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(54) **SYSTEM AND METHOD OF AUTOMATICALLY PLACING A WAGER ON A GAME OF CHANCE FROM A REMOTE LOCATION**

(57) **ABSTRACT**

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The method of the present invention involves the ability of a player to automatically have a wager placed on a game of chance from a remote location. The player enters his desired wager into a programmable wireless gaming device that is authorized for use by the applicable gaming authority and specific gaming establishment. The wireless gaming device is designed to communicate directly with each of the gaming establishment's gaming systems (e.g., Keno, Bingo and Race & Sports Book). The player is able to program the wireless gaming device to have wagers placed on specific games of chance at a gaming establishment provided certain criteria are met. At the time specified by the player, the wireless gaming device will communicate with the applicable gaming establishment gaming systems and compare the criteria programmed by the player with the gaming establishment's gaming systems and/or other systems. Provided the criteria established by the player is met, the wager specified by the player will be placed into the gaming establishment's gaming system. The gaming establishment gaming system will notify the player of the results of his wager via the wireless gaming device. The wireless gaming device will also be linked to the player's wagering account maintained at the gaming establishment so that withdrawals and deposits can be completed and transactions and balance on the account be viewed by the player.

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(60) Provisional application No. 60/633,514, filed on Dec. 6, 2004.

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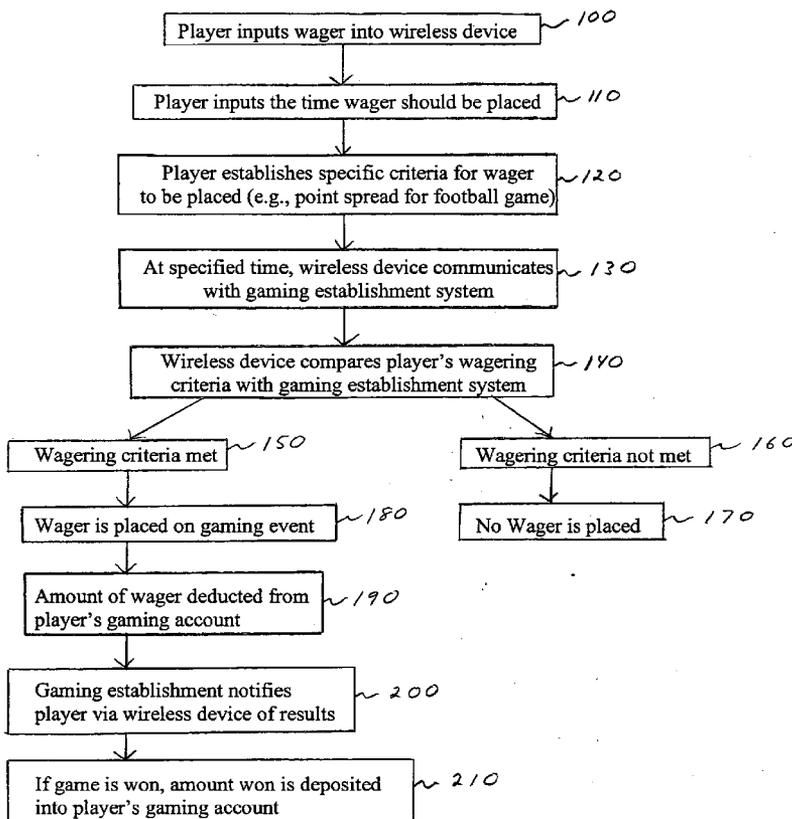
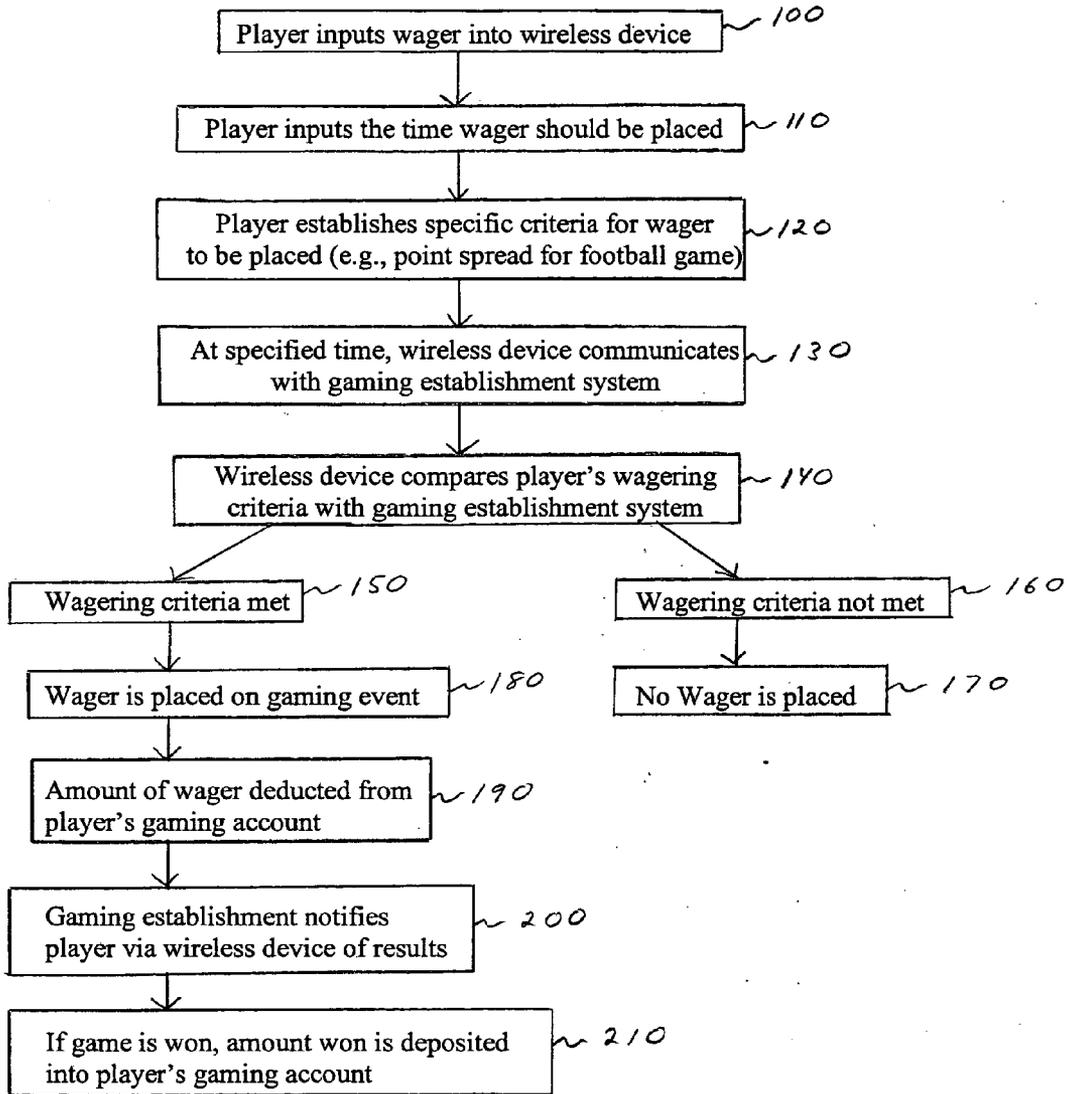


FIG. 1



SYSTEM AND METHOD OF AUTOMATICALLY PLACING A WAGER ON A GAME OF CHANCE FROM A REMOTE LOCATION

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] The present application claims the benefit of priority of U.S. Provisional Patent Application Serial No. 60/633,514, filed Dec. 6, 2004 and entitled "Method of Automatically placing a Wager on a Game of Chance From a Remote Location", the entirety of which is incorporated by reference herein as part of the present disclosure.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] This invention relates generally to the field of electronic gaming and more particularly, to a system and method for allowing a player to automatically place a wager on games offered by the gaming establishment from a remote location from the games of chance.

[0004] 2. Description of Prior Art

[0005] The gaming industry has been using games of chance such as video poker and sports betting for many years to entertain players and generate revenue for its establishments. However, typically the player was required to be located inside the gaming establishment and at the game of chance in order to place a wager on the game.

[0006] Typically if a player wants to make a wager on game of chance it requires the player to enter the gaming establishment and then place a wager by inserting a wagerable amount of money into that particular device each time the player wishes to play a certain game. If the player wants to play video poker, he must find a video poker machine which is available and insert money into the device to play. If the player wants to play video Keno, he must find a video Keno machine which is available and insert money into the device to play. If the player wants to place a wager on a sporting event he must go to the gaming establishments sports book and place a separate wager. If the player wants to do something else like see a show, play golf or even grab something to eat, he must stop wagering on the games of chance when leaving the gaming establishments gaming floor.

[0007] A need exists for a more convenient system and method of playing a game of chance while outside the gaming establishment or while doing something else while inside the gaming establishment. The gaming establishment can increase revenue and allow the player to partake in other activities besides gaming but not lose out on making a wager on a particular game of chance he has interest in making.

SUMMARY OF THE INVENTION

[0008] An objective of this invention is to allow a player to automatically have a wager placed on a game of chance at a specified date and time while being remote from the game of chance.

[0009] Another objective of this invention is to allow the player to establish a specific set of criteria to be met prior to the actual wager being placed on the game of chance.

DESCRIPTION OF THE DRAWINGS

[0010] FIG. 1 is a flow diagram showing the method of automatically placing a wager from a remote location in accordance with the invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0011] FIG. 1 represents a flow diagram showing the method of automatically placing a wager on a game of chance from a remote location in accordance with the invention. The player inputs the desired wager(s) into the wireless gaming device (100) by programming the wireless device to place the wager(s) on a specific game(s) of chance (e.g., Keno, Bingo, Football Game, Horse Race) at a specified time(s) (110). The wireless gaming device is a computerized electrical device, preferably hand-held, which is authorized for use and typically provided by the gaming establishment and is programmed to communicate with the gaming establishment's gaming systems (e.g., Keno, Bingo, Race & Sports Book). The player may program the wireless gaming device to only place the wager(s) if specific criteria are met (120). For example, if the player programs the wireless gaming device to place a wager on a certain football game between Team A and Team B, the player can specify that the bet be placed only if the point spread is between 10 and 15 points.

[0012] At the time specified by the player, the wireless gaming device shall establish communication between it and the gaming establishment's applicable gaming system (130). The wireless gaming device will then compare the wagering criteria established by the player with the information provided by the gaming establishment's gaming systems and/or other systems and information available to the wireless gaming device (140). If the wagering criteria is met (150), the wager is placed into the gaming establishment's gaming system(s) (180). The wireless gaming device stores the wager in its memory. The amount of the wager is deducted from the player's gaming account which is maintained at the gaming establishment (190). If the wagering criteria is not met (160), no wager is placed on that game of chance selected by the player (170).

[0013] Upon completion of the specific game of chance selected by the player, the gaming establishment's gaming system(s) notifies the player via the wireless gaming device of the results of the game(s) (200). If the player is determined to be a winner, the amount the player has won is automatically deposited into his gaming account (210). The player shall have access to his gaming account via the wireless gaming device so that he can view account transactions and balances.

I claim:

1. A method of automatically wagering on a game of chance from a location remote from the game of chance, said method comprising;

- (a) programming a wireless gaming device to place a wager on a selected game of chance from a plurality of games of chance offered by a gaming establishment at a specified date and time;
- (b) programming the wireless gaming device to place a wager on the selected game of chance only when a specific set of criteria are met;

- (c) establishing communication between the wireless gaming device and the gaming establishments computer and the selected game of chance at the specified date and time;
- (d) having the wireless gaming device determine if the specified set of criteria have been met;
- (e) sending a signal from the wireless gaming device to the selected game of chance having a wager placed on the game of chance;
- (f) having the gaming establishment game of chance generate a game outcome; and
- (f) sending the results of the game outcome to the wireless gaming device.

- 2. A method of claim 1, further comprising:
receiving a message containing the total balance in the players account from the gaming establishment.
- 3. A method of claim 1, further comprising:
receiving a message containing the complete playing history of the player on the wireless gaming device.
- 4. A method of claim 1, further comprising:
receiving a message of the current wagers the player has active from the gaming establishment.

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