- 16 5. Number of cards in the second card receiver 36 to trigger unloading of a compartment: variable between 6-10;
6. Delivery of cards from a compartment 106 is not tied to a predetermined number of cards in a compartment (e.g., a compartment does not have to contain 14 cards to be unloaded).
- 21 The minimum number of cards to be unloaded may range from between 4 to 7 cards and it is preferred that no compartment 106 be completely full (i.e., unable to receive additional cards) at any time.

26 In use, it is preferred that the apparatus 21 incorporates features, likely associated with the microprocessor, for monitoring and recording the number of cards in each group of cards being moved into the second card receiver 36, the number of groups of cards moved, and the total number of cards moved (e.g., a use monitoring feature).

31 In one embodiment, taking into account the above set forth apparatus attributes, the apparatus 21 may follow the following sequence of operations:

Filling the machine with cards:

1. The dealer loads the well 60 with pre-shuffled cards;
- 36 2. Upon actuation, the apparatus 21 randomly loads the compartments 106 with cards from the well, one card at a time, picking cards from the top of the cards in the well;
3. When one of the compartments 106 receives a predetermined number of cards, unload

- 1 that compartment 106 into the second card receiver 36;
4. Continue with #2. No compartment loading during second receiver loading.;
5. When a second compartment 106 receives a predetermined number of cards, unload that compartment 106 into the second card receiver 36, behind cards already delivered to the second receiver 36;
- 6 6. The dealer continues to load cards in the well 60 which are randomly placed into the compartments 106; and
7. Repeat this process until the initial number of cards in receiver 36 has been delivered.

Continuous operation

- 11 1 The dealer begins dealing;
2. When the number of cards in the second card receiver 36 goes down to a predetermined number sensed by sensor 223, unload one group of cards from one of the compartments 106 (randomly selected);
- 16 3. As cards are collected from the table, the dealer loads cards into the receiver 60. These cards are then randomly loaded into compartments 106. In case a compartment has received the maximum number of cards allowed by the program, if selected to receive another card, the program will skip that compartment and randomly select another compartment; and
- 21 4. Repeat #2 and #3 as play continues. It is preferable that the ratio of cards out or in play to the total number of cards available should be low, for example approximately 24:208.

Although a description of preferred embodiments has been presented, various changes including those mentioned above could be made without deviating from the spirit of the present invention. It is desired, therefore, that reference be made to the appended claims rather than to the foregoing description to indicate the scope of the invention.

26

**Appendix A**  
**Motors, Switches and Sensors**

| Item | Name  | Description                        |
|------|-------|------------------------------------|
| 1    | ICPS  | Input Card Present Sensor          |
| 2    | RCPS  | Rack Card Present Sensor           |
| 3    | RHS   | Rack Home Switch                   |
| 4    | RPS   | Rack Position Sensor               |
| 5    | UHS   | Unloader Home Switch               |
| 6    | DPS   | Door Present Switch                |
| 7    | RUTS  | Rack Unload Trigger Sensor         |
| 8    | CIS   | Card In Sensor                     |
| 9    | COS   | Card Out Sensor                    |
| 10   | GUS   | Gate Up Switch                     |
| 11   | GDS   | Gate Down Switch                   |
| 12   | SWRTS | Shoe Weight Release Trigger Sensor |
| 13   | SES   | Shoe Empty Sensor                  |
| 14   | SJS   | Shoe Jam Sensor                    |
| 15   | SS    | Start Switch                       |

| Name | Description                |
|------|----------------------------|
| POM  | Pick-off Motor             |
| SUM  | Speed-up Motor             |
| RM   | Rack Motor                 |
| UM   | Unloader Motor             |
| SWM  | Shoe Weight Motor          |
| GM   | Gate Motor                 |
| SSV  | Scroll Switch - Vertical   |
| SSH  | Scroll Switch - Horizontal |
| AL   | Alarm Light                |

Display Noritake \* CU20025ECPB - UIJ  
 Power Supply Shindengen \* ZB241R8  
 Linear Guide THK \* RSR12ZMUU + 145 M  
 Comm. Port Digi \* HR021 - ND  
 Power Switch Digi \* SW 323 - ND  
 Power Entry Bergquist \* LT - 101 - 3P

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**Appendix B**  
**Homing/Power-up**

1

6

11

16

21

|    |                             |  |
|----|-----------------------------|--|
| 1. | Unloader Home               |  |
| 2. | Door Present                |  |
| 3. | Gate Closed                 |  |
| 4. | Card Out Sensor (COS) Clear |  |
| 5. | Rack Empty and Home         |  |
| 6. | Input Shoe Empty            |  |
| 7. | Shoe Empty                  |  |
| 8. | Card in Sensor (CIS) Clear. |  |
| 9. | Shoe Jam Sensor Clear       |  |



**CLAIMS**

1

What is claimed is:

1. An apparatus for continuously shuffling playing cards, said apparatus comprising:
  - a card receiver for receiving a first group of cards;
  - a single stack of card-receiving compartments generally adjacent to the card receiver, said
  - 6 stack generally vertically movable, and means for moving the stack;
  - a card-moving mechanism between the card receiver and the stack;
  - a processing unit that controls the card-moving mechanism and the means for moving the
  - stack so that cards placed in the card receiver are moved into a selected number of
  - compartments; and
  - 11 a second card receiver for receiving cards from the compartments.
2. The apparatus according to claim 1, further comprising a second card moving means for emptying the compartments into the second card receiver.
3. The apparatus according to claim 2, further comprising a card present sensor operably coupled to the second card receiver.
- 16 4. The apparatus according to claim 3, wherein cards are moved from the compartments into the second card receiver in response to a reading from the card present sensor.
5. A card handler comprising:
  - a card staging area for receiving cards to be handled;
  - a plurality of card-receiving compartments, said compartments generally vertically stacked
  - 21 and the card staging area and the compartments are relatively movable;
  - a card mover generally between the staging area and the compartments for moving a card from the staging area into one of the compartments;
  - a microprocessor programmed to identify each card in the card staging area and to actuate the

- 1 card mover to move an identified card to a randomly selected compartment, wherein the  
microprocessor is programable to deliver a selected number of cards to a compartment; and  
means responsive to the microprocessor for moving the compartments.
6. The card handler according to claim 5, further comprising inputs operably coupled to the  
microprocessor for inputting information into the microprocessor.
- 6 7. A playing card handler comprising:  
a generally vertically oriented stack of compartments for accumulating cards in at least one  
compartment;  
a microprocessor programmed to randomly select the compartment which receives each card  
in a manner sufficient to accomplish randomly arranging the cards in each compartment, wherein  
11 the microprocessor is programable to deliver a selected number of cards to a selected number of  
compartments;  
a card staging area for receiving a stack of cards to be handled, wherein the stack of  
compartments is movable with respect to the card staging area;  
card moving means responsive to output signals from the microprocessor for moving  
16 between the staging area and the stack of mixing compartments; and  
a card mover for moving cards from the compartments to a second card receiver.
8. The apparatus according to claim 7, further comprising a data storage medium accessible by  
the processing unit, wherein the data storage medium has a program stored on it, and wherein the  
program is configured to cause the processing unit to cause the card moving means to move  
21 cards from the staging area to random compartments.
9. The apparatus according to claim 8, wherein the second card receiver includes a curved card  
way.
10. The apparatus according to claim 9, wherein the second card receiver includes a card guide

1 means adjacent to the card way.

11. The apparatus according to claim 10, wherein the guide means comprises biasing means for urging cards into contact with the card way as the cards are moved from a compartment to the second card receiver.

6 12. The apparatus according to claim 8, further comprising means for monitoring, recording and displaying the use of the apparatus.

13. The apparatus of claim 12, further comprising at least one sensor for monitoring the movement of cards.

14. The apparatus according to claim 13, wherein the data storage medium is further configured to cause the processing unit to detect a card jam.

11 15. A method of substantially continuously replenishing a group of processed cards, said method comprising the steps of:

providing a card receiver for receiving cards to be processed;

providing a single stack of card-receiving compartments generally adjacent to the card receiver, said stack generally vertically movable, and means for moving the stack;

16 providing a card-moving mechanism between the card receiver and the stack and moving cards from the card receiver to the compartments;

providing a second card receiver for receiving processed cards; and

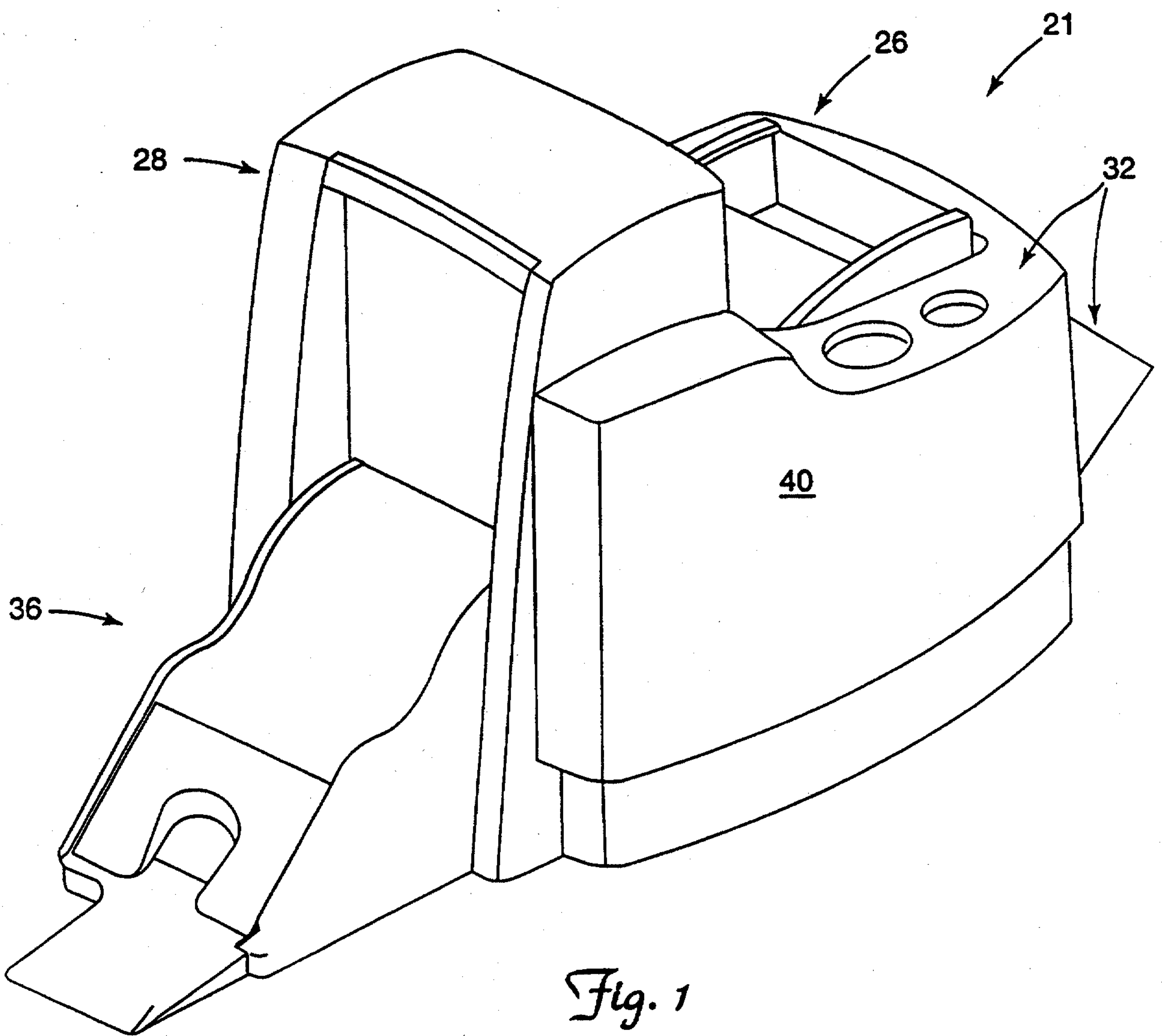
providing a second card moving mechanism for moving cards from the compartments to the second card receiver.

21 16. The method according to claim 15, further comprising provided a processing unit for controlling the card-moving mechanism and the means for moving the stack so that cards in the card receiver are moved into random compartments.

17. The method according to claim 16, further comprising using the microprocessor to designate

- 1 each card and select a compartment for receiving each designated card.
18. The method according to claim 17, wherein the designation and selection is performed before card moving operations begin.
19. A device for delivering shuffled cards comprising:
- a card receiver for receiving at least one stack of unshuffled cards;
  - 6 a plurality of individual compartments;
  - means for moving each card in the stack individually from the card receiver to a compartment;
  - means for moving cards from a compartment to a second card receiver upon demand; and
  - a processing unit programmed to control the means for moving each card, wherein the
  - 11 processing unit randomly assigns each card in the stack to a compartment, and controls the means for moving cards from a compartment to a second card receiver upon demand.
20. A method of forming randomized cards comprising the steps of:
- providing a group of unshuffled cards;
  - providing a plurality of mixing compartments;
  - 16 randomly assigning each card in the group to a compartment, wherein each compartment receives a predetermined number of cards;
  - delivering each card in the group to its assigned compartment; and
  - delivering cards in a compartment to a dealer upon demand.
21. The method according to claim 20, wherein between seventeen and nineteen compartments
- 21 are provided.
22. The method according to claim 20, wherein the group of cards is a deck of cards selected from the group consisting of a standard 52 card deck, a standard deck with one or more wild cards, a standard deck with one or more jokers, a special deck and a partial deck.

- 1 23. The method according to claim 20, wherein every card in the group is assigned to a compartment before the first card is delivered.
24. The method according to claim 20, wherein nineteen compartments are provided.



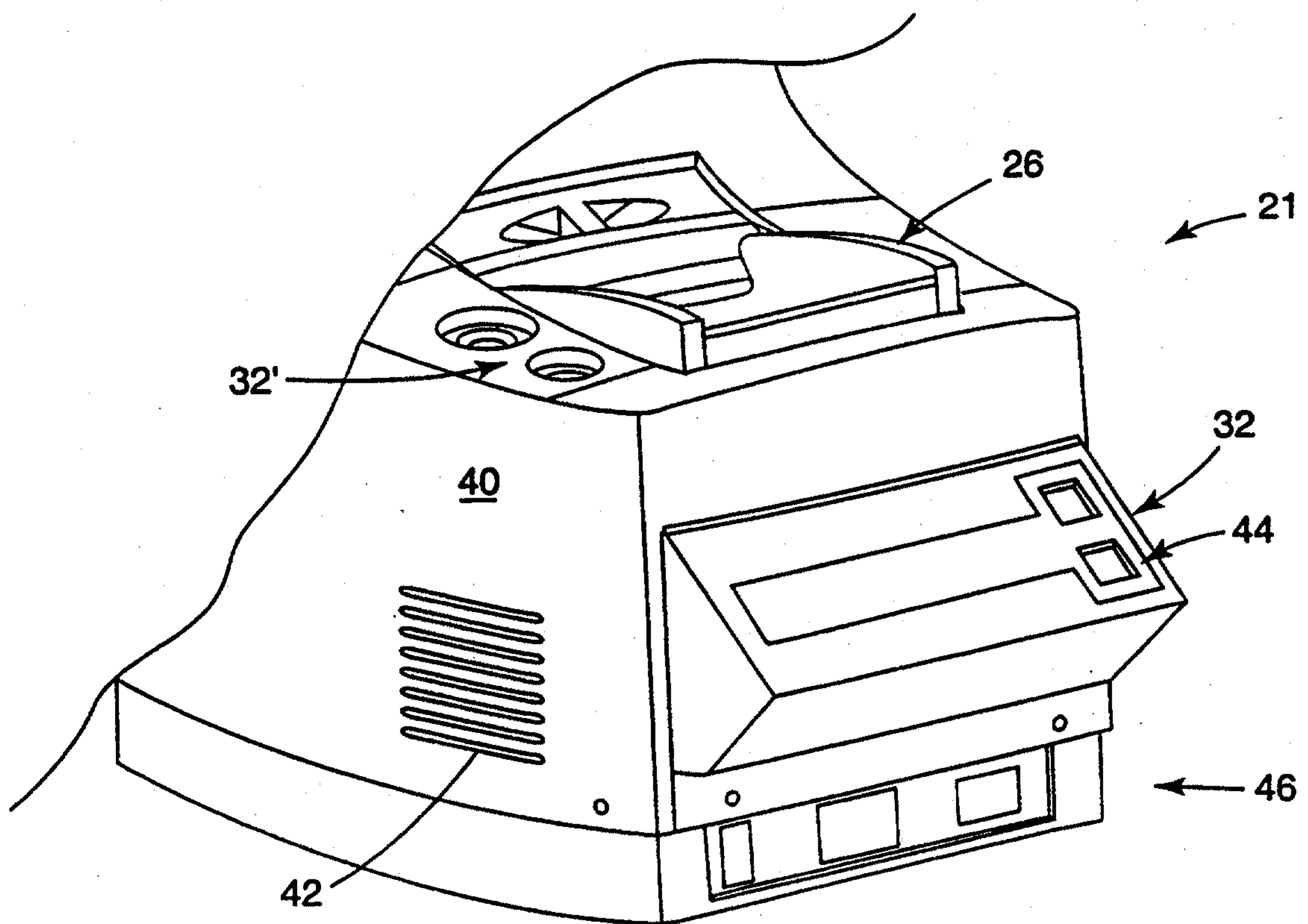


Fig. 2

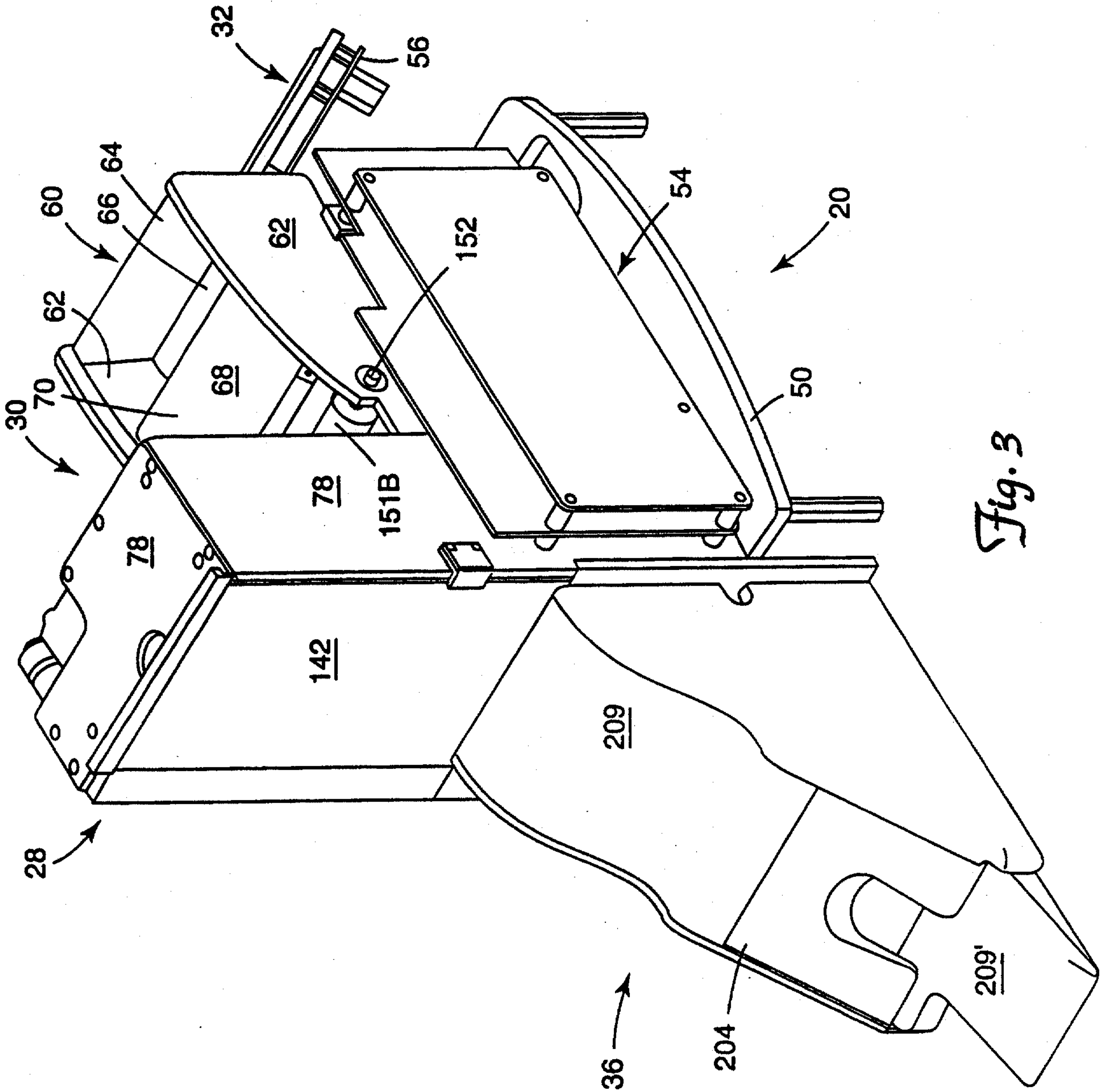


Fig. 3



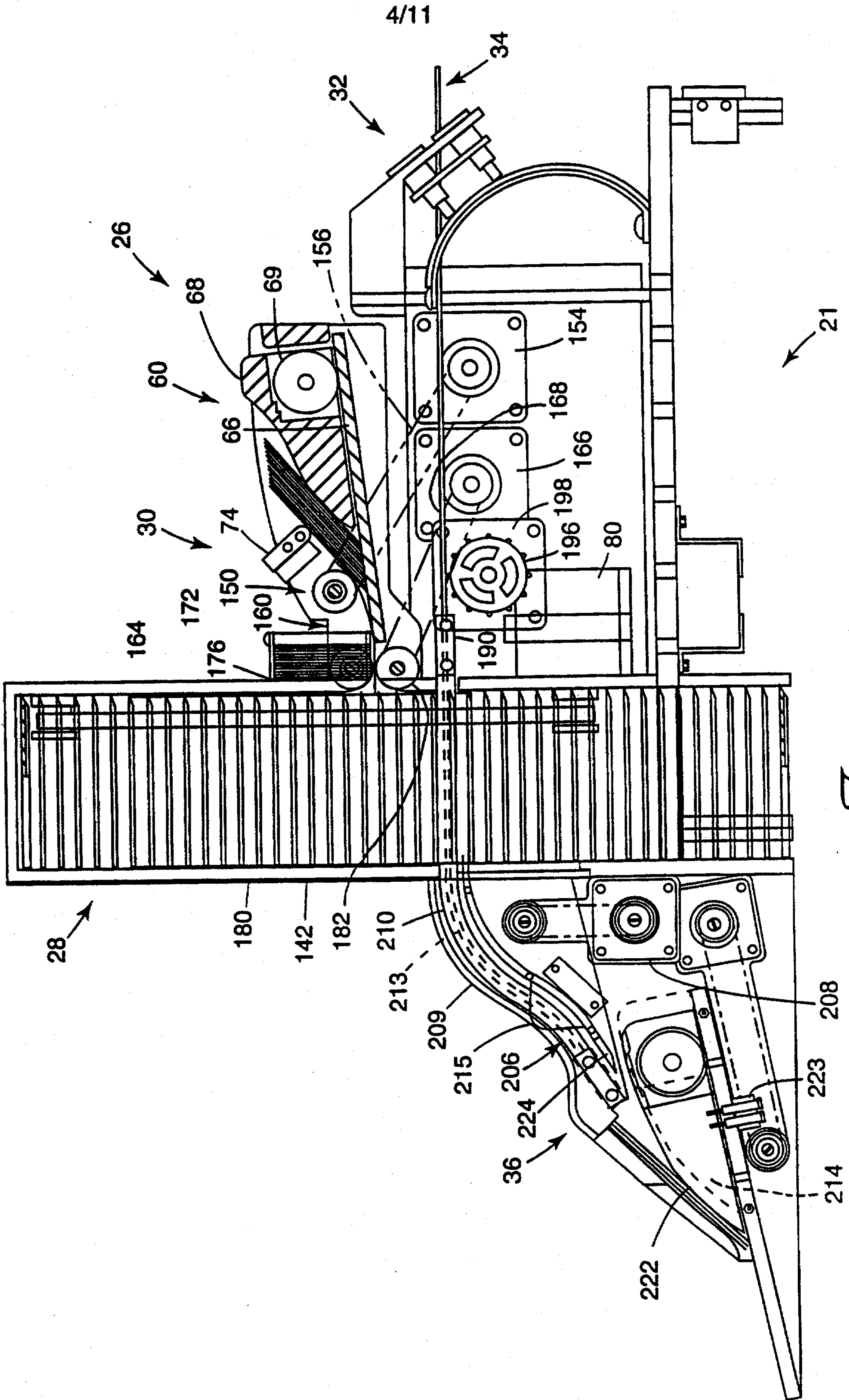
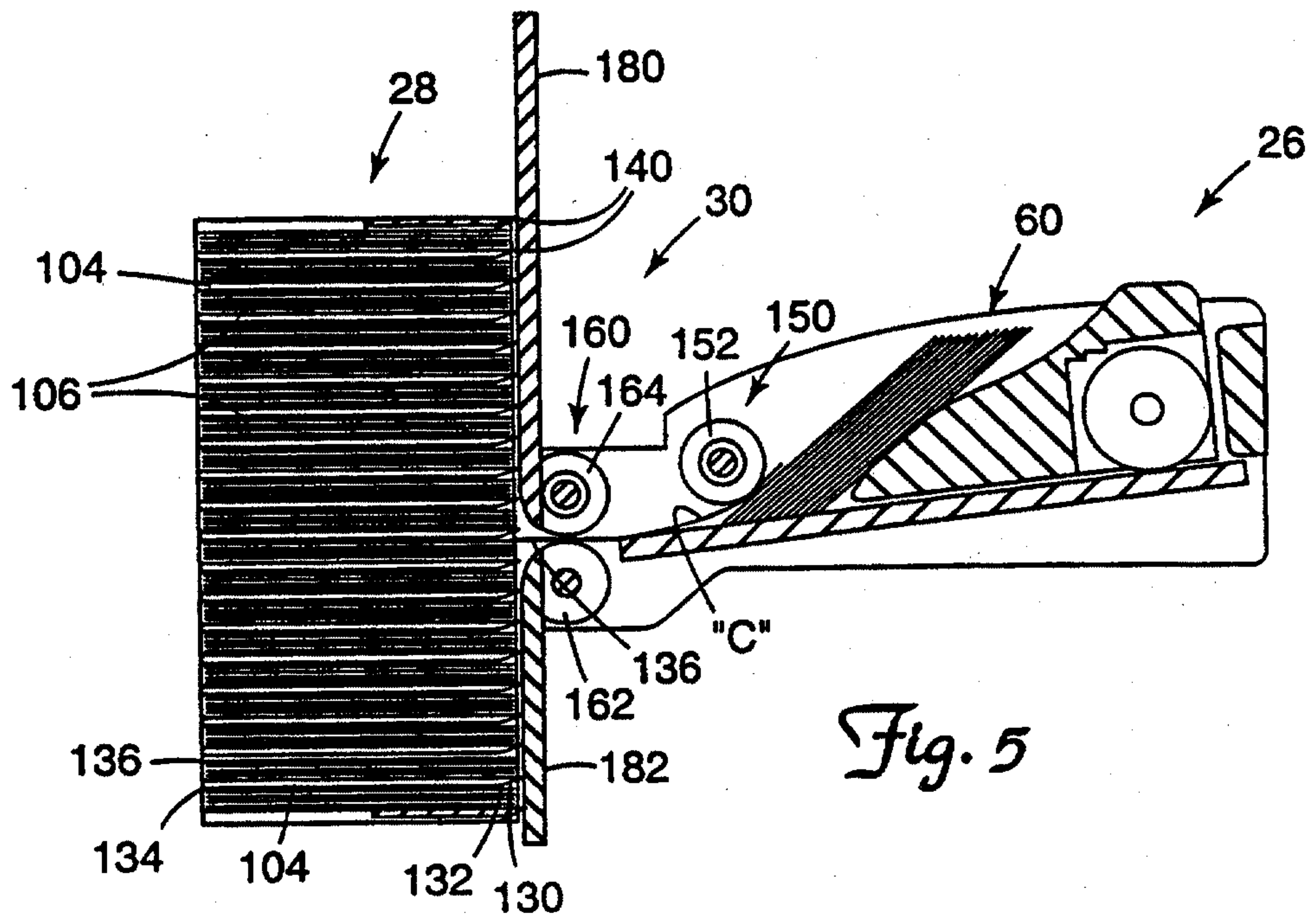
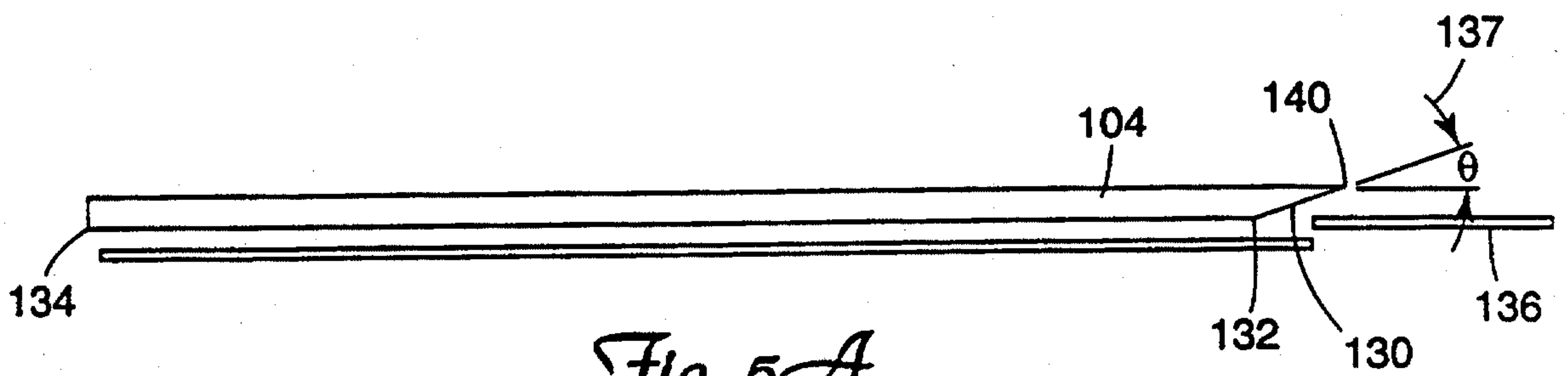


Fig. 4



*Fig. 5*



*Fig. 5A*

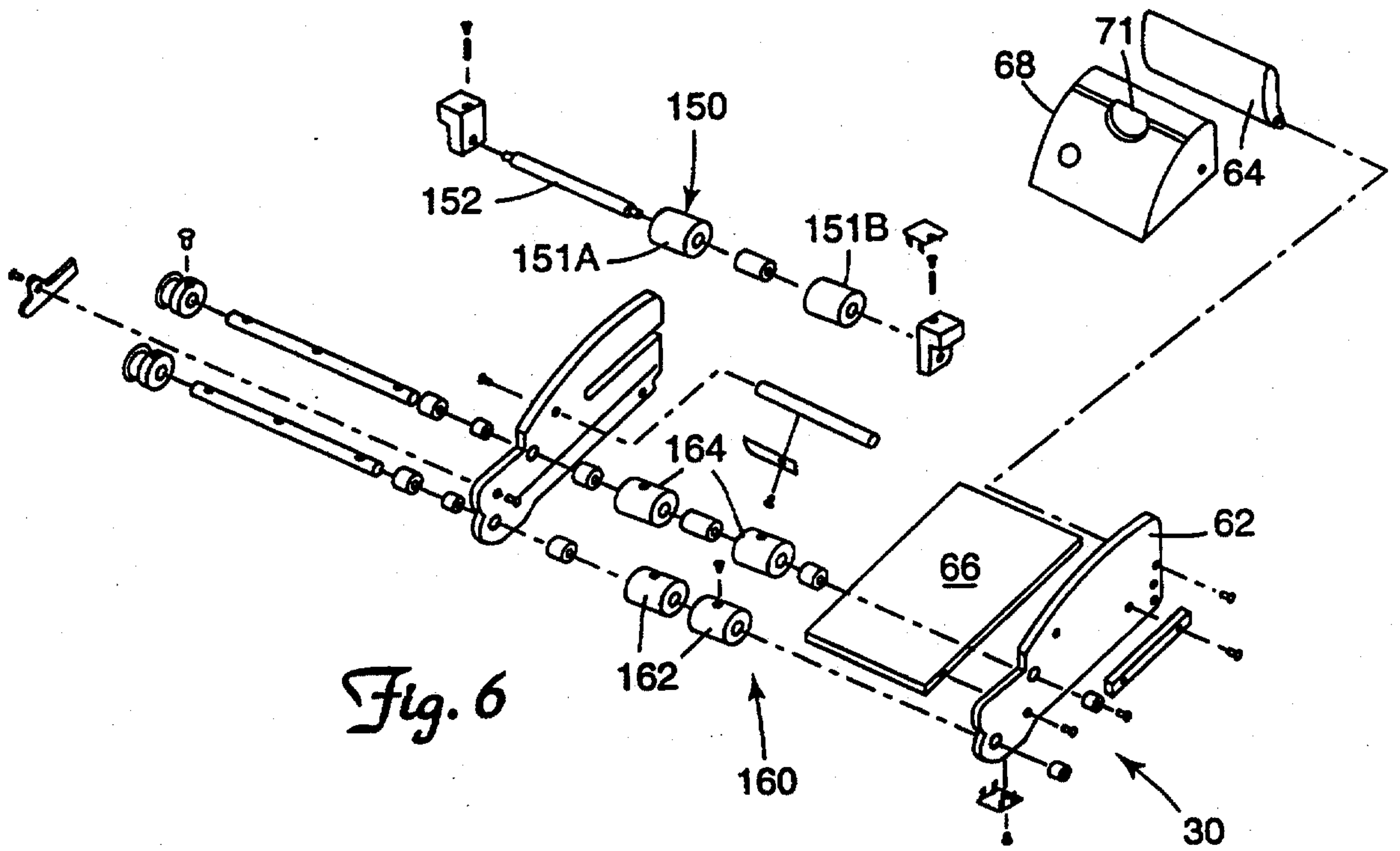


Fig. 6

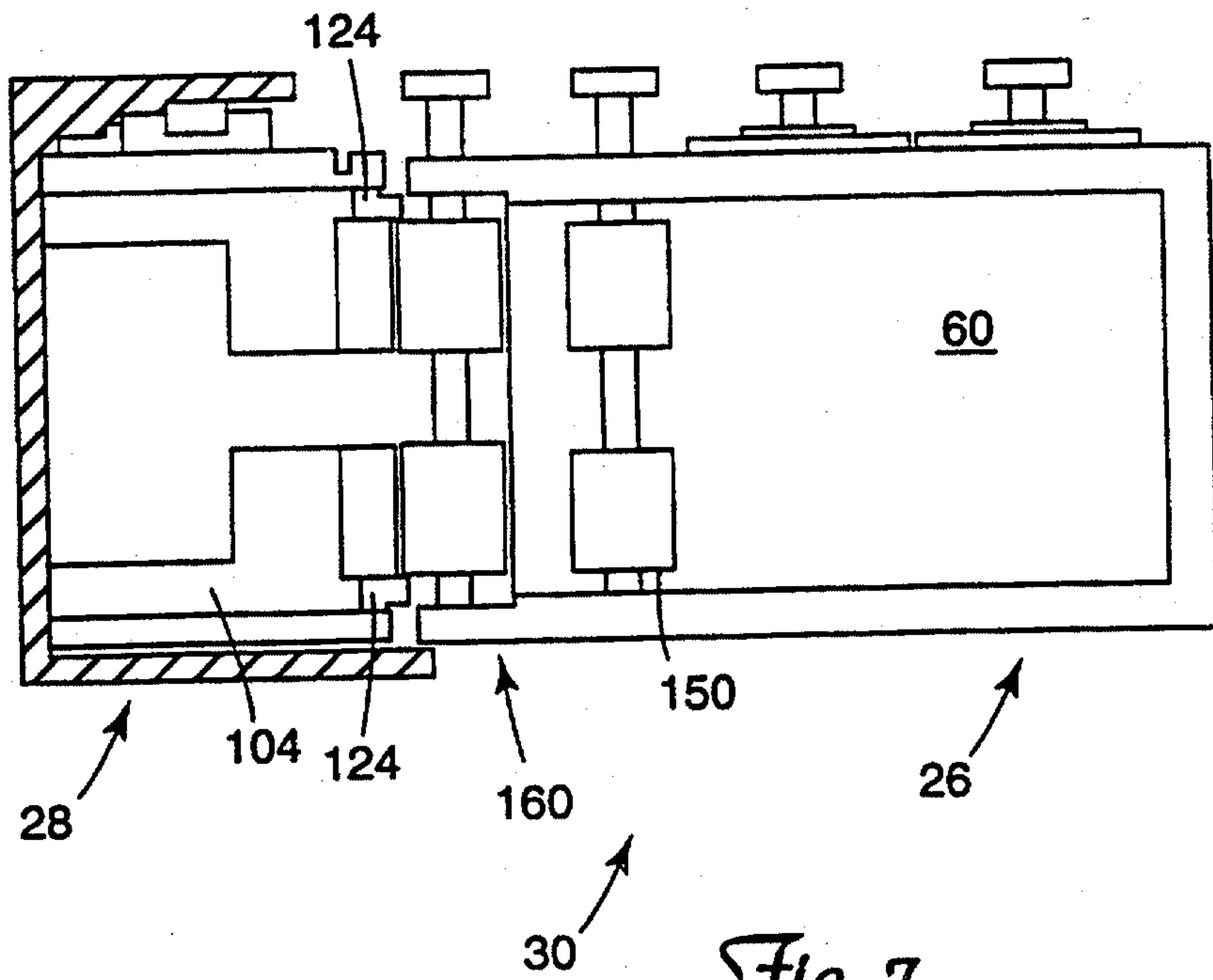
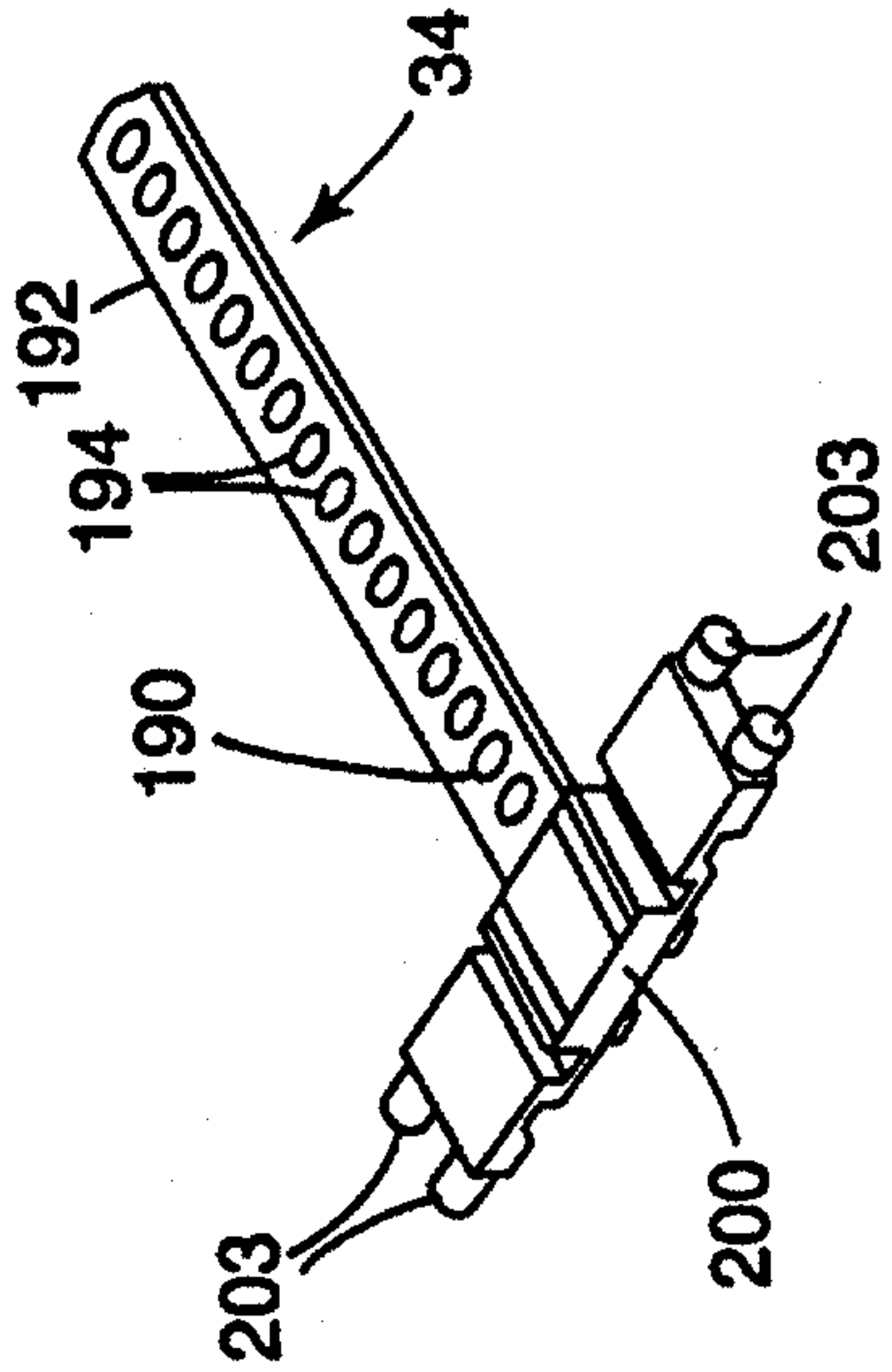
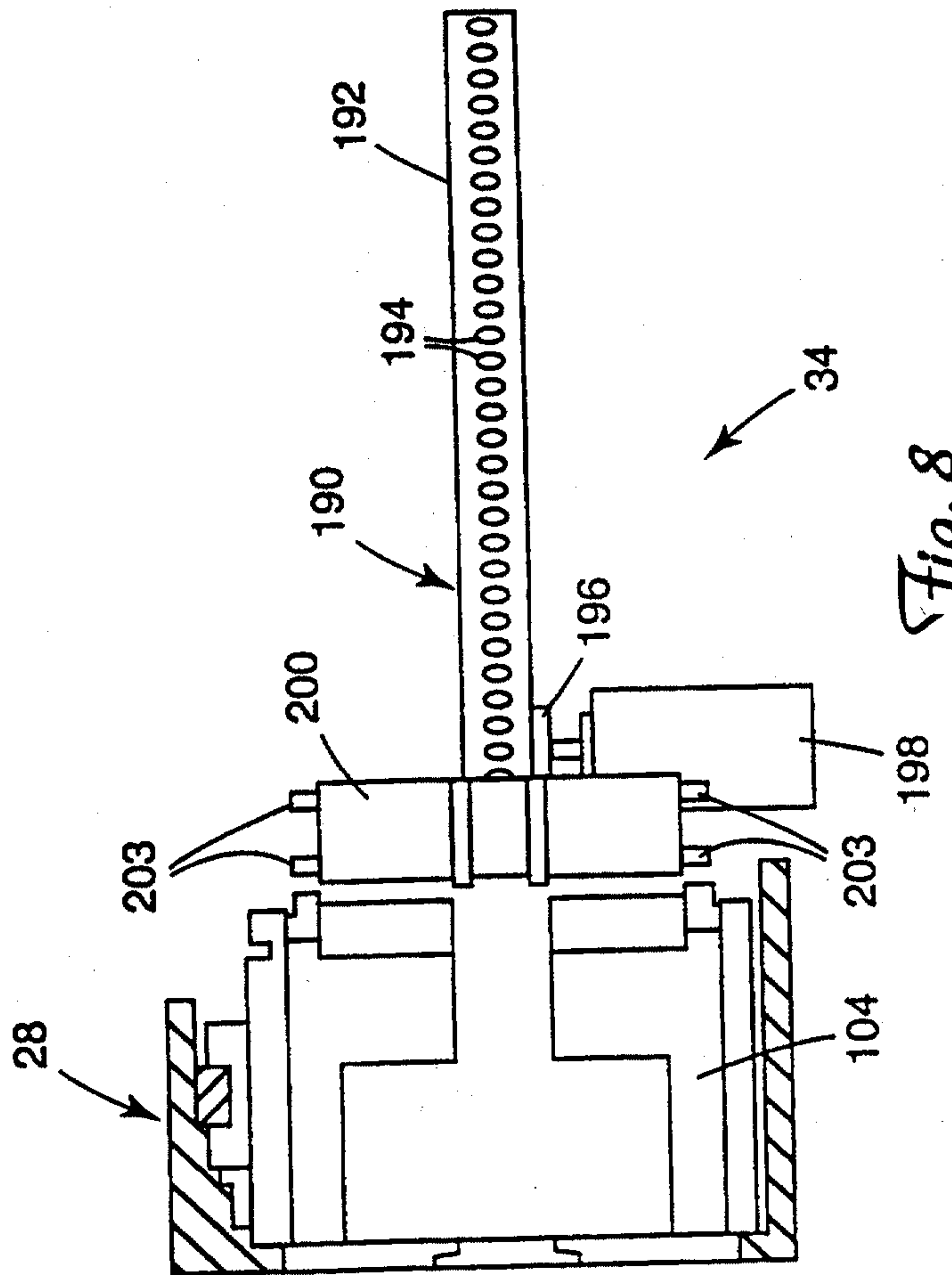


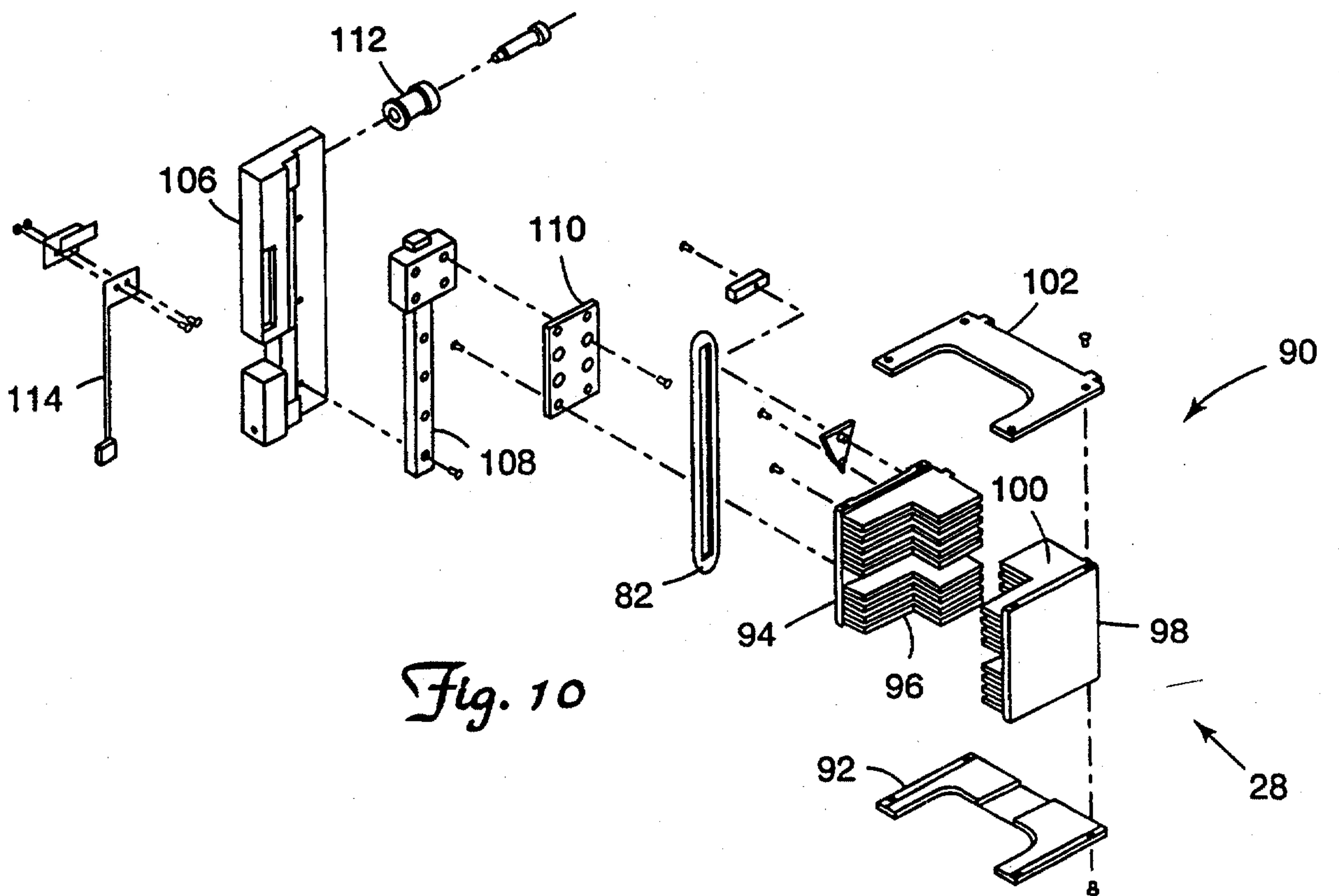
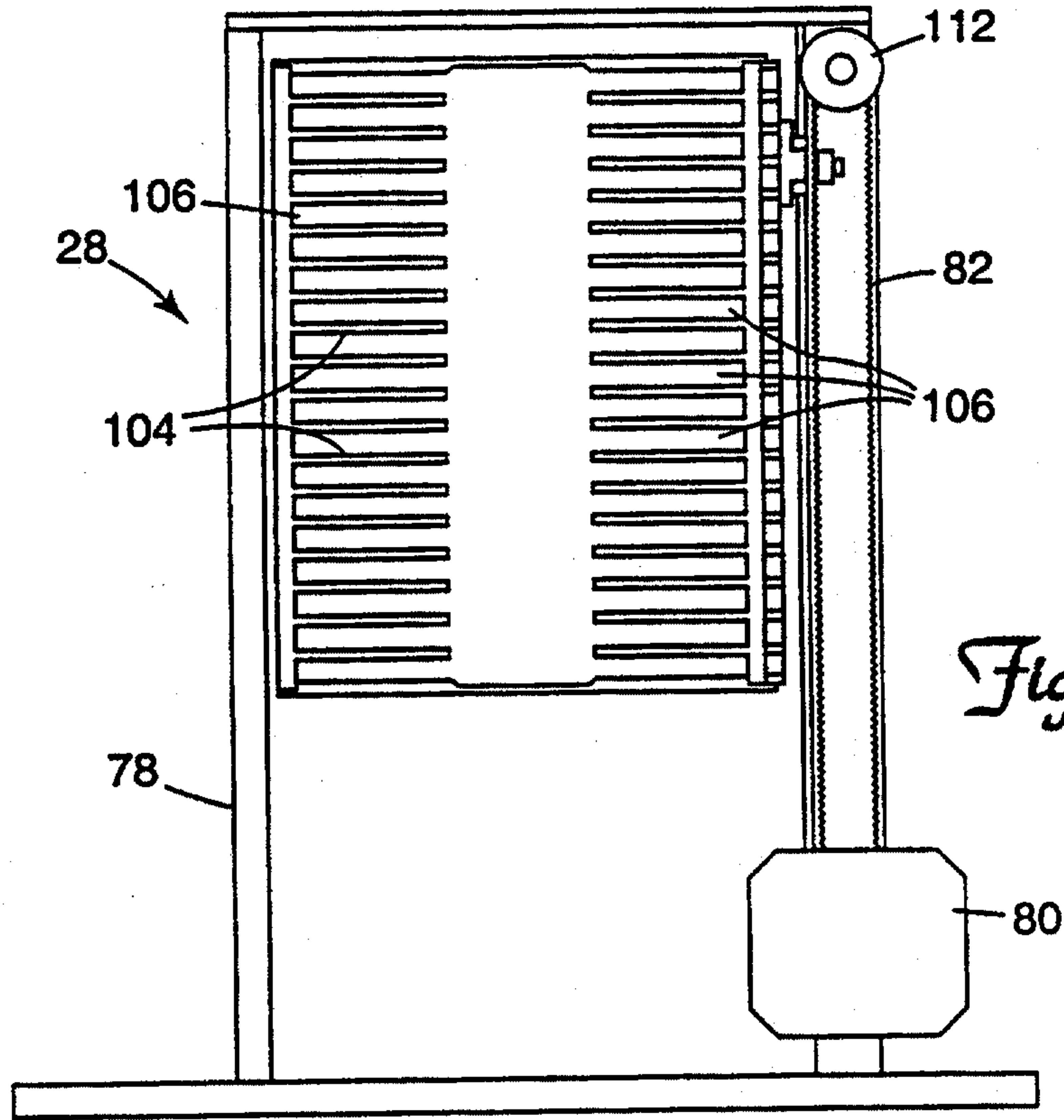
Fig. 7



*Fig. 8A*



*Fig. 8*



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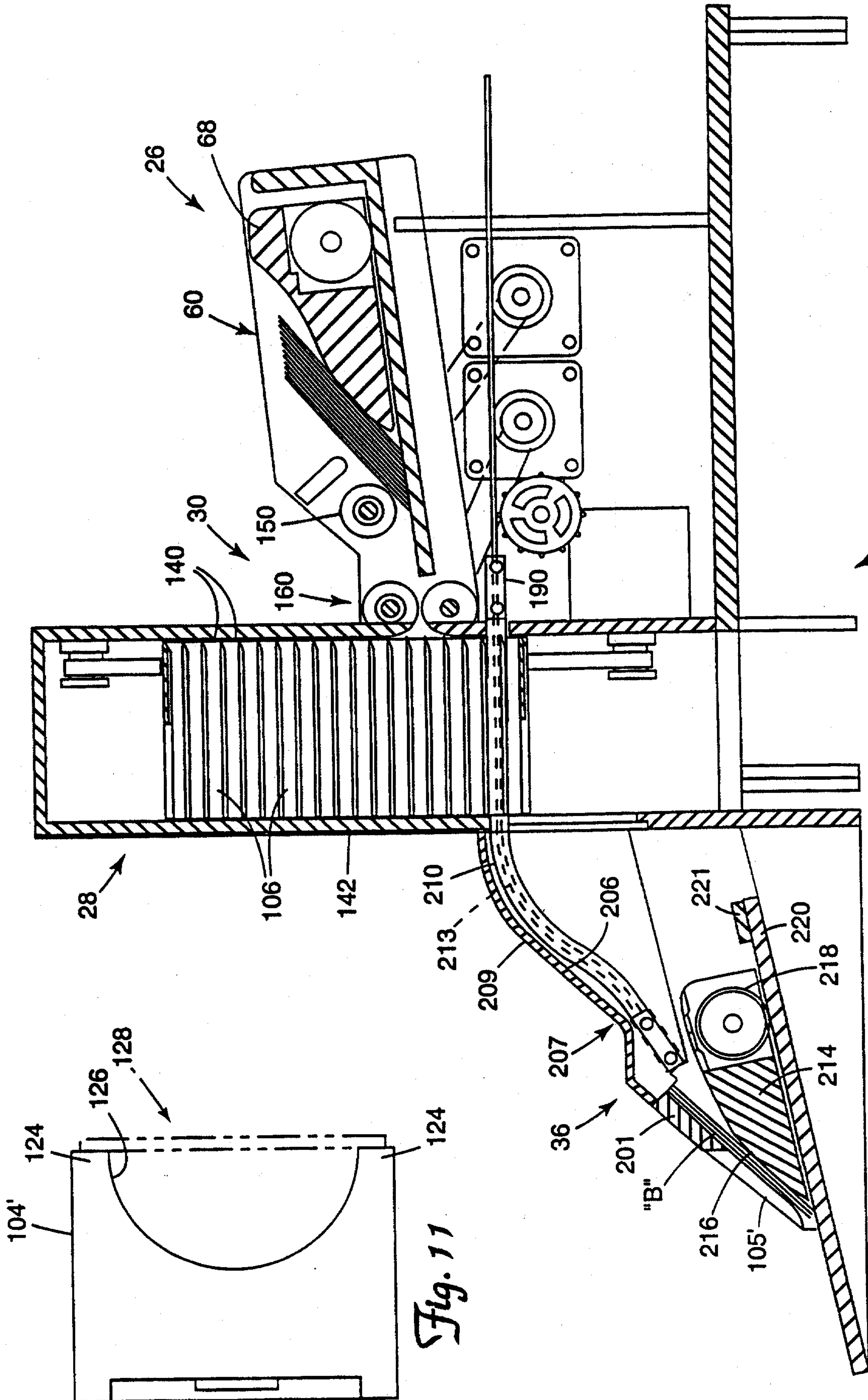


Fig. 12

Fig. 11

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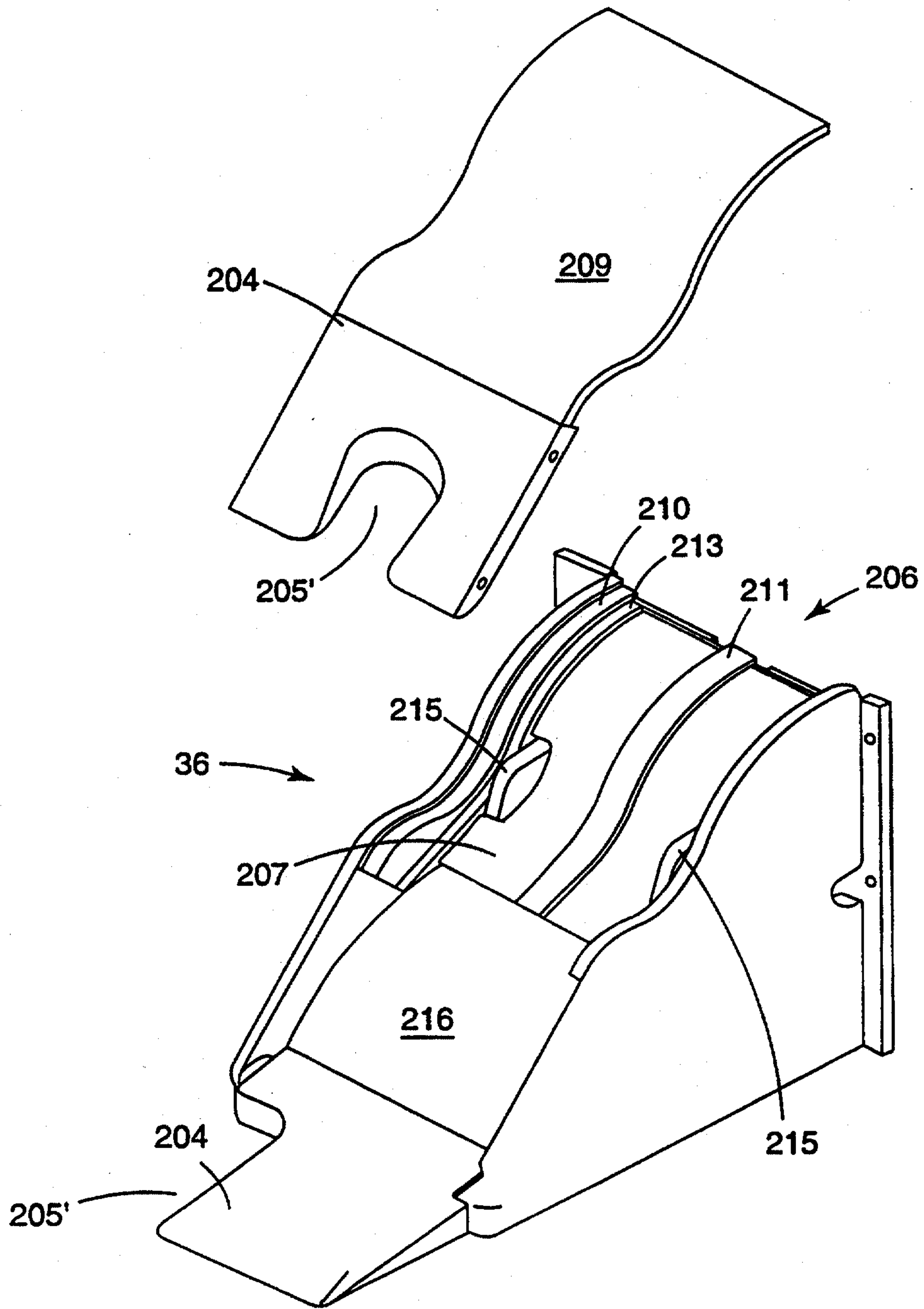


Fig. 13

Fig. 14

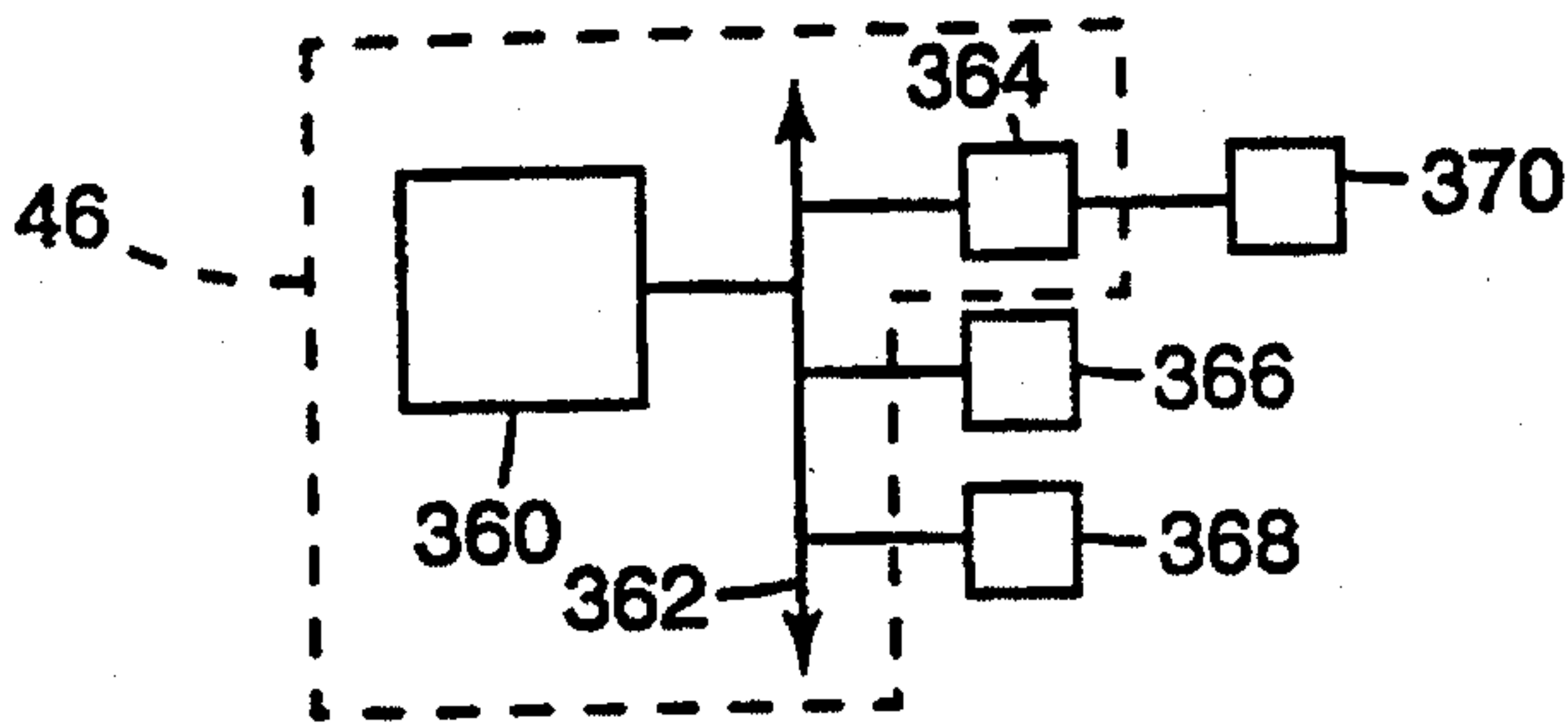


Fig. 15

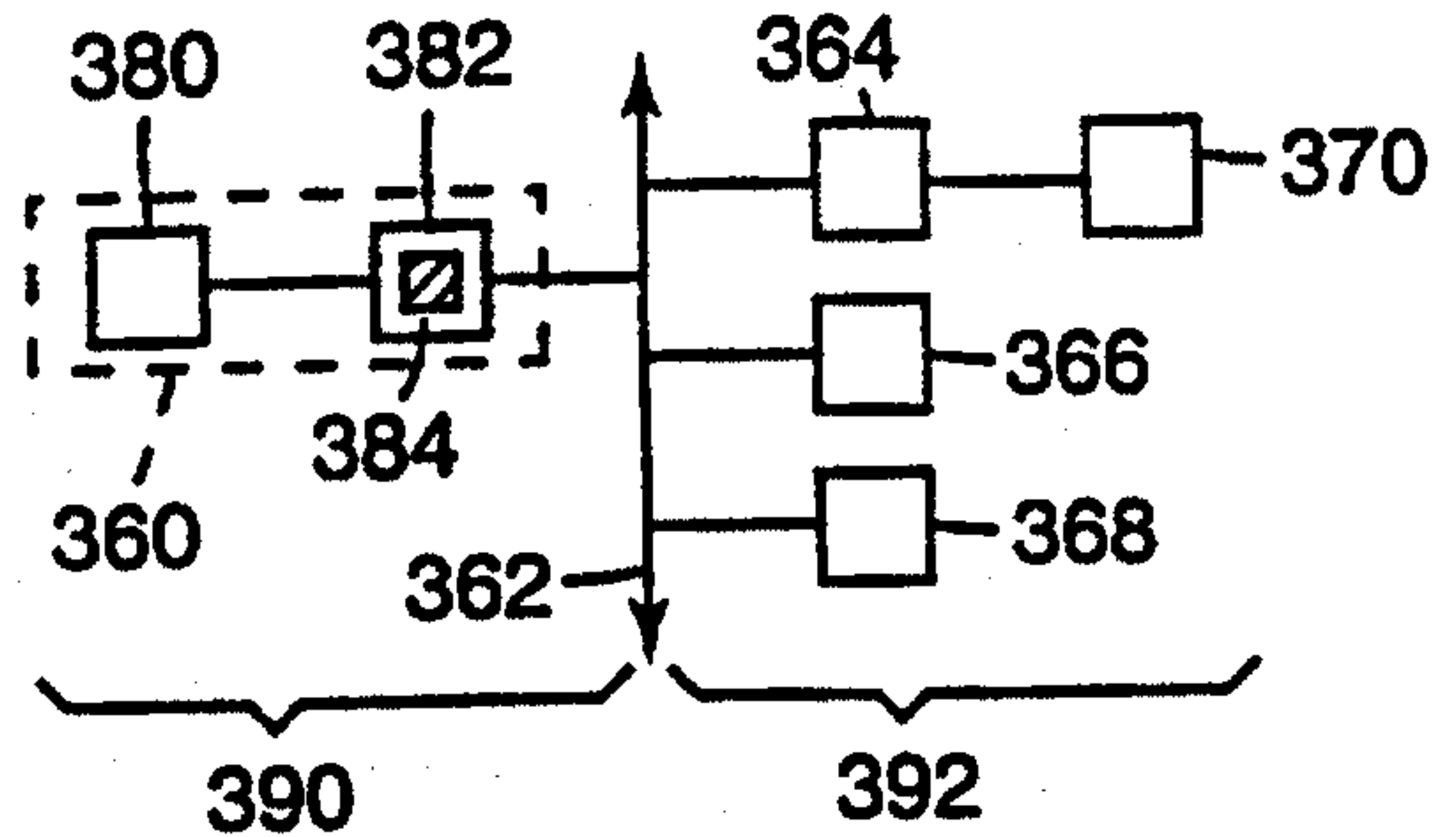


Fig. 16

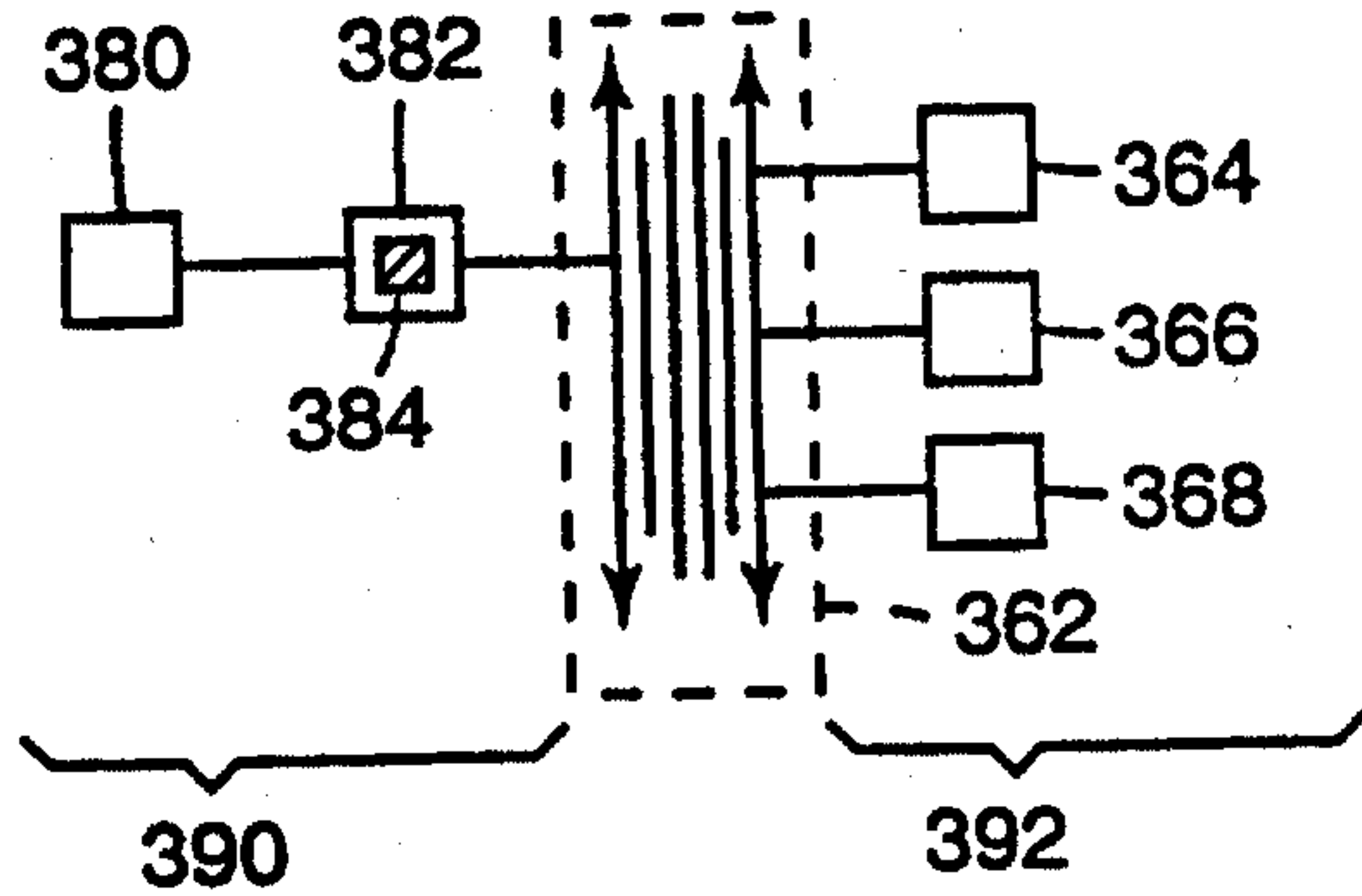


Fig. 17

