



(22) Date de dépôt/Filing Date: 2001/02/21

(41) Mise à la disp. pub./Open to Public Insp.: 2001/08/25

(45) Date de délivrance/Issue Date: 2006/05/09

(30) Priorité/Priority: 2000/02/25 (60/185,002) US

(51) Cl.Int./Int.Cl. *A63F 1/00* (2006.01),
A63F 3/00 (2006.01), *A63F 1/18* (2006.01),
G07F 17/32 (2006.01), *A63F 9/24* (2006.01)

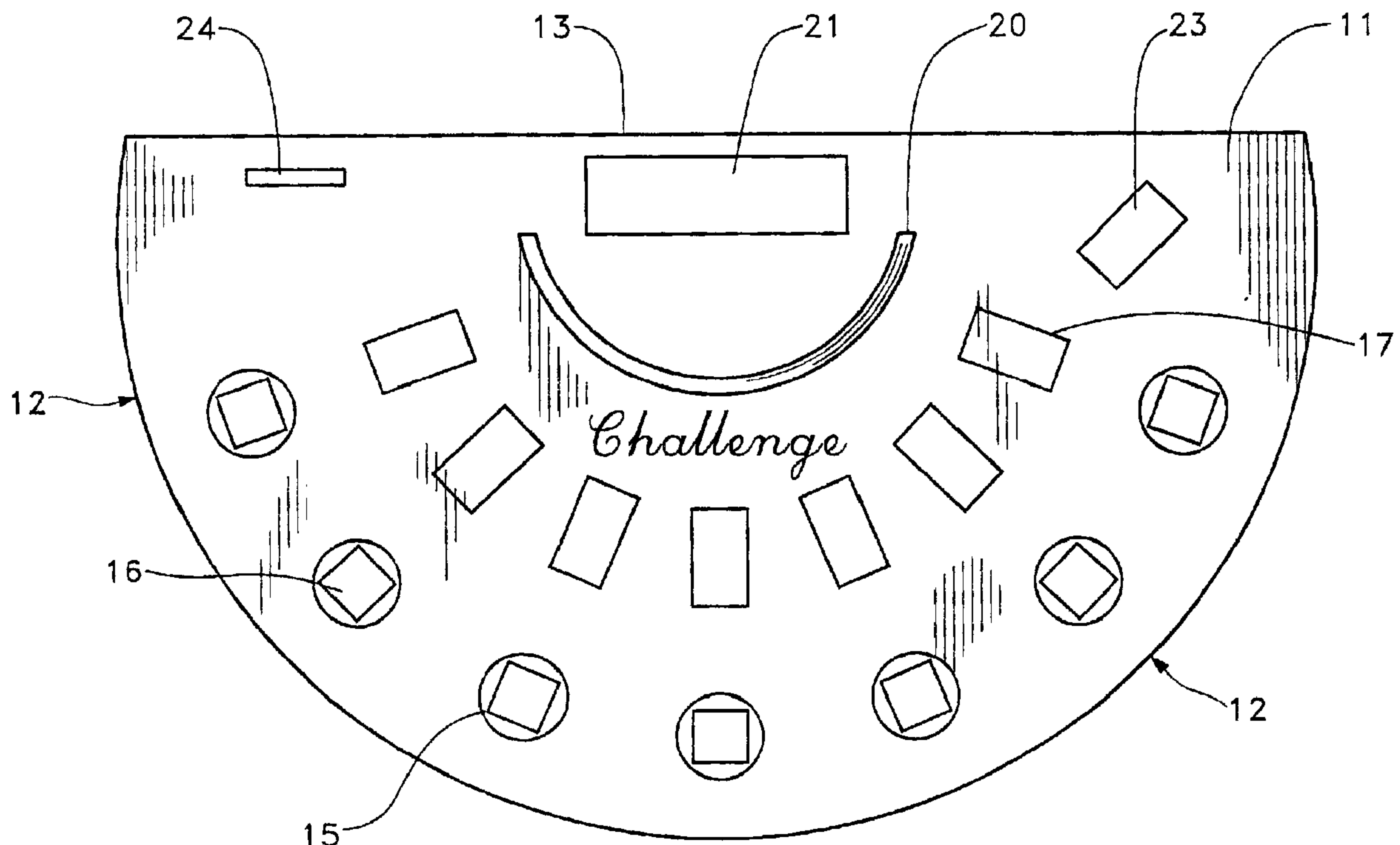
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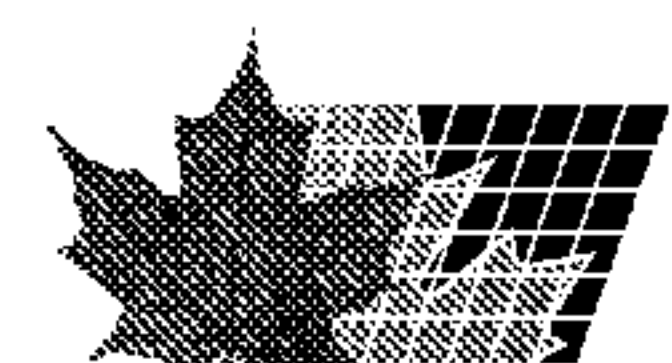
(54) Titre : METHODE DE JEU PERMETTANT DE PARIER SUR DES GAINS MULTIPLES AVEC SYSTEME DE SUIVI
ET APPAREIL

(54) Title: METHOD OF MULTIPLE PLAY WAGERING WITH TRACKING SYSTEM AND APPARATUS



(57) Abrégé/Abstract:

A method and system which tracks bets made by a player betting on multiple consecutive wins of a game of chance and having the option of withdrawing from a consecutive wins bet before reaching the number of consecutive wins originally selected and select a reduced payoff or to make a consecutive wins bet without selecting a predetermined number of consecutive wins and which provides a simplified and yet positive arrangement for monitoring the progress of such bets made by one or more players, as well as providing an arrangement to prevent bet tampering.



ABSTRACT OF THE DISCLOSURE

A method and system which tracks bets made by a player betting on multiple consecutive wins of a game of chance and having the option of withdrawing from a consecutive wins bet before reaching the number of consecutive wins originally selected and select a reduced payoff or to make a consecutive wins bet without selecting a predetermined number of consecutive wins and which provides a simplified and yet positive arrangement for monitoring the progress of such bets made by one or more players, as well as providing an arrangement to prevent bet tampering.

METHOD OF MULTIPLE PLAY WAGERING WITH
TRACKING SYSTEM AND APPARATUS

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FIELD OF THE INVENTION

This invention relates generally to games of chance such as are found in casinos and other legal gambling establishments and more
10 particularly to a gaming system which can be used to play blackjack, roulette, craps, baccarat and poker either at a table or a video machine or slot machine and also provides a technique to prevent bet tampering.

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The same gaming system can be used to play any game of chance wherein the player's chance to win is fifty percent (50%), less a reasonable house edge resulting from the inherent rules of the relevant game.

20

The same gaming system can be applied to the home video, home computer and arcade markets.

BACKGROUND OF THE INVENTION

In those areas of the United States and
25 the rest of the world where gambling is legal, there is a constant demand and need for new or improved games of chance to attract gamblers to casinos and other gaming establishments. At the same time, experienced players have become familiar
30 with traditional games of chance and gaming machines such as slot machines, video games, blackjack tables, roulette tables, baccarat tables, crap tables and poker tables. Therefore, it is desirable that any new gaming machine or system,
35 which, while taking advantage of this familiarity

create new or added interest in the game.

One technique that can be used to increase the attraction of games of chance and lengthen the time in which the players will stay at a particular gaming table or casino is to base the player's ultimate winning payoff not just on a single play of a game but on their success on repeated plays. In other words, a player is given an opportunity to increase his or her payoff odds by winning the game two, three or four consecutive times, for example. Unfortunately, using prior art gaming tables and systems, there has not been an efficient way for casinos and casino dealers to keep track of consecutive wins or losses by a player at a particular time in order to readily determine and calculate payoffs based on successive wins or losses.

What is needed, then, is a gaming method and system which can accommodate one or more gamblers while allowing for multiple play wagering, that is, where the player receives an ultimate payoff based upon achieving a pre-selected number of consecutive wins at the game of chance. U.S. Patent No. 5,570,885 invented by one of the inventors of the present invention, teaches an electronic gaming system for playing such a game. However, it is desirable to provide a simplified, non-electronic and non-electromechanical technique for use in applications where the expense of the equipment disclosed in Patent No. 5,570,885 is not warranted. Such a simplified and yet efficient system is lacking in the prior art.

U.S. Patent No. 5,718,431, invented by one of the inventors of the present invention, teaches a simplified, non-electronic and non-

electromechanical technique for use in applications where the expense of the equipment disclosed in U.S. Patent No. 5,570,885 is not warranted; however, the novel features set forth herein are not disclosed in the prior art, including U.S. Patent No. 5,570,885.

Multiple play wagering, that is, where the player receives an ultimate payoff based upon achieving a pre-selected or non pre-selected number of consecutive wins, losses or ties at the game of chance and games of chance with multi chip receiving regions, i.e., craps, roulette, baccarat, etc., lack a gaming method and system which can protect the casino against bet tamperings. It is also important to provide a simplified system that will not unduly slow down the relevant game of chance but will alert casino staff and CCTV surveillance equipment as to any wrongdoing. Such a simplified and yet efficient system is lacking in the prior art. The embodiment set forth under Brief Description of the Invention set forth below is one usage in the game of blackjack. However, the system can be applied to any game of chance wherein multiple play wagering and/or multi-chip receiving regions are utilized.

BRIEF DESCRIPTION AND OBJECTS OF THE INVENTION

One object of the present invention is to provide an inexpensive gaming method and system that allows a player to receive an enhanced payoff based on achieving a pre-determined number of consecutive wins at a game of chance.

Another object of the gaming system of the present invention is to allow multiple players

at a gaming table to place bets based on number of consecutive wins or losses and to provide means to easily and readily monitor the progress towards winning such bets.

5

Still another object of the present invention is to provide a game with a consecutive wins bet and which prevents bet tampering.

In accordance with these and other
10 objects which will become apparent below, the gaming method and system of the present invention is based on a consecutive game win/lose monitoring technique which allows an operator, such as a dealer, to keep track of each individual player's
15 consecutive wins or losses.

The system can be used to play conventional games of chance, such as blackjack, roulette, baccarat, craps and poker or any game of chance wherein the player's chance to win any one
20 bet within a specified number of consecutive wins to be attempted is fifty percent (50%) less a reasonable house edge resulting from the inherent rules of the relevant game. The same gaming system can be used to play any game of chance wherein the
25 player's chance to win any one bet within a specified number of consecutive wins to be attempted is significantly less than 50%, less a reasonable house edge resulting from the inherent rules the relevant game. The system can be easily
30 incorporated with a conventional gaming table, such as blackjack, in which each player's seating area at the table is provided with a player-specific bet selection area having marks (i.e. chip receiving regions) for receiving special markers, such as
35 chips. The bet selection markers are used by the

player to indicate how many consecutive wins the player believes he will win in order to receive an enhanced payoff, based on predetermined odds. A player also selects a bet value which, in accordance with one preferred embodiment of the system, is entered by placing a chip or chips of the desired denomination upon the desired consecutive win mark.

A plurality of chip marking locations are provided convenient to a dealer and adjacent to each player's position about a table, such as for example a blackjack table. Chips placed on consecutive wins marks represent only the consecutive win bet. Conventional blackjack bets will continue to be made by placing a chip or chips on the betting circle or square of each player and separate from the consecutive win mark. In one preferred embodiment, up to four consecutive wins may be selected by a player. Each marker location preferably contains a number which identifies the consecutive win bet together with the odds.

The system allows an unlimited number of consecutive win marks representing and signifying the relevant number of consecutive wins to be attempted. Another embodiment may include a single win mark whereby the player's selection of the number of Streak wins, i.e. consecutive wins, to be attempted is eliminated and the side bet to a conventional bet or the side bet without a conventional bet offered is made without a selection of the number of wins to be attempted. The consecutive wins payout will be based on a predetermined payoff which may be posted on the game layout separate from the consecutive win mark or on signs at the given table or within the

consecutive wins mark itself.

The system also allows a higher number of consecutive wins marks signifying the relevant number of consecutive wins to be attempted.

5 An original bet chip mark is also provided for the placement of the "streak chip" to indicate that the player is attempting to win the first of a certain number of consecutive wins. The original bet chip mark may also be used by a casino
10 for the player's conventional bet.

 Another embodiment of the system reflects the odds for each consecutive wins category separate from the marker location and within the open space of the layout. In other
15 embodiments, the original chip mark is removed and the "streak" chip described below is first placed on the number two (2) after the player wins his first "streak" bet and before he attempts to win his second "streak" bet.

20 Another embodiment of the system allows for a single consecutive wins mark per player, using a numbered lamer to be placed on top of or to the side of the chips bet within the mark, said numbered lamer signifying the number of consecutive
25 wins to be attempted. For example, the number five (5) placed on top of the chips within the chip mark signifies five consecutive wins to be attempted. A lamer can be added after each consecutive win on top of or beside the numbered lamer, in order to
30 reflect the number of consecutive wins. Alternatively, the higher numbered lamer may also be replaced by a lower numbered lamer after each consecutive win, thereby reflecting the current number of consecutive wins required to win the
35 consecutive wins bet.

Another preferred embodiment of the system allows a separate betting area to be used on larger table game layouts such as roulette, craps or baccarat, wherein bets leading to very large payouts can be located nearer the dealer for control purposes, yet within reach of the player in order to minimize dealer participation.

The separate chip receiving regions in roulette would include the following "even money" bet categories: black, red, even, odd, 1-18, 19-36, inclusive or any combination thereof and with the use of a single consecutive win mark for each "even money" bet category, reflecting therein the number of consecutive wins to be attempted and the relevant odds therein. This system can be monitored with a lammer added to or placed next to or upon the consecutive win mark after each consecutive win. Once the player loses a consecutive win bet, or the lamers placed on the "even money" category are equal to the number of consecutive wins attempted as marked within the respective bet category, the player's chips are removed or the player is paid for a successful consecutive wins bet at the odds posted.

Of course, this procedure could be reversed by starting with the number of lamers equaling the number of consecutive wins bet and removing a lammer after each consecutive win.

This same embodiment can also be used to play a game of chance wherein the players odds to win any one attempt, within a predetermined number of consecutive wins to be attempted, is

considerably less than fifty percent (50%).

This embodiment, at the option of the particular casino, will allow a single chip or more than one chip to be placed on any single roulette number 1-36 or 0, or 00, within the consecutive win betting region to be located separately from the conventional betting area of a standard roulette area and closer to the dealer than the conventional betting area. The odds to be paid will be listed separately from the thirty eight (38) consecutive win betting regions.

This particular embodiment of consecutive wins may be monitored by using lamers to be placed upon or adjacent to the relevant number (betting region) selected by the player. For example: a player bets \$1 on number two (2) for three (3) consecutive wins. The first lamer is placed on the chip or chips within the number two (2) betting region, after the ball lands on number two (2). A second lamer is placed on the number two (2) betting mark after the second consecutive win on number two (2). With two (2) lamers on the betting region for number two (2), the entire area (occupied by players and the dealer), is alerted that another consecutive win number two (2) would result in a big payoff. Of course, the procedure could be reversed by starting with the number of lamers equaling the number of consecutive wins bet and removing a lamer after each consecutive win.

Once again, the same separate betting region and monitoring systems as described previously for blackjack can be used to play other conventional games of chance such as baccarat, five (5) card draw poker, hold-em poker, seven card stud, five card stud, draw low ball, razz (seven

card stud low ball), and any other game of chance where the dealer and player's chance of winning a particular bet are nearly even or exactly even. When the players chance of winning a consecutive
5 wins bet is considerably less than even, i.e., a 37-1 chance of a roulette number winning, or a 35-1 chance of a two or twelve rolled in craps, the conventional betting areas and monitoring systems used in roulette preferably apply.

10 Any one of the poker games listed above, can be played with the dealer dealing either individual hands to each player and himself dealt face up or down, or a common hand to all players and himself, dealt face up or down. Each player's
15 hand will be either beat or lose to the dealer's hand according to the rules of poker. The player will not make a conventional bet but will select a consecutive wins bet as bet in blackjack. The chip receiving areas will be laid out as in blackjack,
20 the monitoring of the game will be the same as blackjack and the odds for consecutive wins will be appropriately less than blackjack, because there is no inherent casino advantage in the game of poker and its variations. Only an appropriate return for
25 the casino will be deducted from the "true odds" payoff, in order to determine the odds for the relevant number of consecutive wins to be attempted.

As an alternative to a player selecting
30 the number of consecutive wins for a side bet, the side bet may be made without a selection of the number of wins to be attempted. The consecutive wins payout will be based on a predetermined payoff which may be posted at or near each game site. The
35 higher the number of successful consecutive wins,

the larger the payoff. The minimum number of consecutive wins required before a payoff to a player is permitted, will vary depending on the odds of the relevant bet and the relevant game of chance. The consecutive wins side bet may also include a bonus payment for a player opting to accept a lower number of consecutive wins before a higher number of consecutive wins is attained. This side bet version may be best utilized when the odds of a successful consecutive win is significantly greater than a blackjack win, for example, selecting a specific number at roulette at 37 to 1 odds or pre-selecting a 2 or 12 to be rolled in a game of craps at 35 to 1 odds.

15 This alternative version of "Streak", which is a trademark of MAO Gaming, and which is described above, eliminates the need for an area within the betting box for consecutive wins to be attempted and also eliminates the need for separate betting areas for the number of consecutive wins to be attempted (a non-electronic version). The successful number of consecutive wins is terminated by a loss, rather than being limited to a specific number of wins to be attempted.

25 The non-electronic version of the game eliminates the need for placement of a marker in a higher number of consecutive wins betting area upon the occurrence of each win, and merely requires the addition of a higher numbered marker which is placed on top of or adjacent to the player's bet to reflect the current number of consecutive wins or the addition of a marker on top of the last marker put down next to (or on top of) the player's bet to reflect the current number of consecutive wins.

35 As an alternative, the relevant casino

may choose to allow the side bet without the player making the conventional bet. If so, the player is dealt cards as if he had made the conventional bet. The "side bet" then becomes the only bet.

5 As an alternative to a player selecting the number of consecutive wins for a side bet, the side bet may be made without a selection of the number of wins. When a player making such a side bet wins the conventional game (blackjack, for
10 example), a marker (lamer) is placed on the side bet indicating the number of games won (for example, a lamer labeled ``1``). As each consecutive game is won by the player, the last marker is replaced by a marker representing the
15 present number of consecutive wins (for example, a lamer labeled ``2``).

 As an alternative to a player selecting the number of consecutive wins for a side bet, the side bet may be made without a selection of the
20 number of wins to be attempted. The consecutive wins payout will be based on a predetermined payoff which may be posted at or near each game site. The higher the number of successful consecutive wins, the larger the payoff. The minimum number of
25 consecutive wins required before a payoff to a player is permitted, will vary depending on the odds of the relevant bet and the relevant game of chance. The consecutive wins side bet may also include a bonus payment for a lower number of
30 consecutive wins before a higher number of consecutive wins is attained. This side bet version may be best utilized when the odds of a successful consecutive win is significantly greater than a blackjack win, for example, selecting a specific
35 number at roulette at 37 to 1 odds or pre-selecting

a 2 or 12 to be rolled in a game of craps at 35 to 1 odds. The odds for the present number of consecutive wins may be displayed within easy view of all players at a game. The side bet chips are placed in a suitable region for identification of their monetary value. The side bet may be a consecutive wins and/or progressive wins bet. A progressive wins bet may include: the tables in a casino or a group of casinos in a state or region.

10 As an additional attraction, the consecutive wins feature may also be used as a bonus to the player's conventional bet rather than a sidebet. Employing this alternative, the player is not required to make a sidebet but will receive
15 a bonus after achieving a given number of consecutive wins. The consecutive wins bet may also be made independently of a conventional bet, as may be governed by the rules of the particular casino.

Another preferred embodiment of the
20 system allows a separate betting area to be used on larger table game layouts such as roulette, craps or baccarat, wherein bets leading to very large payouts can be located nearer the dealer for control purposes, yet within reach of the player in
25 order to minimize dealer participation.

In the play of each game, the dealer places a consecutive number of wins chip, hereinafter referred to as a "Streak" chip on the marker locations before the player wins the
30 relevant game. For example, assuming that the player has selected two consecutive wins by placing a chip or chips on the consecutive wins marker bearing the number "2", and, assuming the player has won the first game, the dealer pays off the
35 original conventional bet and places the Streak

chip upon the chip bet by the player which is on the marker bearing the consecutive win number "2", indicating that the player has won one game and will win his consecutive wins bet with one more 5 win. If the player wins the second game, the player thus wins his second conventional bet plus his consecutive win bet. If the player loses any game before two consecutive wins, the Streak chip is removed and the chips originally placed on the 10 consecutive wins mark bearing the number "2" are removed.

In the event that a player selects more than two consecutive wins (i.e. three or four consecutive wins) the Streak chip, after two 15 consecutive wins is moved to the marker indicating three consecutive wins, and so forth. The streak chip and Streak marker locations are designed to simplify and ease the responsibility of the dealer in the monitoring of consecutive win bets.

20

BRIEF DESCRIPTION OF THE INVENTION

An example of the system as depicted under Figure 8 is a method to protect against bet tampering. The dealer is provided with a Streak 25 chip with markings sufficiently large and of a color contrasting with the conventional betting chips and easily identifiable by both game supervisors and CCTV surveillance. The consecutive win chip receiving region, as shown in Fig. 4a, is 30 marked similarly at each chip receiving region with a marking sufficiently large and of a color easily identifiable by both game supervisors and CCTV surveillance. The dealer is required to match the markings of the Streak chip to the marking at the 35 consecutive chip receiving region after a

successful consecutive wins round by the player and during the advancement of the Streak chip to the appropriate consecutive wins receiving region. The dealer is required to follow specific hand and/or wrist movements during the matching of the two markings. The player is required to be located at a suitable distance, at all times, from the Streak chip and consecutive win receiving region.

Another embodiment of the system allows the casino the option to offer reduced payoff odds based on predetermined odds if the player chooses to withdraw from his consecutive wins bet after successfully reaching a number of consecutive wins lower than his predetermined number of consecutive wins originally selected. The player, of course would be made aware of this option through games rules and optional payoffs posted by the casino.

BRIEF DESCRIPTION OF THE FIGURES

Fig. 1 is a plan view of a first embodiment of the system of the present invention in which the game of chance is blackjack played at a multiple player blackjack table.

Fig. 2 is a detailed plan view showing the markers and chips utilized by the dealer for monitoring the consecutive play bets for each player.

Figs. 3a through 3e show the manner in which the marking locations of Fig. 2 are utilized during play.

Figs. 4, 4a and 5 through 7 are plan views of additional embodiments of the system of the present invention in which the game of chance is, respectively: roulette played at a roulette table; craps; baccarat and five-card stud poker and

in which the consecutive wins betting method and system are employed.

Fig. 8 is a plan view of another embodiment of the present invention for playing 5 blackjack. Fig. 8a is a plan view showing a chip for use in the game of Fig. 8 in actual size and enlarged size.

Fig. 9 is a detailed plan view showing the markers and chips utilized by the dealer for 10 monitoring the consecutive play bets for each player.

Figs. 10a through 10e show the manner in which the marking locations of Fig. 9 are utilized during play.

15 Fig. 11 is a plan view of a first embodiment of the system of the present invention in which the game of chance is blackjack played at a multiple player blackjack table.

20 Figs. 12 through 14 are plan views of additional embodiments of the system of the present invention in which the game of chance is, respectively: roulette played at a roulette table; craps; baccarat and five-card stud poker and in which the consecutive betting method and system are employed.

15a

DETAILED DESCRIPTION OF THE INVENTION
AND PREFERRED EMBODIMENTS THEREOF

Referring to Fig. 1, a first embodiment of the gaming system is shown. In this embodiment, the game of chance is blackjack, a game having rules and objectives well known to those of ordinary skill in the art as well as those in the gaming community as a whole. In gaming casinos, blackjack is conventionally played at a blackjack table 11 having multiple player seating areas 12 to allow more than one player to participate at single table 11. The game is run by a dealer who stands in the dealer area 13. The dealer area 13 and multiple player seating areas 12, including the players' conventional betting areas 17 are sometimes distinguished from one another by a divider 20 to eliminate or reduce the risk of accidental mixing of the dealer cards and player cards. Betting areas 15 are provided for each player to receive a chip or chips representing a conventional blackjack bet and/or a consecutive wins bet, the detailed arrangement being shown in Fig. 2. Placed convenient to each player seating area 12 and betting area 15, and convenient to the dealer, is a betting area 17 in which are placed chips utilized for the conventional blackjack bet. As discussed below, the conventional blackjack bet

may be placed in a betting area 15 when the player makes a consecutive wins bet and said bet remains active. A casino may choose to restrict conventional bets to section 15, whether or not a 5 consecutive wins bet is active.

A casino may recommend to remove the conventional bets from section 15 and use four (4) chip receiving areas for consecutive win bets or perhaps add more chip receiving areas to increase 10 consecutive win opportunities beyond five (5) consecutive wins. A casino may recommend to reverse the position of sections 15 and 17 in order to have the larger payouts of consecutive wins located closer to the dealer.

15 Making reference to Fig. 2 the region 15 includes four circles C1 through C4 respectively. The circles are arranged to accommodate circular-shaped chips, as is currently the standard in casinos. The same chips used to make a 20 conventional blackjack bet will be used to make a streak bet. The chip receiving regions C1 through C4 each preferably carry a numeric indication namely "1" through "4", respectively. Adjacent to each of the chip receiving areas is a legend 25 specific to that chip receiving area. For example area C1 carries a legend "Player's Original Bet". This is a position where the streak chip and/or conventional bet chips are placed. When a streak bet is active the player will place all bets in C1 30 rather than betting area 17, where conventional bets are placed when streak bets are not active. The denomination of the chip or chips placed therein are typically limited by the house. For example, some tables may have a \$ 25.00 minimum bet 35 and a maximum bet of \$1,000.00. A chip or chips

are placed in the chip receiving area C1 representing the player's bet and having a denomination lying between the minimum and maximum bet allowed by the house.

5 Chip receiving area C2 has the legend "2 times pays 4 for 1" associated therewith. This indicates to the player that if it is desired to make a consecutive wins bet in addition to an original bet, namely that the player is betting
10 that he will win two consecutive blackjack games in a row, the player places a betting chip on location C2.

 In a similar fashion in the event that a player wishes to bet that he will win three (3)
15 consecutive games in a row, the player places a chip in the amount of the bet desired by the player (again being a denomination within the house upper and lower limits) in chip receiving area C3 which indicates to the player and the dealer that three
20 (3) consecutive wins pays 8 to 1 odds.

 In a similar fashion chip receiving area C4 advises the player and dealer that four consecutive wins pays 18 to 1.

 Making reference to Figs. 3a through 3e,
25 typical cycles of play are as follows:

 Prior to selecting a consecutive wins, the player makes a conventional bet by placing a chip (or a number of chips), representing currency, within betting circle C1 up to the maximum bet
30 amount allowed by that casino or "house".

 The consecutive number of wins is selected and the amount to be bet is simultaneously selected by placing a chip (or chips) of the desired denomination on the desired chip receiving
35 region which is one of the regions C2 through C4.

Figure 3a shows an example where the player has made an original bet by placing a chip BC1 in receiving region C1 and placing a chip BC2 of the desired denomination in region C4 indicating that
5 the player expects to win four games in a row.

After the play of the first hand and assuming that the player making the bets in Fig. 3a has a winning hand, a Streak chip S, which is under the control of the dealer, is placed in region C2
10 by the dealer. The player's original bet is paid off and the player then makes another original bet preparatory to initiation of the second play, as shown in Fig. 3b.

Assuming that the player is a winner
15 during the second play, preparatory to the third play, the dealer pays off the player at the location shown in Fig. 3b on the original bet and moves the streak chip S to the receiving region C3. The betting chip BC2 representing the four
20 consecutive wins bet made by the player remains in region C4. The player makes another original bet preparatory to the play of the third game, as shown in Fig. 3c.

Assuming that the player at the location
25 represented by Fig. 3c wins the play of the third hand preparatory to the fourth play, the dealer pays off the player at the location shown in Fig. 3c on the original bet and moves the streak chip S to the receiving region C4. The betting chip or
30 chips representing the four consecutive wins bet made by the player remains in region C4 under the streak chip S. If the player wins the fourth consecutive hand, the dealer pays the player the amount of the original bet and an amount
35 representing 17 times the streak (i.e. four

consecutive wins) bet as represented by Fig. 3d.

In the event that a player loses any game prior to winning four continuous games i.e. if the player loses to the dealer during any one of the first, second, third or fourth games, the house wins the streak bet and the conventional bet of the relevant game the player has lost, as represented in Fig. 3e.

Although the example given provides for a streak bet of four consecutive wins, a player can select a streak bet of two consecutive wins or three consecutive wins, if desired. If desired, a greater number of consecutive wins may be provided.

When the Streak chip S reaches the streak bet, i.e. if placed upon the Streak bet chip BC2 as shown in Fig. 3d, the player and the dealer know that the next hand is the potential Streak win. Conversely, if a player loses the fourth game or any game prior to the play of the fourth game, the house wins.

Conventional bets must be played during the process and the play rules for conventional bets are not changed in any way except that conventional bets without streak bets may be placed in betting area 17 and conventional bets, whenever streak bets are made, will be placed as the original bet (conventional bet) as shown at C1, Figure 2 and BC1, Figures 3a-3e. A relevant casino may choose to eliminate the conventional betting area 17 and use area 15 for conventional betting, whether or not a streak bet (i.e. consecutive wins) is made. A relevant casino may recommend to remove the conventional bets from section 15 and use four chip receiving areas for consecutive win bets or perhaps add more chip receiving areas to

increase consecutive win opportunities beyond five consecutive wins. A relevant casino may recommend to reverse the position of 15 and 17 in order to have the larger payouts of consecutive wins closer to the dealer. With respect to streak bets, pushes (ties) may either advance a streak bet or result in a tie with no effect on the streak bet. The relevant payoff of the streak bet will be affected by the relevant casino's decision to count pushes as wins or ties. If the player splits his conventional bet one or more times, the streak bet will win or lose depending on the net result of the split. If the net result of the split is neither a win nor a loss, the streak bet remains intact. Double downs result in a single win or a single loss.

Play of each blackjack hand begins by the dealer dealing the player's cards to each player and dealing cards to himself in front of chip rack 21. The first game of blackjack proceeds in a conventional manner with winners being declared in accordance with the rules of the game.

If desired, streak bets may be utilized in the play of roulette as shown in Fig. 4 or in craps as shown in Fig. 5 or baccarat as shown in Fig. 6.

The arrangement shown in Fig. 2 is used by the dealer to indicate to the player and the dealer how many consecutive wins in roulette (see Fig. 4) are selected by the player in order for the player to receive an enhanced payoff amount. In the embodiment of Fig. 4, the game of roulette the player can play any even money bet - i.e. odd or even, black or red and 1 to 18 or 19 to 36 numbers selection area.

Players select a dollar amount for the consecutive wins bet in the same manner as was previously described for Figs. 1-3e. The conventional roulette bets, however, are placed directly on the odd/even, red/black 1-18 or 19-36 numbers area or directly on specific numbers or a specific range of numbers. The player also selects a number of consecutive wins which may be the consecutive number of assorted even bet wins, odd bet wins, red bet wins, black bet wins, or number wins, according to the type of consecutive win bets permitted by the house. For example, the house may limit the consecutive win bet to the number of consecutive odd wins or consecutive even wins or may limit the bet to consecutive red wins or black wins, etc. Each player area for receiving consecutive win bets is of the type shown in Fig. 2 and is convenient to both the player and the croupier.

Each game is played in the same fashion as a conventional game of roulette with the croupier keeping a count of the number of consecutive wins using the same technique described in conjunction with Figs. 2 through 3e, a winner, or loser, being determined in accordance with the rules set forth hereinabove.

Another embodiment to the roulette game shown in Fig. 4a, is the consecutive wins bet wherein the player's chance to win one individual bet within the number of consecutive wins selected is significantly less than 50%. An example is a bet on any single number - the odds of winning being 1 chance in 38. 1st twelve numbers, 2nd twelve numbers or 3rd twelve numbers - 12 chances in 38. 1st, 2nd and 3rd column - 12 chances in 38.

The chip receiving regions, the odds paid and monitoring thereof are discussed in detail under "Brief Description of the Invention."

In the embodiment of Figure 4a, a lamer 5 will be placed on the betting region 62 selected by the player. Each lamer 61 placed on the relevant betting region 62 signifies another consecutive win on the number bet 62.

10 In the embodiment of Fig 4a, the player has the option to play only one type of single number consecutive wins bet as offered by the relevant casino's layout and as detailed under "Brief Description of the Invention", but can
15 select any one of the single numbers from 0 and 00, or 1-36 to place a consecutive single number bet.

In the embodiment of Fig. 4a, the player can wager a consecutive wins bet on any one of the six even money bets 64, by placing his chips in the
20 relevant betting region 64. The game is monitored by a lamer 61 placed on the relevant betting region 64 after the ball has landed on one of the corresponding numbers indicated within the betting region 64, thereby resulting in a consecutive win.
25 The lamer 61 may be numbered or unnumbered as previously discussed.

Figure 5 is a third embodiment of the system where the game of chance is craps played at a craps table 71. Similar to the blackjack and
30 roulette tables described above, a conventional craps table 71 is modified by distributing a plurality of betting areas and placing them at each multiple player standing area 72 which is also convenient to the croupier. Each betting area 75
35 includes a chip receiving pattern as shown in Fig.

2, which is used by the player and dealer to make a bet and further to monitor the consecutive wins or losses in order to determine if a player is entitled to an enhanced payoff. In the game of 5 craps, and in this embodiment of the system, the player also has the choice of indicating whether the player believes he will win or lose and so indicating by selection of player win or player loss which can be identified by replacing the 10 original bet circle with one circle for win or one for lose. Thus, the player can achieve an enhanced payoff by placing a bet which indicates that he believes he will win a consecutive number of games or lose a given number of consecutive games. Of 15 course, the dollar amount of the bet is signified by the player placing his chips within betting area 76 and successive plays are monitored by the dealer in the same manner as described above in connection with the game of blackjack, for example.

20 Figure 5 shows a sixth embodiment of the system in which the game of chance is baccarat, played at a baccarat table 81, having multiple player seating areas 82 distributed around table 81 and a dealer area 83. Each player seating area 82 25 has a special betting area 85, which includes chip receiving markings of the type shown in Fig. 2. However, in the game of baccarat, the player has the option of indicating to the system whether he believes that the player will win, or that the bank 30 will win or the player and bank will tie. The dollar amount of the bet is signified by the player by placing the desired number of chips within betting circle 85.

Another embodiment to the craps game is 35 the consecutive wins bet wherein the players chance

to win one bet within the number of consecutive wins selected is considerably less than fifty percent (50%). Examples are: a bet placed within the betting region 76 on whether a "two (2) or 5 twelve (12)" will be rolled (1 chance in 36), a bet placed within the betting region 76 on whether "three (3) or eleven (11)" will be rolled (2 chances in 36), a bet placed within the betting region 76 on whether "any craps" (2, 3, or 12) 10 will be rolled (4 chances in 36), a bet placed within the betting region 76 on whether seven (7) will be rolled (6 chances in 36), a bet placed within the betting region 76 on whether a horn bet will be rolled (6 chances in 36), a bet placed 15 within the betting region 76 on whether a field bet will be rolled (6 chances in 36). The player can receive an enhanced payoff by placing a bet on any one of the above consecutive wins betting regions 76, at a payoff at true odds less an appropriate 20 return to the casino.

The game of baccarat is played in the conventional manner with the dealer monitoring the number of wins for each player employing a streak coins (see Fig. 2). The player either wins or 25 loses a consecutive wins bet according to substantially the same rules as set forth hereinabove, namely if a player loses the last game or any one of the games played before reaching the selected number of consecutive wins or consecutive 30 ties, the player loses.

It should be understood that the odds for the number of consecutive wins for the various games such as roulette, craps, baccarat and poker will be different as compared with the odds of 35 winning a consecutive number of blackjack games.

Another example of the system of the present invention, as depicted in Fig. 8 is a method to protect against bet tampering. The dealer is provided with Streak chips of the type 5 shown in Fig. 8a (in standard size S and enlarged size S') with markings sufficiently large and of a color sufficiently detectable by both game supervisors and CCTV surveillance. The consecutive win chip receiving region is marked similarly at 10 each chip receiving region with a marking sufficiently large and of a color sufficiently detectable by both game supervisors and CCTV surveillance. The dealer is required to match the marks of the streak chip to the marking at the 15 consecutive chip receiving region after each successful consecutive wins game won by the player and during the advancement of the streak chip to the appropriate consecutive wins receiving region.

The dealer is required to follow specific wrist 20 and/or hand movements during the matching of the two markings. The player is required to be removed (i.e., separated by a suitable distance), at all times, from the Streak chip and consecutive win receiving region.

25 Another embodiment of the system allows the casino the option to offer reduced payoff odds based on predetermined odds if the player chooses to withdraw from his consecutive wins bet after successfully reaching a number of consecutive wins 30 lower than his predetermined number of consecutive wins originally selected. The player of course, would be made aware of this option through game rules and optional payoffs posted by the casino.

Fig. 7 is a fourth embodiment of the 35 system in which the game of chance is five card

stud poker, played a poker table 90 having multiple player spots 91 as to allow more than one player to participate at a single table 90. The game is run by a dealer who stands at the dealer area 92. A divider 93 may be used to reduce the risk of accidental mixing of dealer cards and player cards.

Betting regions 94 are provided for each player to place a chip or chips representing a consecutive wins bet. Each betting region 94 includes a chip receiving pattern 95 of the type shown in Fig. 2, within which will be up to eight chip receiving areas. In the various games of poker, the winning hand (dealer vs. player) will be determined by the rules of the relevant poker game. In the various poker games, the consecutive win bet is determined only by whether the player's hand wins or loses to the dealer's hand. The dollar amount of the bet is signified by the player placing the desired number of chips within the relevant betting area 96. The number of consecutive wins to be attempted will be determined by the relevant betting area 96, as selected by the player. After the play of the first two hands and, assuming the player has won both hands, a lammer 97, which is under the dealer's control will be placed in the betting area marked "three (3)" by the dealer 98. The lammer 97 monitors the poker game exactly as described in the description covering Fig. 1, blackjack.

Figure 9 shows an embodiment of the Apparatus, which consists of:

1. Special markings shown at BC-2 (Specially marketed lammer page 35, #13)
2. Specially marked bet receiving regions at C-1, C-2, C-3, C-4

26a

Figure 10-A through 10-D shows an embodiment of the apparatus wherein the protective features (see Field of Invention, pg) of the "mark matching system and apparatus" are demonstrated:

5 - At Figure 10-A:

1. A wager has been placed on a conventional bet (bc-1) and on a consecutive outcome of 5 (BC-2)

2. C-1 throughout C-4 denote the special markings of the consecutive outcomes layout apparatus

10 - At Figure 10-B:

1. BC-1 indicates an even money payout made for the conventional wager

2. S indicates placement of the specially marked lammer of Figure 2, BC-2 on top of the two
15 consecutive outcomes betting region, indicating the player has achieved one win and will attempt another

3. S and C1 together indicate that the special markings of the Apparatus have been matched by the dealer

20 4. the matching of the marks by the dealer in this step insures that if the player were to tamper with the consecutive outcomes wager and/or lammer the dealer would recognize the tampering by the mismatched marks

25 - At Figure 10-C:

1. BC-1 indicates an even money payout being made four times, with each consecutive outcome

2. S is advanced, by implication of the arrows with each consecutive outcome

30 3. C-1, C-2, C-3, and C-4 together with S, show the special markings of the apparatus matched with each advancement

26b

4. The matching of the marks by the dealer with each consecutive outcome/advancement insures that if the player were to tamper with the consecutive outcomes wager and/or lammer the dealer would recognize the tampering by the mismatched marks.

- At Figure 10-D:

1. S has reached the five consecutive outcomes wager placed, thereby indicating a winning consecutive outcomes wager

10 2. The marks of C-4 and S are matched, indicating a legitimate consecutive outcomes winning wager

A latitude of modification, change and substitution is intended in the foregoing disclosure, and in some instances, some features of the invention will be employed without a corresponding use of other features. Accordingly, it is appropriate that the appended claims be construed broadly and in a manner consistent with

the spirit and scope of the invention herein described.

WHAT IS CLAIMED IS:

1. A method for tracking consecutive outcomes during a game of blackjack, comprising the steps of:

(a) providing a conventional game receiving region and at least one consecutive bet chip receiving region for the player, each such region identifying a number of consecutive outcomes starting with the number two and up to a maximum number of chip receiving regions permitted by rules of the game;

(b) the player making a conventional wager of a denomination within the denomination range permitted by rules of the game;

(c) the player making a wager selecting a predetermined number of consecutive outcomes by placing the bet in one chip receiving region for use of the player with a numbered consecutive wager lammer placed upon or to the side of the wager thereby indicating the number of consecutive outcomes to be attempted and the wager being of a denomination permitted by the rules of the game;

(d) dealing the player and dealer a predetermined number of cards;

(e) dealing the player and the dealer additional cards, when necessary until the game is complete;

(f) deciding the winner of the game in accordance with conventional blackjack rules;

(g) providing a series of pre-numbered lammer for use in monitoring a number of consecutive outcomes to be attempted by the player, and a number of consecutive outcomes successfully made by the player;

(h) placing the lammer upon the chip receiving region identifying two consecutive outcomes to be attempted when the player has won the first game;

(i) repeating step (b) preparatory to the play of the second game;

(j) repeating steps (d) through (f) during the play of each succeeding game;

(k) replacing the numbered lammer referenced in 1(g) with a lower numbered lammer indicating after the first successful consecutive outcome the current number of consecutive outcomes required in order to win the original consecutive outcomes wager; and

(l) paying a player an amount equal to the denomination of the consecutive outcome wager made by the player at step (c) multiplied by the odds for the consecutive outcomes selected when the player wins a game following step (k).

2. The method of claim 1 further comprising:

(m) designating the player as a losing player if the player does not achieve the total number of consecutive outcomes selected at step

(c) by the player and removing the player's consecutive outcome wagers.

3. The method of claim 1 wherein the maximum permissible number of consecutive outcomes is four, five or six and the designated consecutive bet chip receiving areas are identified by designating numerals "2", "3" and "4", respectively or "2", "3", "4", "5" and "6", respectively or the one chip receiving region referenced in 1(c) accepting a numbered consecutive outcome to be attempted signified on the lammer, said unlimited number of attempts to be determined by the relevant casino.

4. The method of claim 1 wherein step (g) further includes marking the lammer so as to distinguish the streak lammer from any betting chip used by the player.

5. The method of claim 1 wherein step (a) is further comprised of providing an indication of the payment odds for achieving the number of consecutive outcomes for each associated consecutive bet chip receiving region.

6. The method of claim 5 wherein the step of providing the odds further includes providing 3 to 1 or 4 to 1 odds for two consecutive outcomes, 7 to 1 or 8 to 1 odds for three consecutive outcomes, 17 to 1 or 18 for 1 odds for four

consecutive outcomes, 38 to 1 or 39 for 1 odds for five consecutive outcomes, 82 to 1 or 83 for 1 odds for six consecutive outcomes, 174 to 1 or 175 for 1 odds for seven consecutive outcomes, 367 to 1 or 368 to 1 odds for eight consecutive outcomes, 779 to 1 or 780 to 1 odds for nine consecutive outcomes, 1,649 to 1 or 1,650 to 1 odds on ten consecutive outcomes, 3475 to 1 or 3476 to 1 odds on eleven consecutive outcomes, 7353 to 1 or 7354 to 1 odds for twelve consecutive outcomes, 15,494 to 1 or 15,495 to 1 odds for thirteen consecutive outcomes, and 32,877 to 1 or 32,878 to 1 odds on fourteen consecutive outcomes with a doubling of numbers thereafter through twenty consecutive outcomes, the foregoing odds being altered between the various games of chance listed herein.

7. The method of claim 1 further comprising replacing a numbered lammer located in a single chip receiving region with a lower numbered lammer, thereby indicating that one less consecutive outcome is needed in order to win the original consecutive outcome wagers when a dealer's hand and the player's hand have the same value.

8. The method of claim 1 wherein the numbered lammer is not replaced by a lower numbered lammer when a dealer's hand have a same count.

9. The method of claim 1 wherein when a player splits a hand one or more times during a play of any game prior to winning a consecutive outcome wager, the consecutive outcomes wager will win or lose depending on the net result of the split or splits, a net result of no gain will not result in a loss nor will result in a streak chip advancing to the next higher consecutive bet chip receiving region nor will result in a lammer being replaced or lowered.

10. A method of tracking consecutive outcomes during play of a game of chance, comprising the steps of:

(a) providing a conventional game receiving region and at least one consecutive wager chip receiving region for the player, each such region identifying a number of consecutive outcomes starting with the number two and up to a maximum number of chip receiving regions permitted by rules of the game;

(b) the player having the option of making or not making a conventional bet of a denomination within the denomination range permitted by rules of the game;

(c) the player making a wager selecting a predetermined number of consecutive outcomes by placing the bet in one chip receiving region for use of the player with a numbered consecutive bet lammer placed upon or to the side of the bet thereby indicating the number of consecutive out-

comes to be attempted and the wager being of a denomination permitted by the rules of the game;

(d) playing the game of chance;

(e) deciding the winner of the game in accordance with conventional rules of the game;

(f) providing a series of pre-numbered lammers for use in monitoring a number of consecutive outcomes to be attempted by the player, and a number of consecutive outcomes successfully made by the player;

(g) placing the streak lammer upon the chip receiving region identifying two consecutive outcomes to be attempted when the player has won the first game;

(h) repeating step (b) preparatory to the play of the second game;

(i) repeating steps (d) and (e) during the play of each succeeding game;

(j) replacing the numbered lammer referenced in 1(g) with a lower numbered lammer, indicating after the first successful consecutive outcome the current number of consecutive outcomes required in order to win the original consecutive outcomes wager; and

(k) paying a player an amount equal to the denomination of the consecutive outcome bets made by the player at step (c) multiplied by the odds for the consecutive outcomes selected when the player wins a game following step (j).

11. The method of claim 10 further comprising:

(m) designating the player as a losing player if the player loses any game representing the total number of consecutive outcomes selected at step (c) by the player and removing the player's consecutive outcome bet unless the player chooses to withdraw from his predetermined number of consecutive outcomes selected at step 10(c) by the player at which time the player will be paid a reduced payoff based on an amount equal to the denomination of the consecutive outcome bets made at step 10(c) multiplied by the odds for the consecutive outcomes accomplished by the player and previously posted or a lesser amount based on the amount equal to the denomination of the consecutive outcome bets made at step 10 (c) multiplied by the odds posted by the casino as alternate odds in the event of a players voluntary withdrawal.

12. The method of claim 10 wherein the maximum permissible number of consecutive outcomes is four, five or six and the designated consecutive wins chip receiving areas are identified by designating numerals "2", "3" and "4", respectively or "2", "3", "4", "5" and "6", respectively or the one chip receiving region referenced in 1(c) accepting a numbered consecutive outcomes to be attempted signified on the

lammer, said unlimited number of attempts to be determined by the relevant casino.

13. The method of claim 10 wherein step (g) further includes marking the lammer so as to distinguish the lammer from any betting chip used by the player.

14. The method of claim 10 wherein step (a) is further comprised of providing an indication of the payment odds for achieving the number of consecutive outcomes for each associated consecutive bet chip receiving region.

15. The method of claim 10 wherein the game of chance is blackjack.

16. The method of claim 10 wherein the player may select a predetermined number of banker-player ties and/or a predetermined number of consecutive wins or a predetermined number of losses.

17. The method of claim 10 wherein the game of chance is craps.

18. The method of claim 10 wherein the game of chance is roulette.

19. The method of claim 10 wherein the game of chance is poker.

20. The method of claim 18 wherein the number of consecutive outcomes is the number of consecutive games in which an even bet is won by a player.

21. The method of claim 18 wherein the number of consecutive outcomes is the number of consecutive outcomes in which an odd bet is won by a player.

22. The method of claim 18 wherein the number of consecutive outcomes is the number of consecutive outcomes in which one of an even and an odd bet is won by a player.

23. The method of claim 18 wherein the number of consecutive outcomes is the number of consecutive outcomes in which a red bet is won by a player.

24. The method of claim 18 wherein the number of consecutive outcomes is the number of consecutive outcomes in which a black bet is won by a player.

25. The method of claim 18 wherein the number of consecutive outcomes is the number of consecutive outcomes in which one of a red and a black bet is won by a player.

26. The method of claim 18 wherein the number of consecutive outcomes is the number of consecutive outcomes in which one of 1-18 or 19-36 number areas bet selection is won by a player.

27. A method of tracking consecutive outcomes during play of a game of roulette comprising the steps of:

(a) providing a conventional roulette layout including single chip receiving regions (0 and 00 and 1-38); including even money bets (black, red, odd, even, 1-18 and 19-36; and column bets (3 columns); and twelve number/dozen bets (1st 12, 2nd 12 and 3rd 12);

(b) providing a separate consecutive outcome wager chip receiving region to include all or a portion of the even money bets listed under 27(a) and to include all of the single chip receiving regions under 27(a) with the single consecutive outcome wager receiving region located in close proximity to the dealer for security reasons (larger payouts) and being of a smaller dimension due to space limitations on the layout;

(c) each player receiving a different color chip, with chips purchased in stacks of twenty, whereby \$1 chips will cost \$20 for a stack of twenty;

(d) the player making a conventional bet within the denominational range permitted by the rules of the game and by placing chips on the conventional numbered layout;

(e) the player making a wager selecting a predetermined number of consecutive outcomes by placing the wager in one chip receiving region for use of the player with a numbered consecutive bet lammer placed upon or to the side of the bet thereby indicating the number of consecutive outcomes to be attempted and the wager being of a denomination permitted by the rules of the game;

(f) the dealer spinning the roulette ball in the opposite direction of the spinning wheel until the dealer announces 'no more bets';

(g) the dealer, after the ball falls onto a number on the roulette wheel, placing a marker on the winning number on the table layout and paying the winning conventional bet(s) and/or the winning consecutive outcome wager(s);

(h) providing a series of pre-numbered lammers for use in monitoring a number of consecutive outcomes to be attempted by the player, and a number of consecutive outcomes successfully made by the player;

(i) placing the streak chip upon the chip receiving region identifying two consecutive outcomes to be attempted when the player has won the first game;

(j) adding an unnumbered lammer or numbered lammer on top of, or to the side, of the numbered lammer referenced in 1(g), in order to reflect the number of consecutive outcomes, thereby requiring the numbered or unnumbered lammers to be equal to

the number on the lammer referenced in 1(g), in order to pay a consecutive bet wager;

(k) paying a player an amount equal to the denomination of the consecutive outcome wager made by the player at step (c) multiplied by the odds for the consecutive outcomes selected when the player wins a game following step (j); and

(l) designating the player as a losing player if the player loses any game representing the total number of consecutive outcomes selected at step (c) by the player and removing the player's consecutive wins wager unless the player chooses to withdraw from his predetermined number of consecutive outcomes selected at step 10(c) by the player at which time the player will be paid a reduced payoff based on an amount equal to the denomination of the consecutive outcome bets made at step 10(c) multiplied by the odds for the consecutive outcomes accomplished by the player and previously posted or a lesser amount based on the amount equal to the denomination of the consecutive outcome bets made at step 10(c) multiplied by the odds posted by the casino as alternate odds in the event of a players voluntary withdrawal.

28. The method of claim 27 wherein the maximum permissible number of consecutive outcome is four, five or six and the designated consecutive wins chip receiving areas are identified by designating numerals "2", "3" and "4", respectively or

"2", "3", "4", "5" and "6", respectively or the one chip receiving region referenced in 1(c) accepting a numbered consecutive outcome to be attempted signified on the lammer, said unlimited number of attempts to be determined by the casino.

29. The method of claim 27, wherein step 3 is further comprised of providing an indication of the payment odds for achieving the number of consecutive outcomes for each associated consecutive betting region.

30. The method of claim 27 wherein the step providing the odds further includes providing a consecutive outcome wager on a single roulette number covering three consecutive outcomes at 36; (first outcome) $\times 36 = 1296$; (second outcome) $\times 36 = 46,656$ (third outcome) $\times 36 = 1679616$ (fourth outcome), the foregoing being based on the same return to be paid had the player exceeded maximum bets and parlayed the relevant money, (casino return 5.26%), the foregoing numbers being adjusted higher or lower by a casino and/or regulatory agency.

31. The method of claim 27 wherein the step for providing the odds further includes providing for a consecutive outcome wager on a single roulette number, wherein a \$1,000 bonus is paid after the second consecutive outcome, thereby reducing the payoff by \$1,296 to \$296 and thereby

reducing the third consecutive outcome payoff to \$10,656 (\$296 x 36) plus the \$1,000 bonus, the foregoing numbers being adjustable higher or lower by a casino and/or regulatory agency, the foregoing numbers being based on a 5.265 return to the casino, consistent with the return to the casino and to the player had the player parlayed his bet without the casino imposing a maximum bet limit.

32. The method of claim 27, wherein the step for providing the odds further includes providing for a consecutive outcome wager on a single roulette number wherein a \$1,000 bonus is paid after the second consecutive outcome thereby resulting in a reduced payoff of \$10,656 as described in claim 31 and a \$5,000 bonus is paid after three outcomes reducing the fourth consecutive bet wager to 5,656 thereby resulting in a payoff of \$203,616 for four consecutive outcomes plus the \$5,000 bonuses for a total payoff of \$219,616, the foregoing numbers being adjustable higher or lower by a casino and/or regulatory agency, the foregoing numbers being based on a 5.26% return to the casino, consistent with the return to the casino and to the player had the player parlayed his bet without the casino imposing a maximum bet limit.

33. The method of claim 27 wherein a lammer referenced for monitoring the game in 1(g) is not used for a single consecutive outcomes bet in the

consecutive wager betting region referenced in 27(b), since there are no single consecutive win options, but rather the numbered or unnumbered lammers are merely added after each successful consecutive outcome in order to monitor the number of consecutive outcomes achieved.

34. A method of tracking consecutive outcome bets during play of a game of five card draw poker, hold-em poker, seven card stud, five card stud, draw lowball and razz (seven card stud lowball), and variations of the game of poker wherein the casino's advantage dealing the game and the player's advantage playing opposite the dealer are exactly even, wherein the cards are dealt either face up or face down to each individual player and to the dealer or a common hand is dealt face up for all players and another hand is dealt for the dealer face up, said method comprising the steps of:

- (a) providing a layout with a dealer spot and spots for up to eight players;

- (b) providing a plurality of consecutive wager chip receiving regions for each player, each such region identifying a number of consecutive outcomes, starting with the number two and going up to a maximum number of chip receiving regions permitted by the game;

- (c) the player making a consecutive outcomes wager selecting a pre-determined number of consecutive outcomes by placing the bet in one

chip receiving region for use of the player with a numbered consecutive wager lammer placed onto or to the side of the bet thereby indicating the number of consecutive outcomes to be attempted and the bet being of a denomination permitted by the rules of the game;

(d) a dealer dealing a common hand for all players and one hand for the dealer face up or face down, as dictated by the rules of the game;

(e) deciding the winner of the game in accordance with the rules of the relevant game of poker;

(f) providing a series of pre-numbered lammers for use in monitoring a number of consecutive outcomes to be attempted by the player, and a number of consecutive outcomes successfully made by the player;

(g) replacing the numbered lammer referenced in 1(g) with a lower numbered lammer indicating after the first successful consecutive outcome the current number of consecutive outcomes required in order to win the original consecutive outcomes wager;

(h) repeating steps (d) and (e) during the play of each succeeding game;

(i) replacing the numbered lammer referenced in 1(g) with a lower numbered lammer indicating after the first successful consecutive outcome the current number of consecutive outcomes required in order to win the original consecutive bet wager;

(j) paying a player an amount equal to the denomination of the consecutive outcome wager made by the player at step (c) multiplied by the odds for the consecutive outcomes selected when the player wins a game following step (k); and

(k) designating the player as a losing player if the player loses any game representing the total number of consecutive outcomes selected at step (c) by the player and removing the player's consecutive outcome bet.

35. The method of claim 34, wherein the maximum permissible number of consecutive outcome wager is ten and the designated consecutive bet chip receiving areas are designating numerals "3", "4", "5", "6", "7", "8", "9" and "10".

36. The method of claim 34 wherein step (g) further includes marking the lammer so as to distinguish the lammer from any betting chip used by the player.

37. The method of claim 34 wherein step (a) is further comprised of providing an indication of the payment odds for achieving the number of consecutive outcomes for each associated consecutive bet chip receiving region.

38. The method of claim 34 wherein the lammer is not advanced to a next higher

consecutive bet chip receiving region when a dealer's hand and a player's hand are the same.

39. A method of tracking consecutive outcome bets during play of a game of chance, comprising the steps of:

- (a) providing a conventional game receiving region and a single consecutive bet chip receiving region without the player pre-selecting a given number of outcomes for a payoff determined by the number of consecutive outcomes, without limitations as to the number of consecutive outcomes;

- (b) the player making a conventional bet of a denomination within the denomination range permitted by the rules of the game;

- (c) the player having the option of making a conventional bet;

- (d) the player having only the option of making a consecutive outcome bet;

- (e) at least one player making the wager of step (a) further wagering at least one chip;

- (f) playing the game;

- (g) deciding the winner of the game in accordance with the conventional rules of the game or modified rules to be posted on or near the layout within clear view of the player;

- (h) providing at least one lammer for use in monitoring a number of consecutive outcomes by the player;

- (i) presenting a payoff amount according to a number of consecutive outcomes achieved by the

player making the bet and based on preprogrammed odds which correspond to the number of consecutive outcomes, said payoff amount to be posted on or near the layout within clear view of the player;

(j) associating the lammer or lammers in step (h) with the bet when the player achieves another consecutive outcome, depending on the rules of the relevant game in order to identify the current number of consecutive outcomes;

(k) placing a numbered lammer on top of or to one side of the chips bet within the single consecutive bet mark, said numbered lammer signifying the number of consecutive outcomes either accomplished or remaining to be accomplished, the numbered lammer being replaced after each successful attempt by a higher numbered or lower numbered lammer depending on whether the number reflects a number of successful attempts accomplished or a number to be accomplished; and

(l) paying the player a payoff amount after the player loses or removing the player's bet if the player has not reached a successful plateau, regardless of the fact that the number of successful rounds was not pre-selected by the player.

40. A method for tracking consecutive outcomes during a game of blackjack, comprising the steps of:

(a) providing a conventional game receiving region and at least one consecutive bet chip receiving region for the player, each such region

identifying a number of consecutive outcomes starting with the number two and up to a maximum number of chip receiving regions permitted by rules of the game;

(b) the player making a conventional wager of a denomination within the denomination range permitted by rules of the game;

(c) the player making a wager selecting a predetermined number of consecutive outcomes by placing the bet in one chip receiving region for use of the player with a numbered consecutive wager lammer placed upon or to the side of the wager thereby indicating the number of consecutive outcomes to be attempted and the wager being of a denomination permitted by the rules of the game;

(d) dealing the player and dealer a predetermined number of cards;

(e) dealing the player and the dealer additional cards, when necessary until the game is complete;

(f) deciding the winner of the game in accordance with conventional blackjack rules;

(g) providing a series of pre-numbered lammers for use in monitoring a number of consecutive outcomes to be attempted by the player, and a number of consecutive outcomes successfully made by the player;

(h) marking each lammer (1g) with a marking sufficiently large and of a color sufficiently detectable by both game supervisors and game surveillance;

(i) marking the relevant game layout at the consecutive bet chip receiving regions (1a) with a marking sufficiently large and of a color sufficiently detectable by both game supervisors and surveillance;

(j) placing the lammer upon the chip receiving region identifying two consecutive outcomes to be attempted when the player has won the first game;

(k) repeating step (b) preparatory to the play of the second game;

(l) repeating steps (d) through (f) during the play of each succeeding game;

(m) replacing the numbered lammer referenced in 1(g) with a lower numbered lammer indicating after the first successful consecutive outcome the current number of consecutive outcomes required in order to win the original consecutive outcomes wager;

(n) requiring the dealer to match the markings of the lammer to the marking at the consecutive bet chip receiving region after a successful consecutive bet round by the player and during the advancing of the streak chip to the appropriate consecutive bet receiving region (1k);

(o) requiring the dealer to follow specific hand and/or wrist movements during the matching of the two markings;

(p) requiring the player to be at a location removed at all times from the streak chip and consecutive bet receiving region; and

(q) paying a player an amount equal to the denomination of the consecutive outcome wager made by the player at step (c) multiplied by the odds for the consecutive outcomes selected when the player wins a game following step (m).

41. Using the method of claim 40 with allowable modifications to be used with a game of chance.

42. The method of claim 10 wherein the casino has the option to offer the player reduced payoff odds based on the method of 11(m).

43. The method of claim 10 further comprising:

marking the lammer (10f) with a marking sufficiently large and of a color sufficiently detectable by both game supervisors and game surveillance;

marking the relevant game layout at the consecutive bet chip receiving regions (10a) with a marking sufficiently large and of a color sufficiently detectable by both game supervisors and surveillance;

requiring the dealer to match the markings of the lammer to the marking at the consecutive bet chip receiving region after a successful consecutive bet round by the player and during the advancing of the streak chip to the appropriate consecutive bet receiving region (10j);

requiring the dealer to follow specific hand and/or wrist movements during the matching of the two markings; and

requiring the player to be at a location removed at all times from the streak chip and consecutive bet receiving region.

44. The method according to any one of claims 1 to 43, wherein said outcome is a win.

45. The method according to any one of claims 1 to 43, wherein said outcome is a loss.

46. The method according to any one of claims 1 to 43, wherein said outcome is a tie.

47. The method according to claim 1 or 10 having a plurality of consecutive bet chip receiving regions.

48. The method according to claim 1 or 10 having a single consecutive bet chip receiving region.

49. The method according to claim 39 having a single lammer.

50. Specially marked streak chip and layout according to any one of claims 1, 10, 27, 34, 39 and 40.

1/16

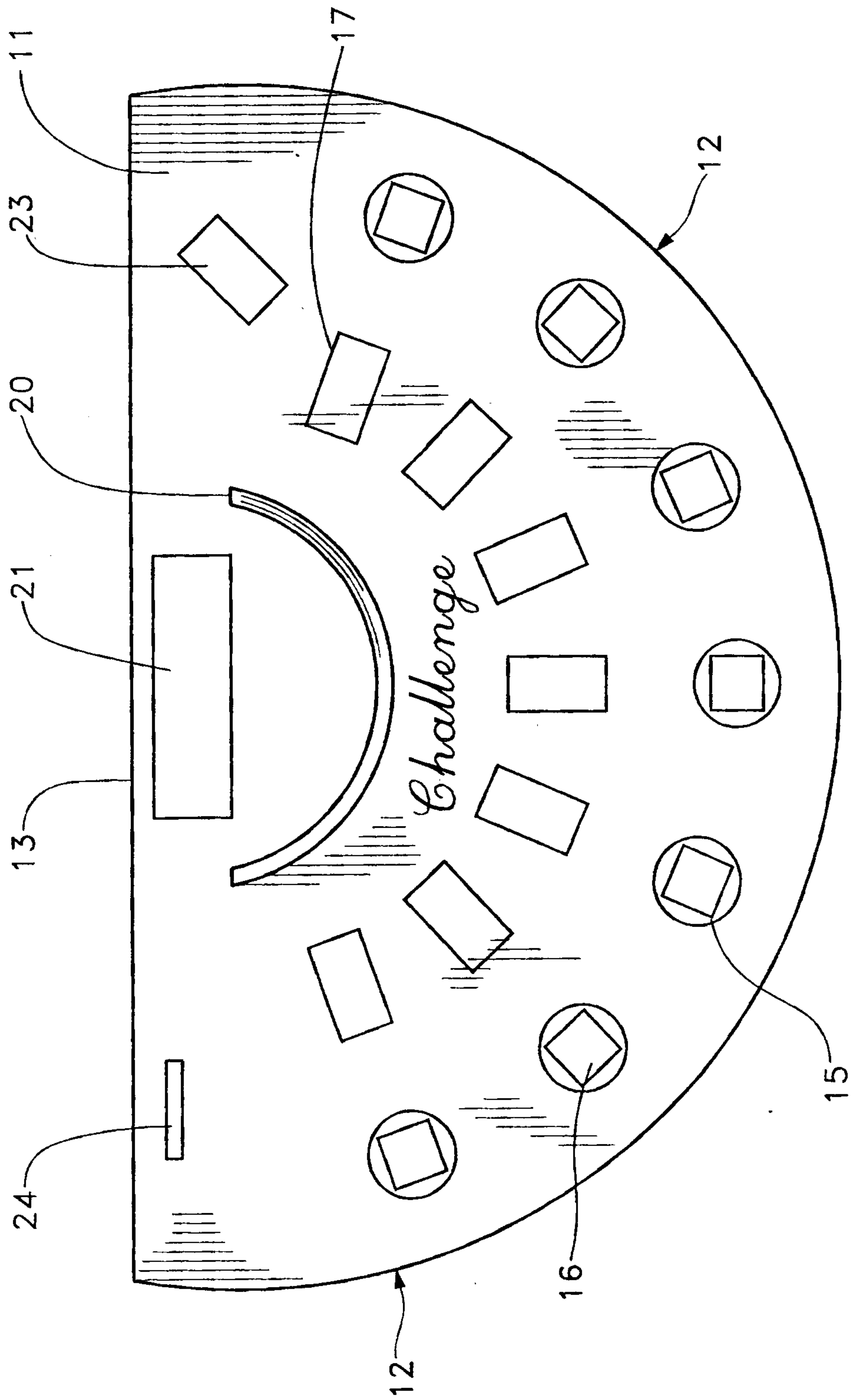
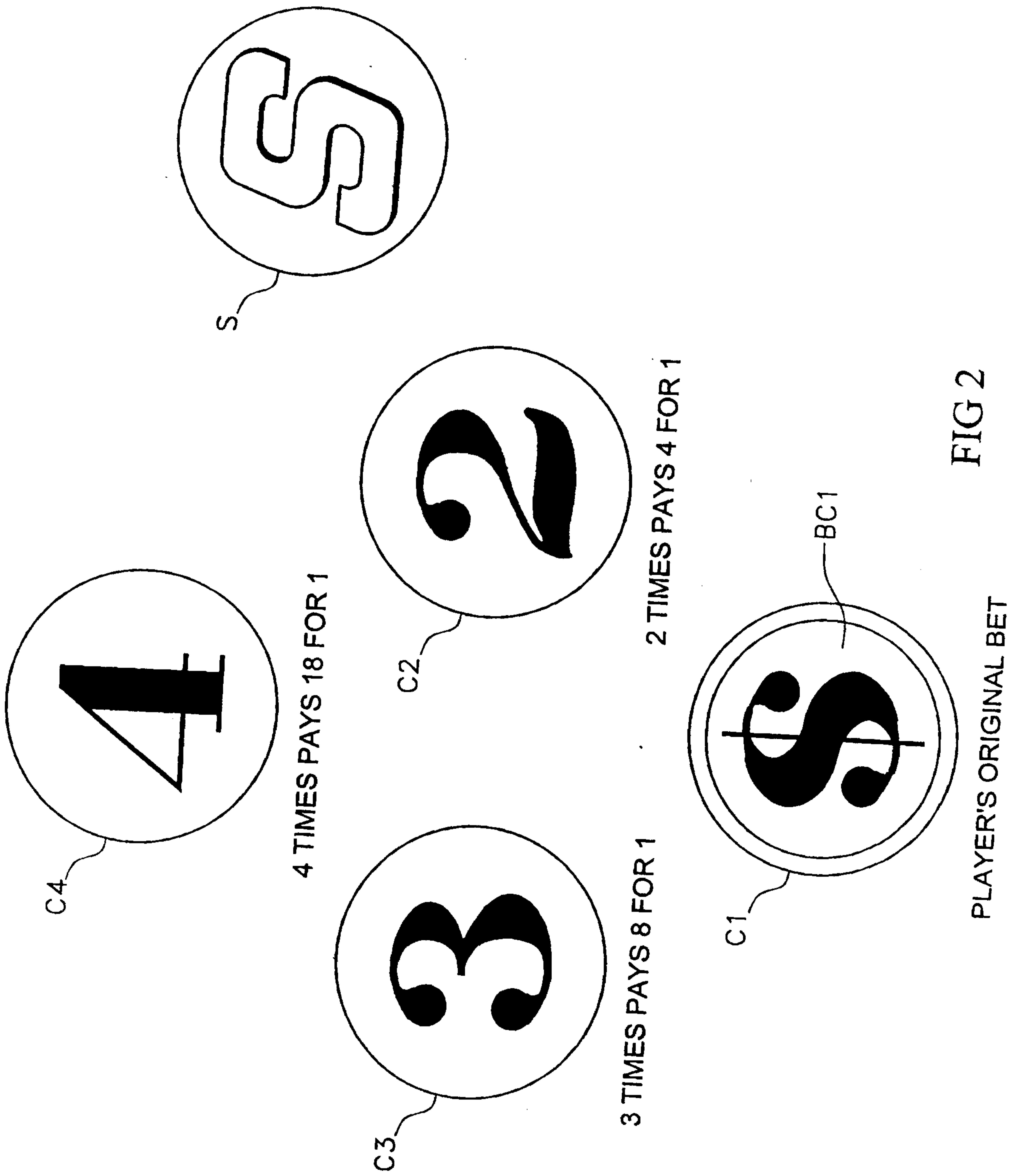
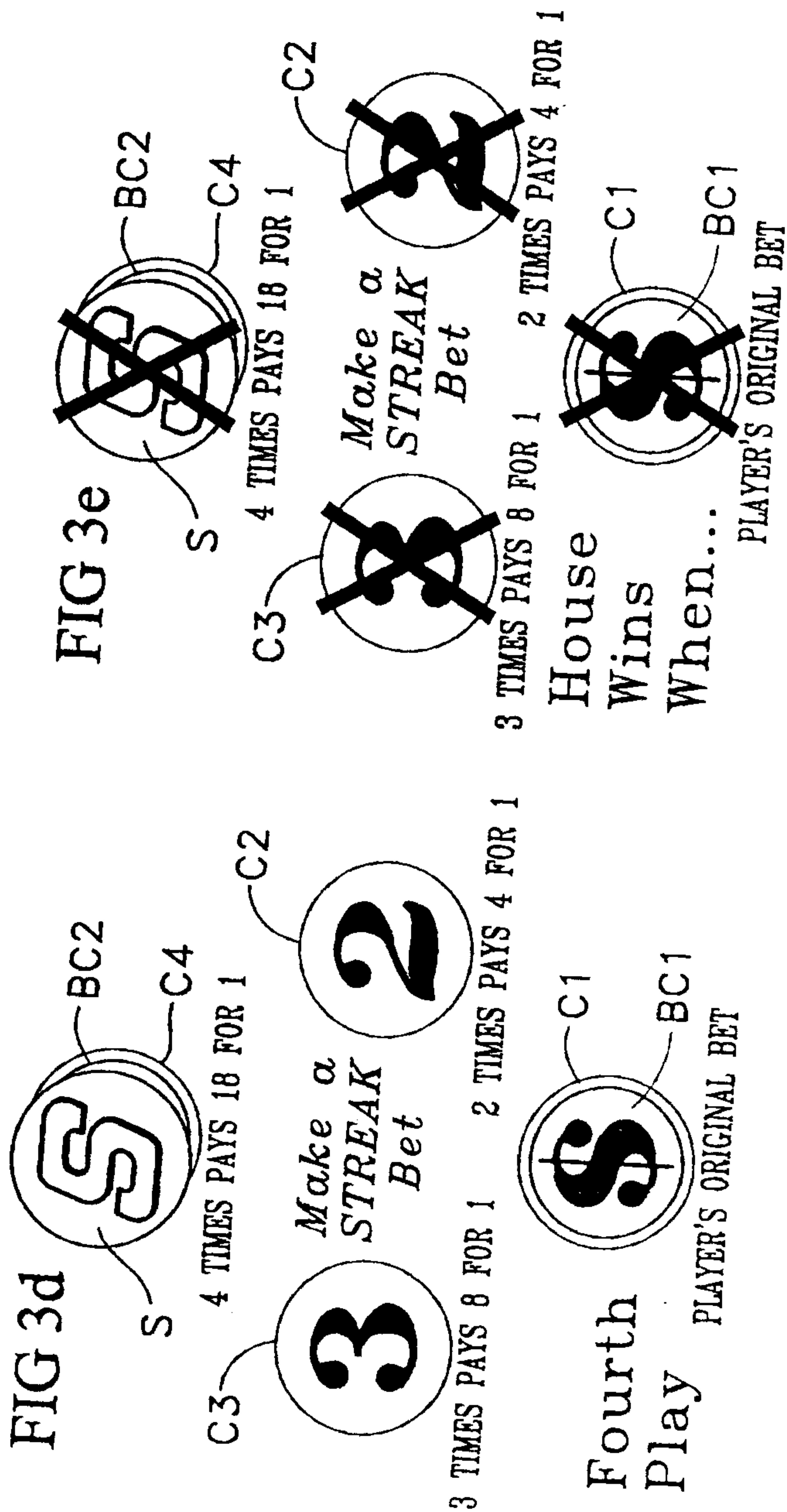
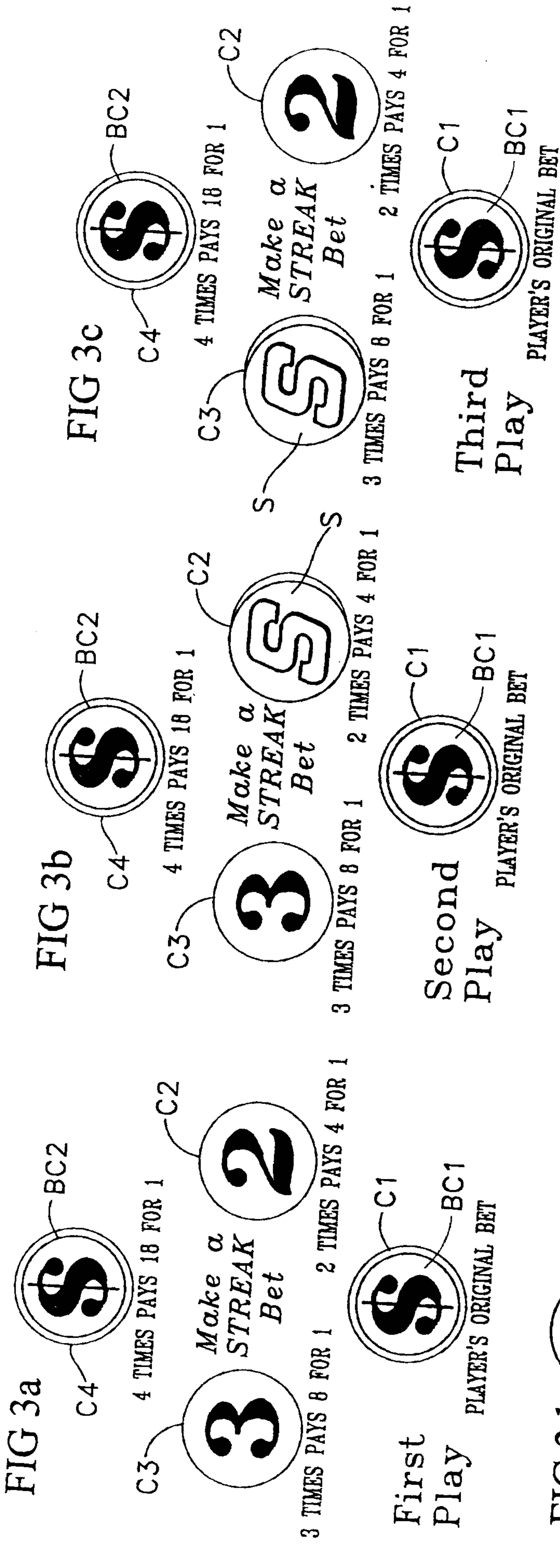


FIG 1

2/16





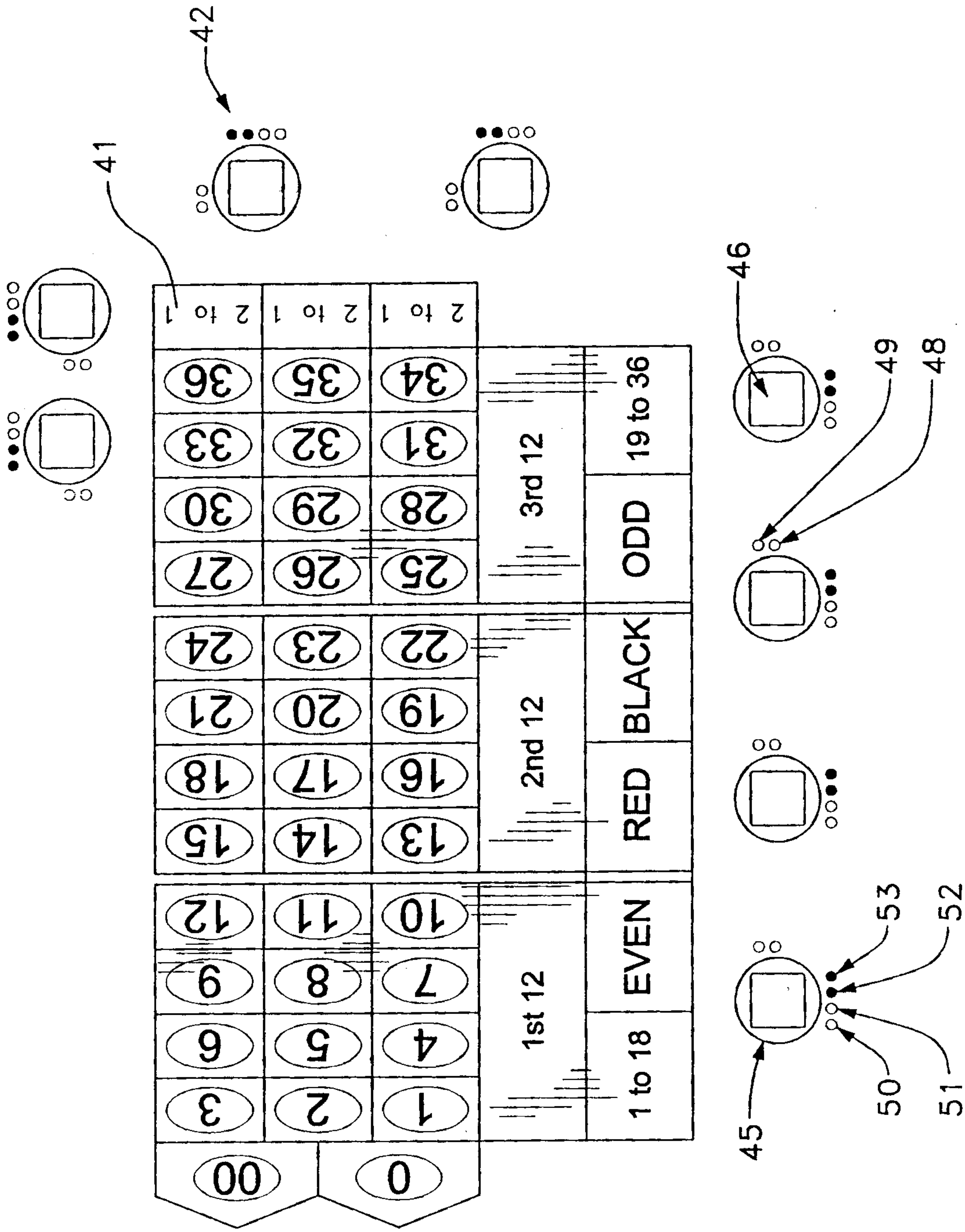


FIG 4

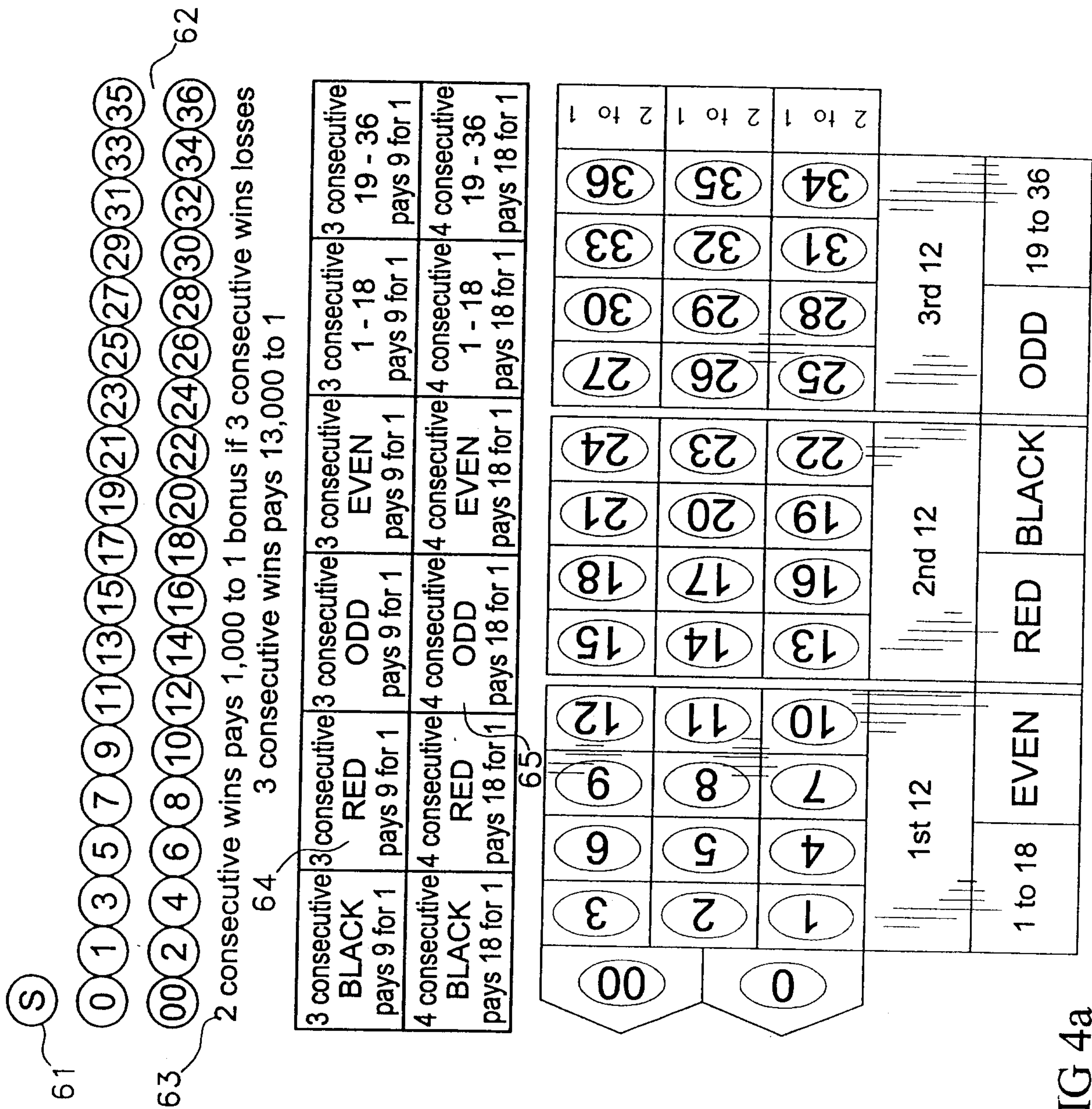


FIG 4a

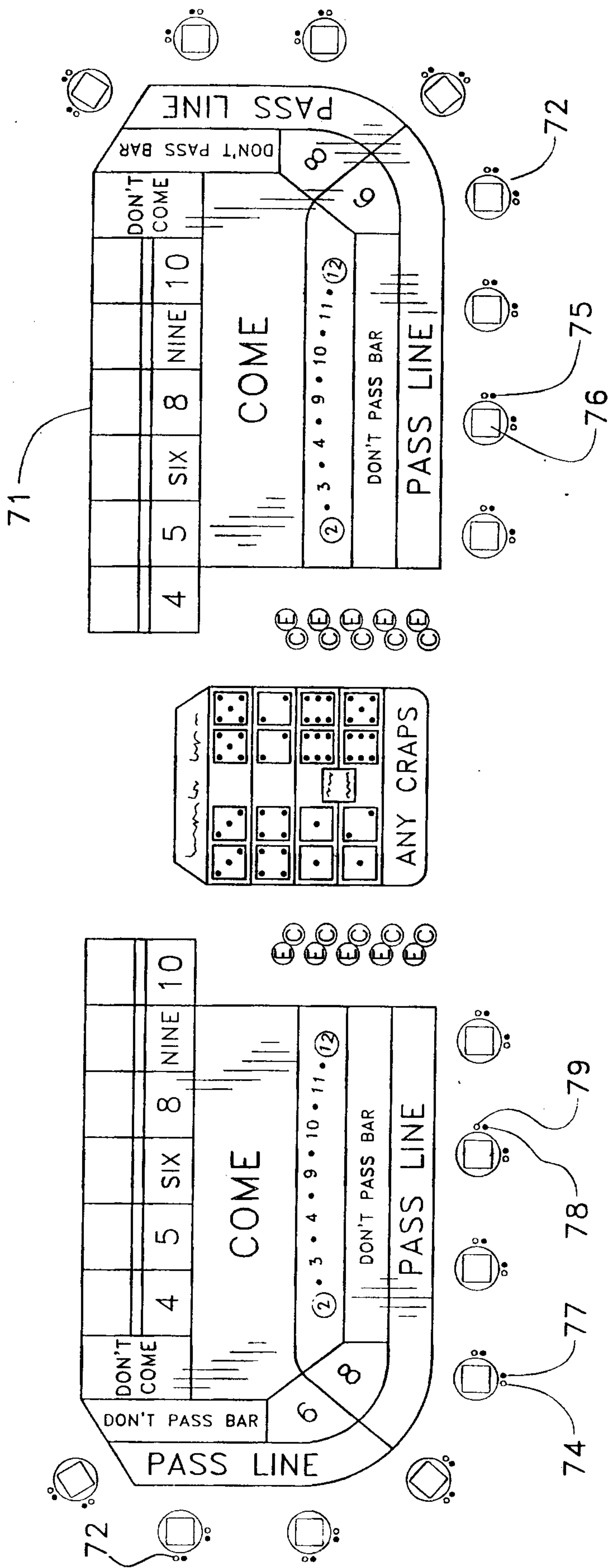


FIG 5

7/16

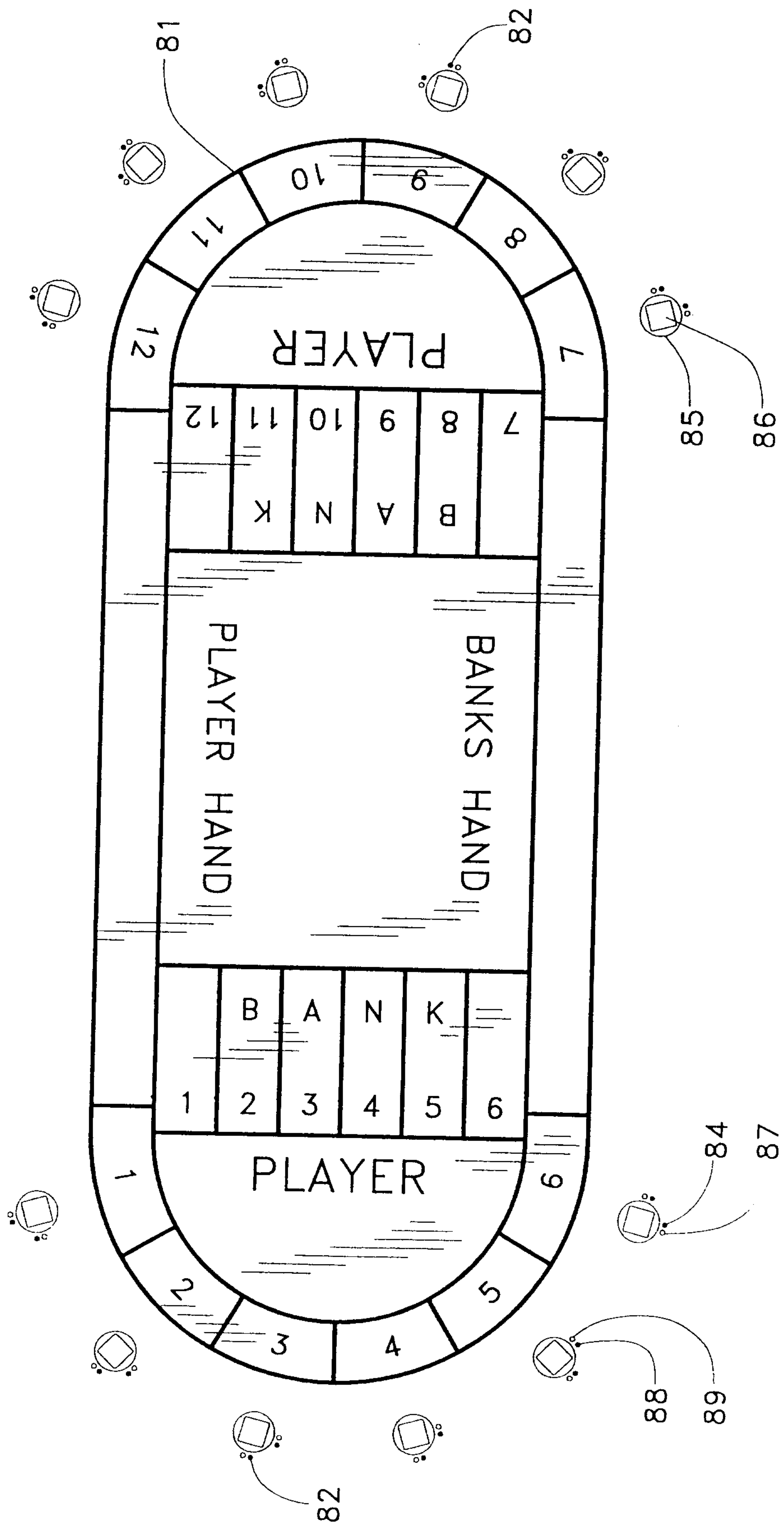


FIG 6

8/16

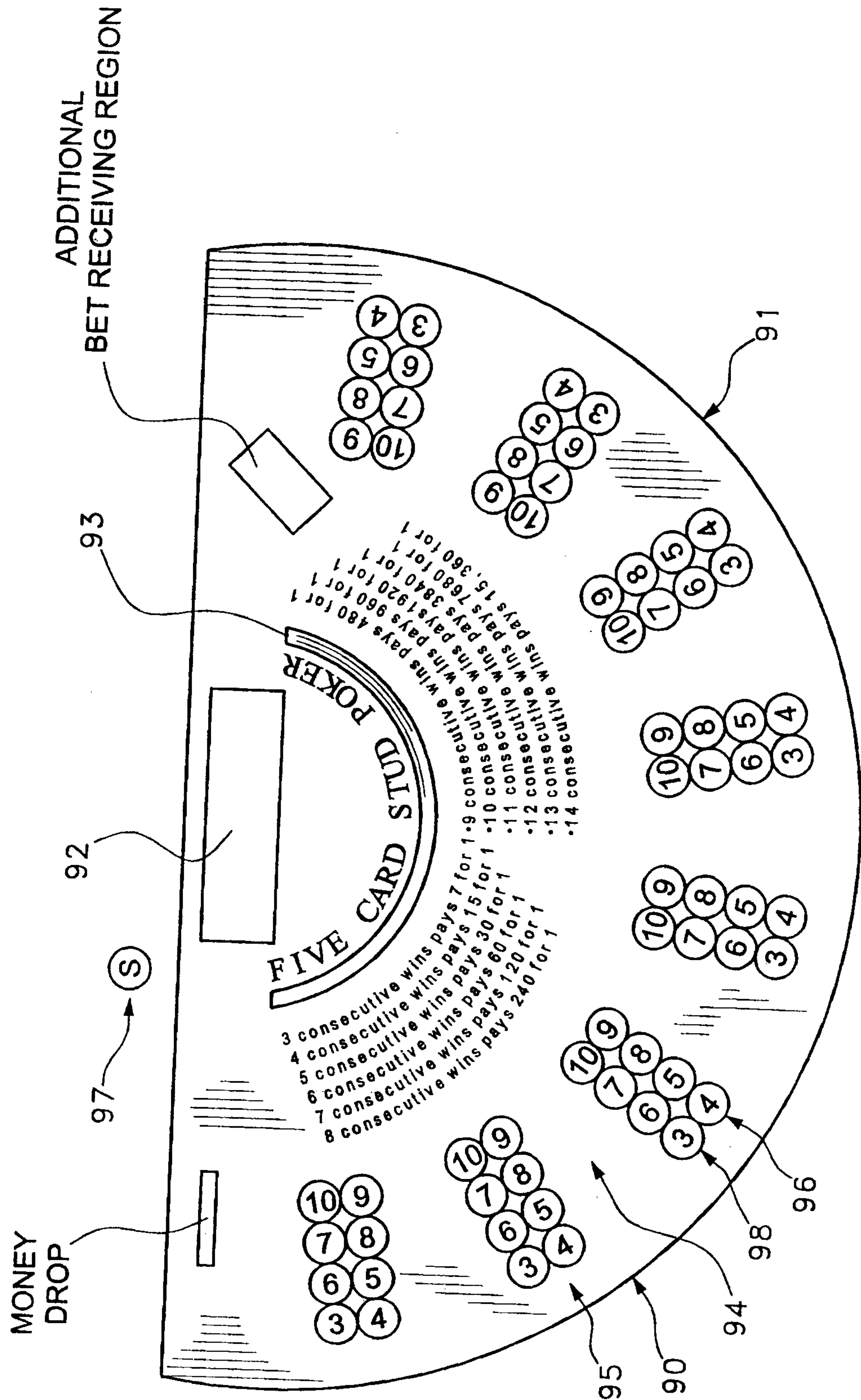


FIG 7

9/16

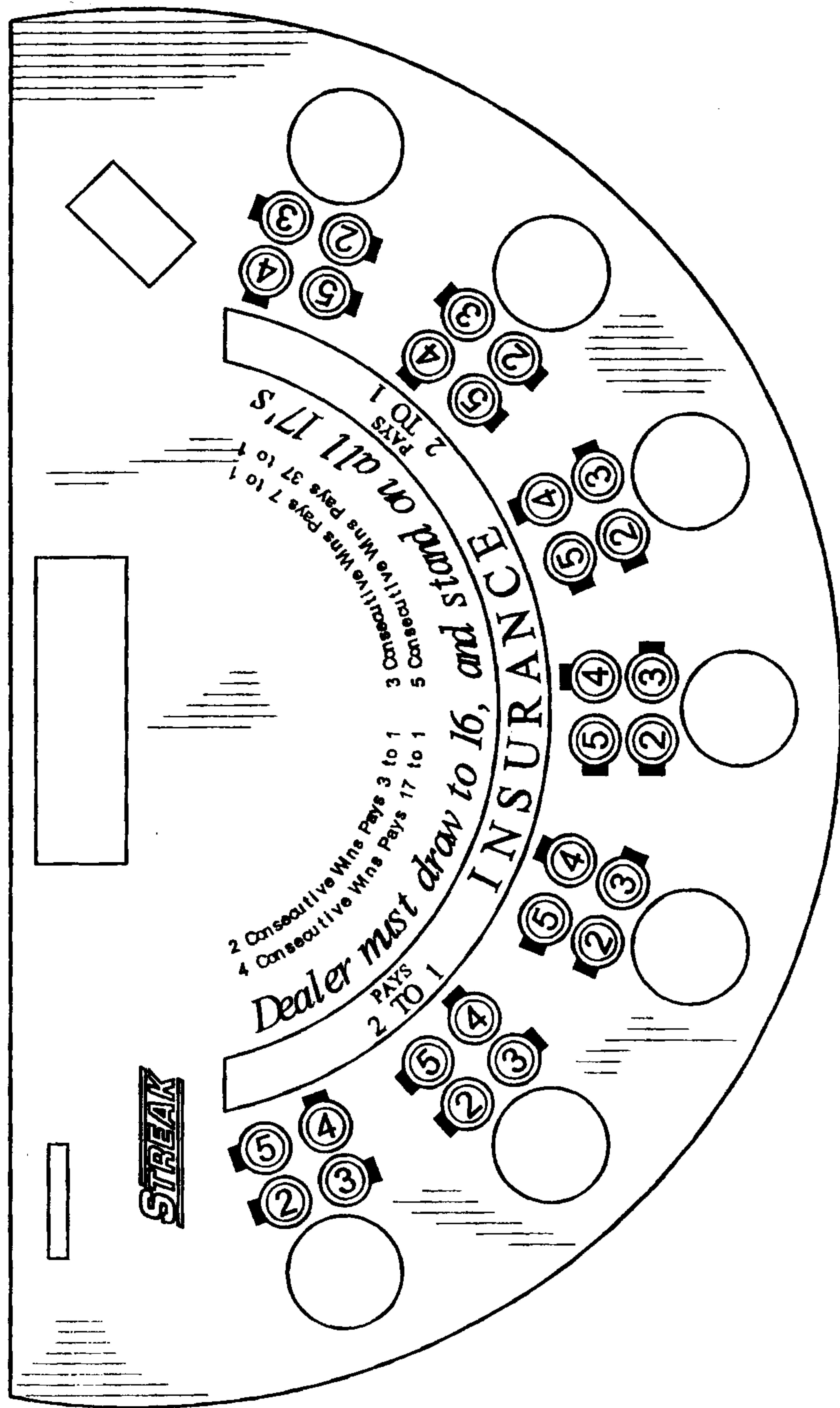
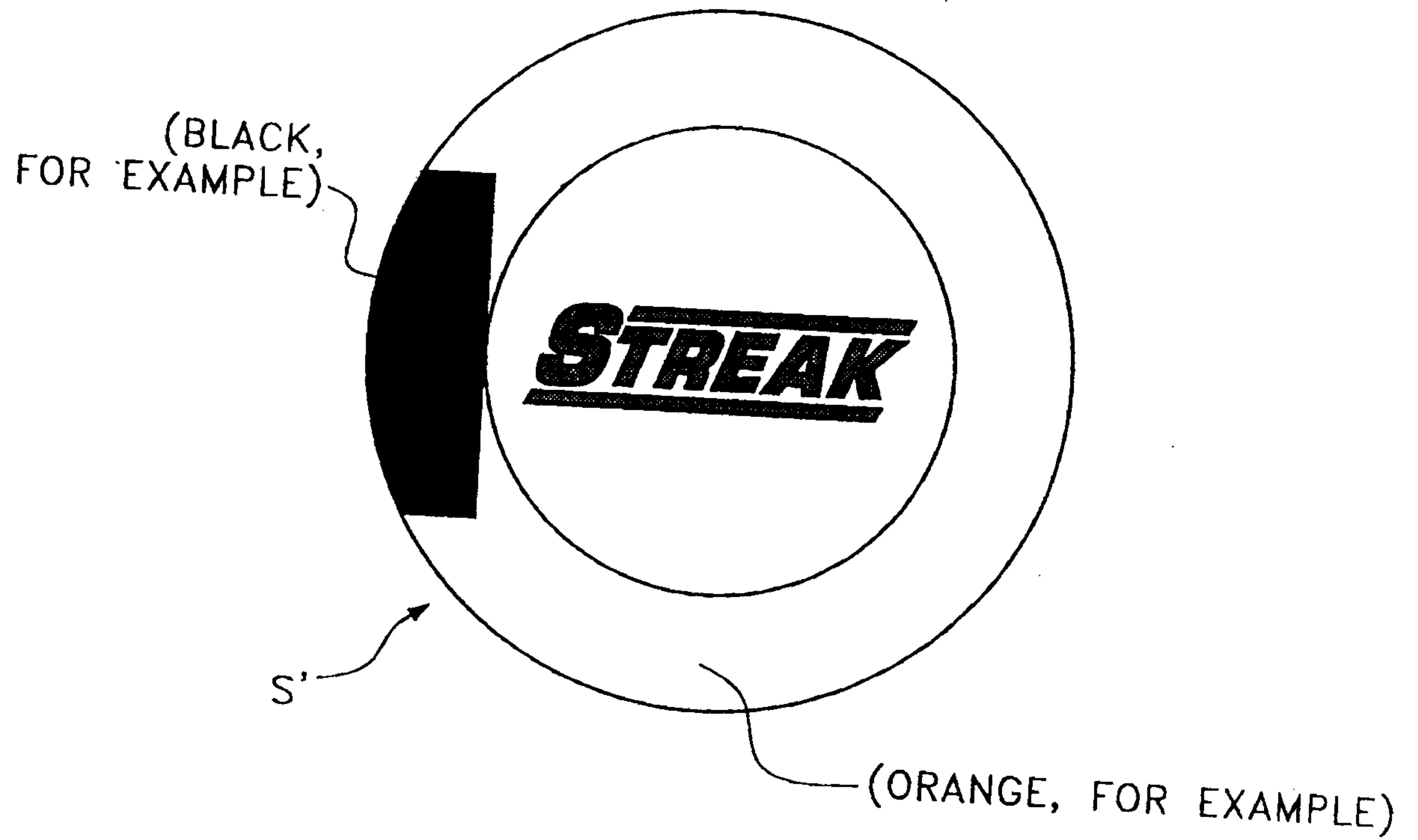


FIG 8

10/16



Actual Grand Inlay Size

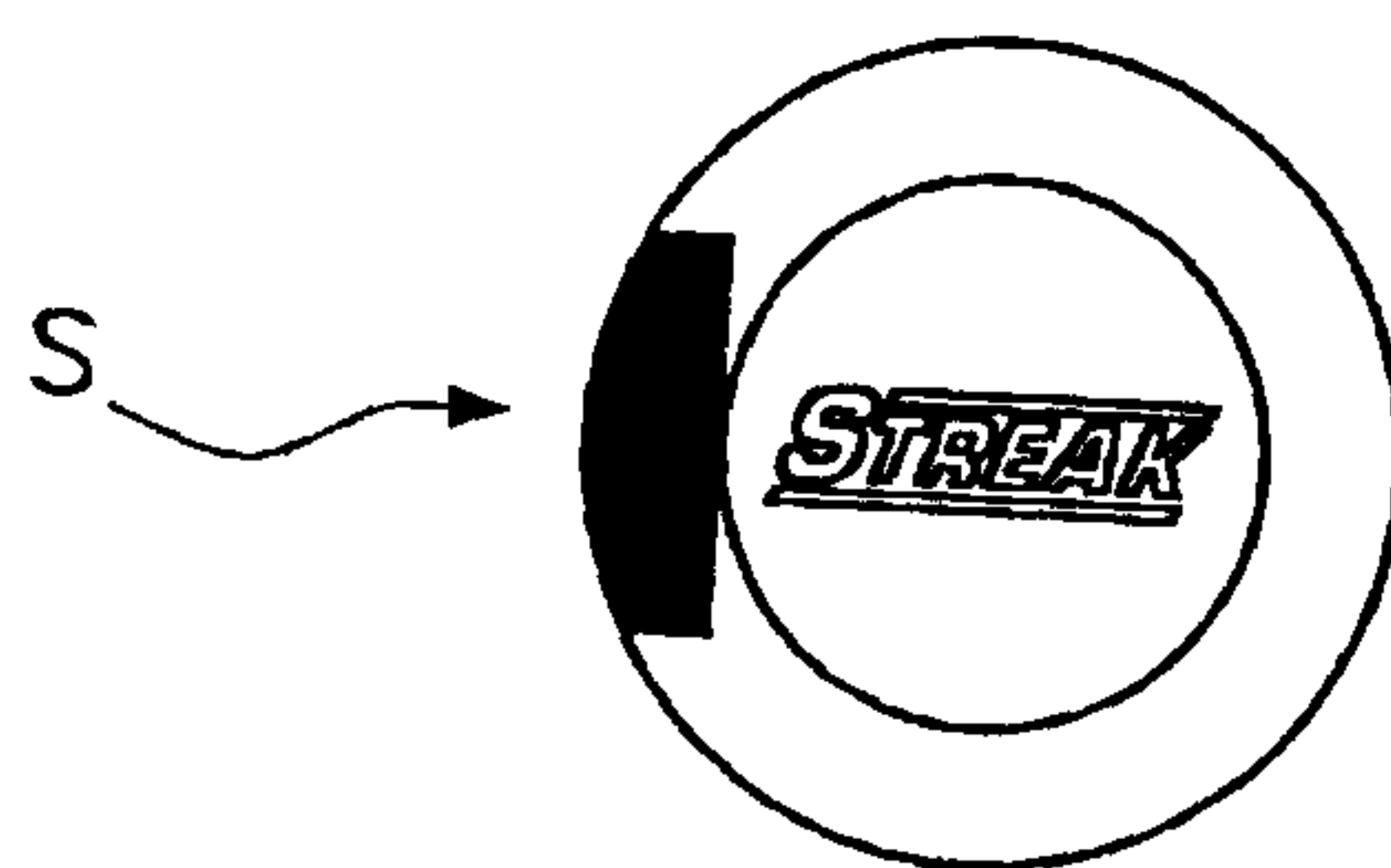
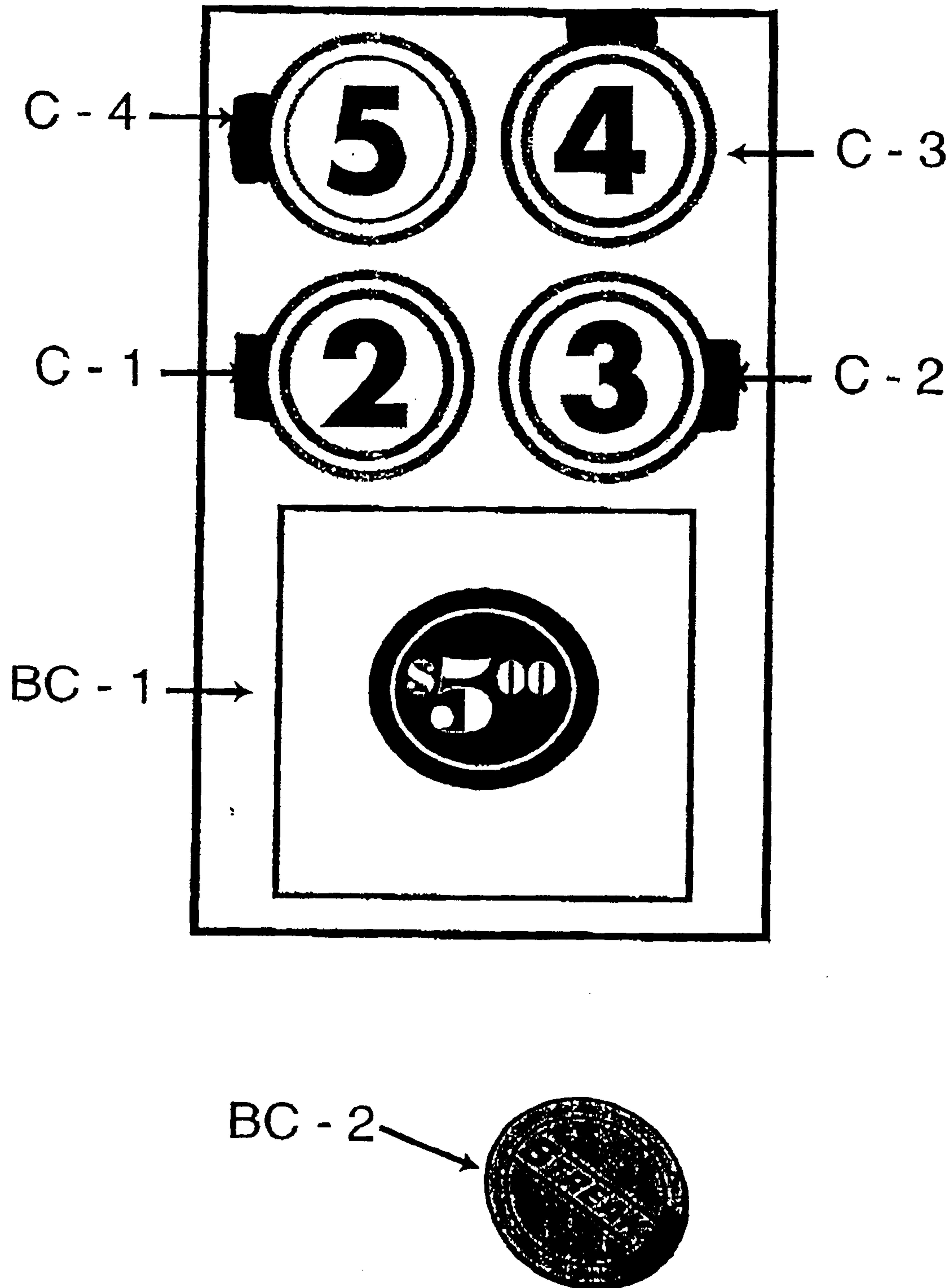


Fig. 8a

11/16

Fig. 9



12/16

Fig. 10 - A

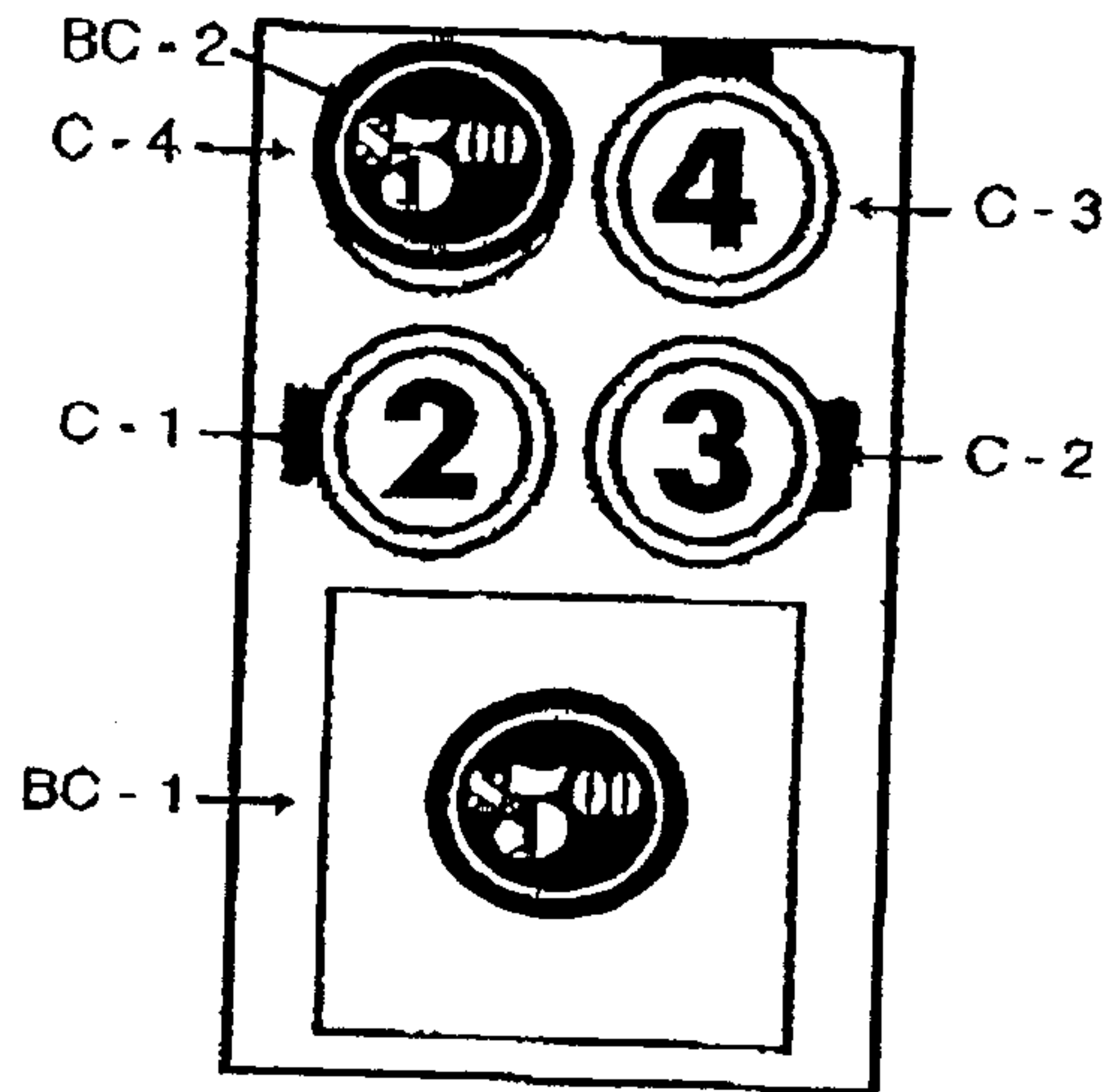


Fig. 10 - B

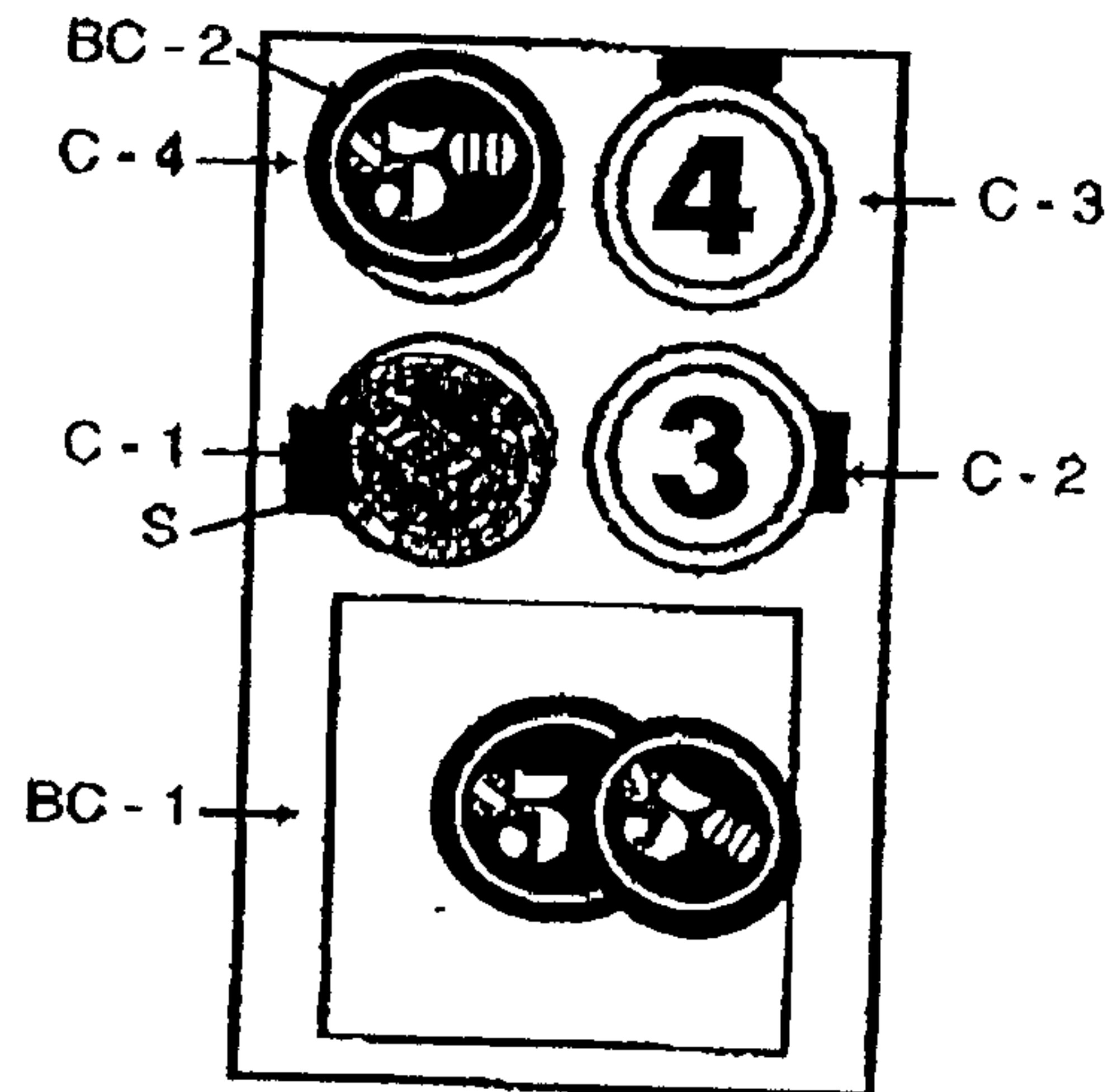


Fig. 10 - C

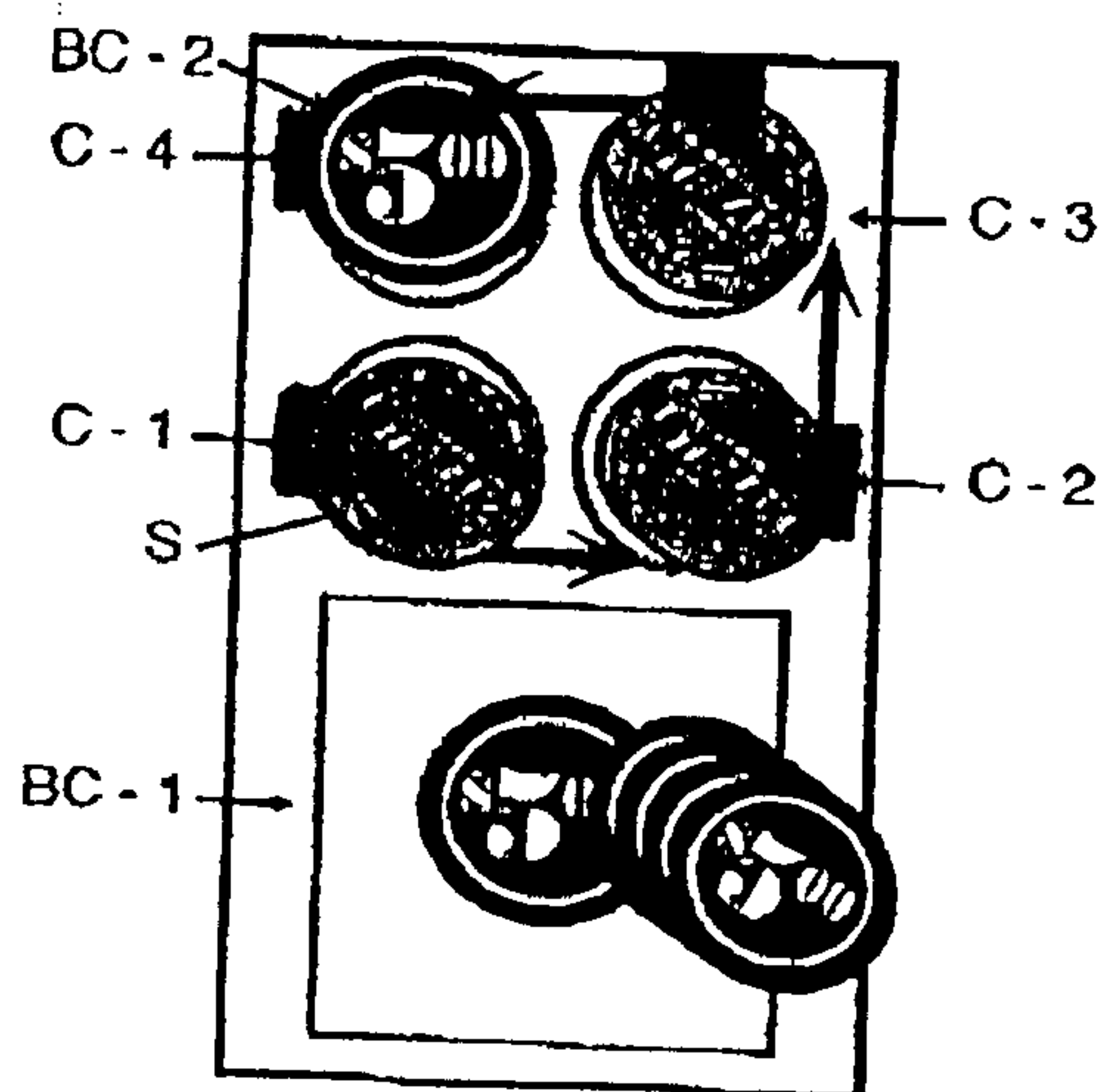
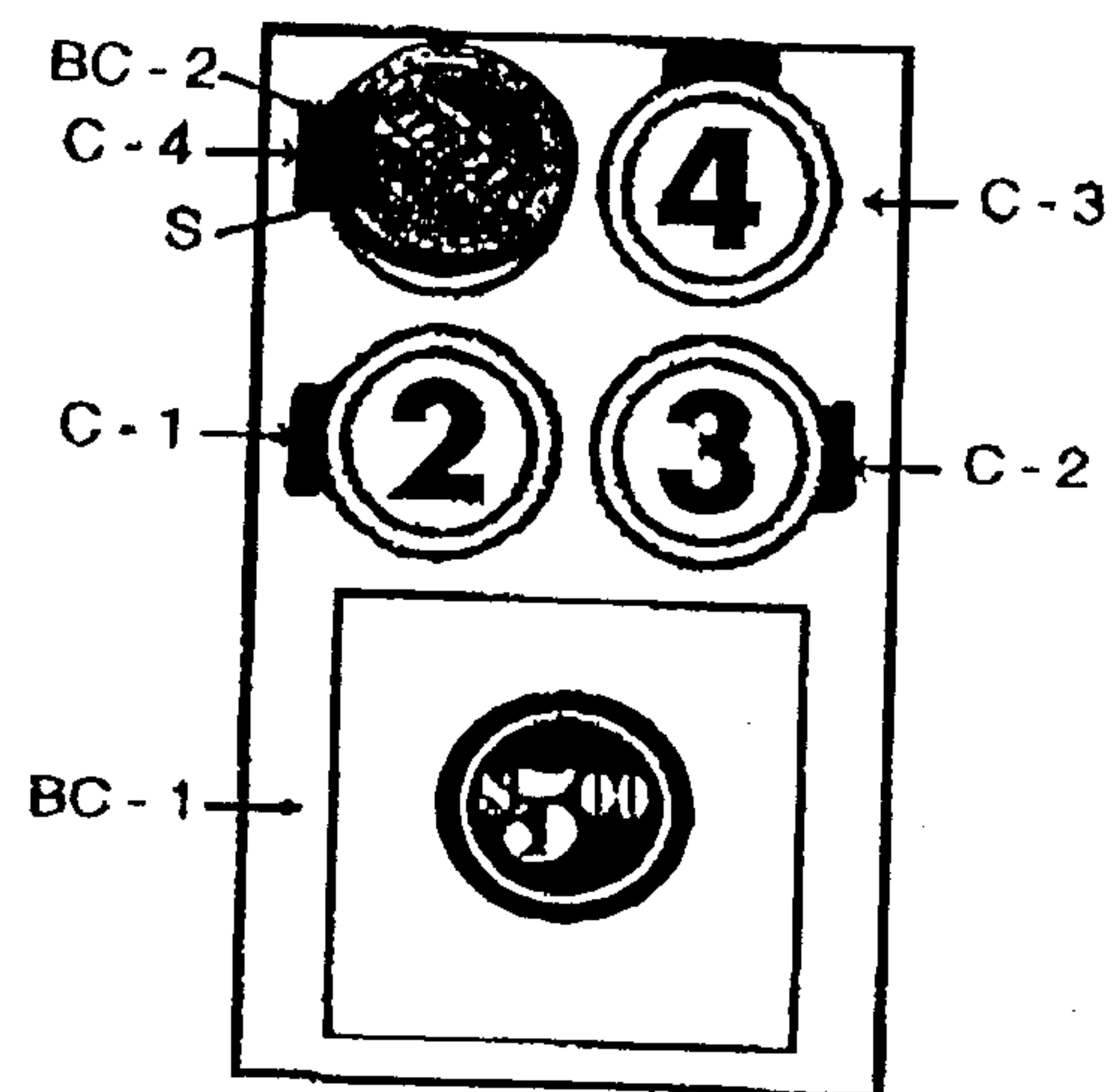


Fig. 10 - D



13/16

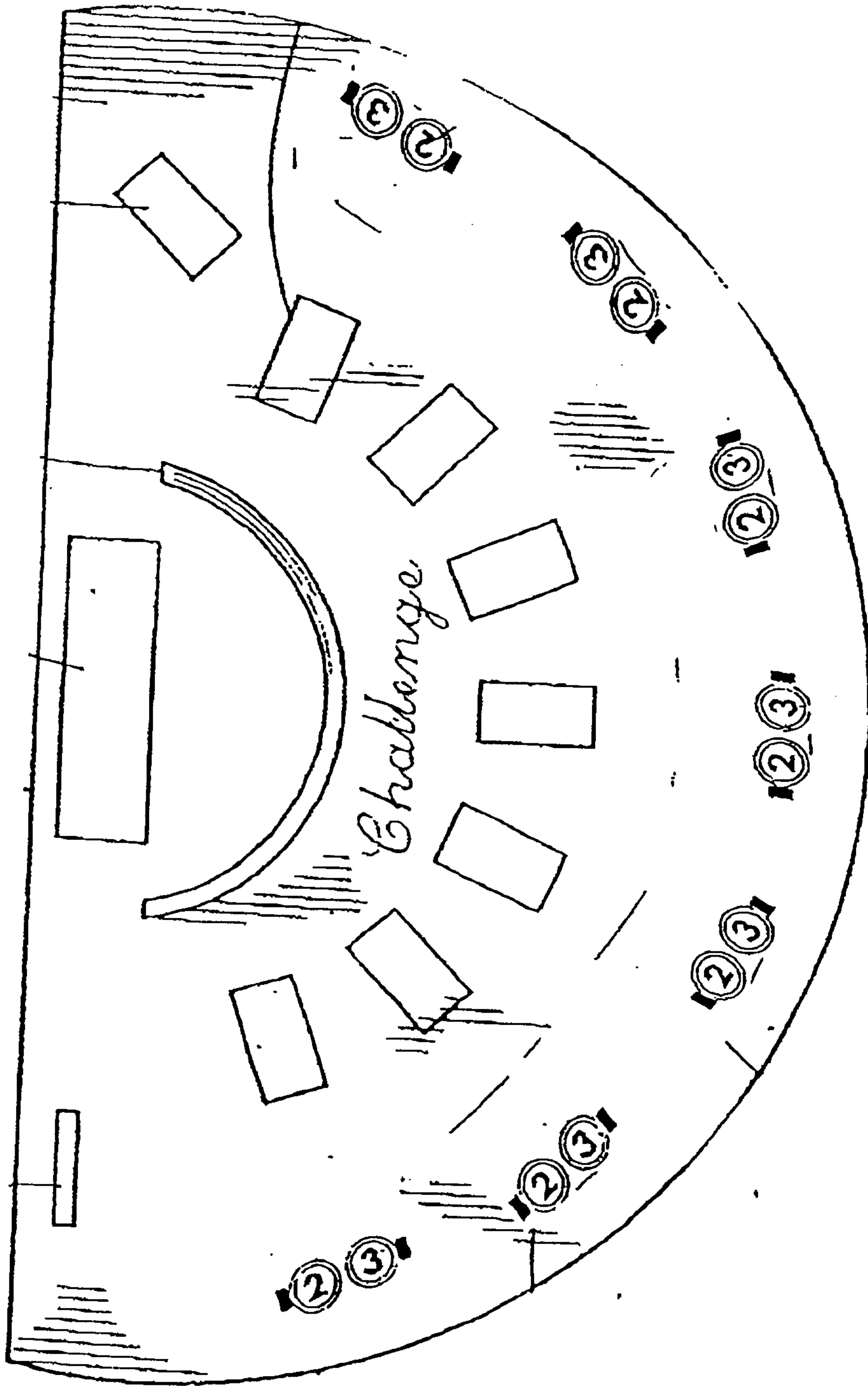
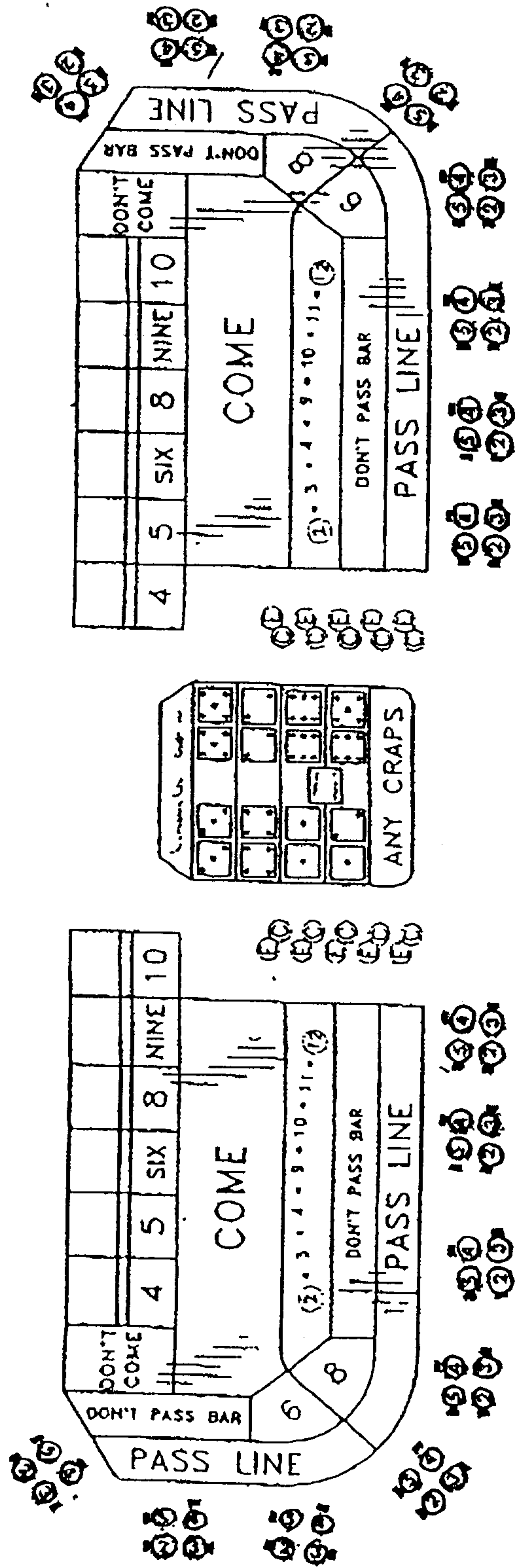


Fig. 11

14/16

Fig. 12



15/16

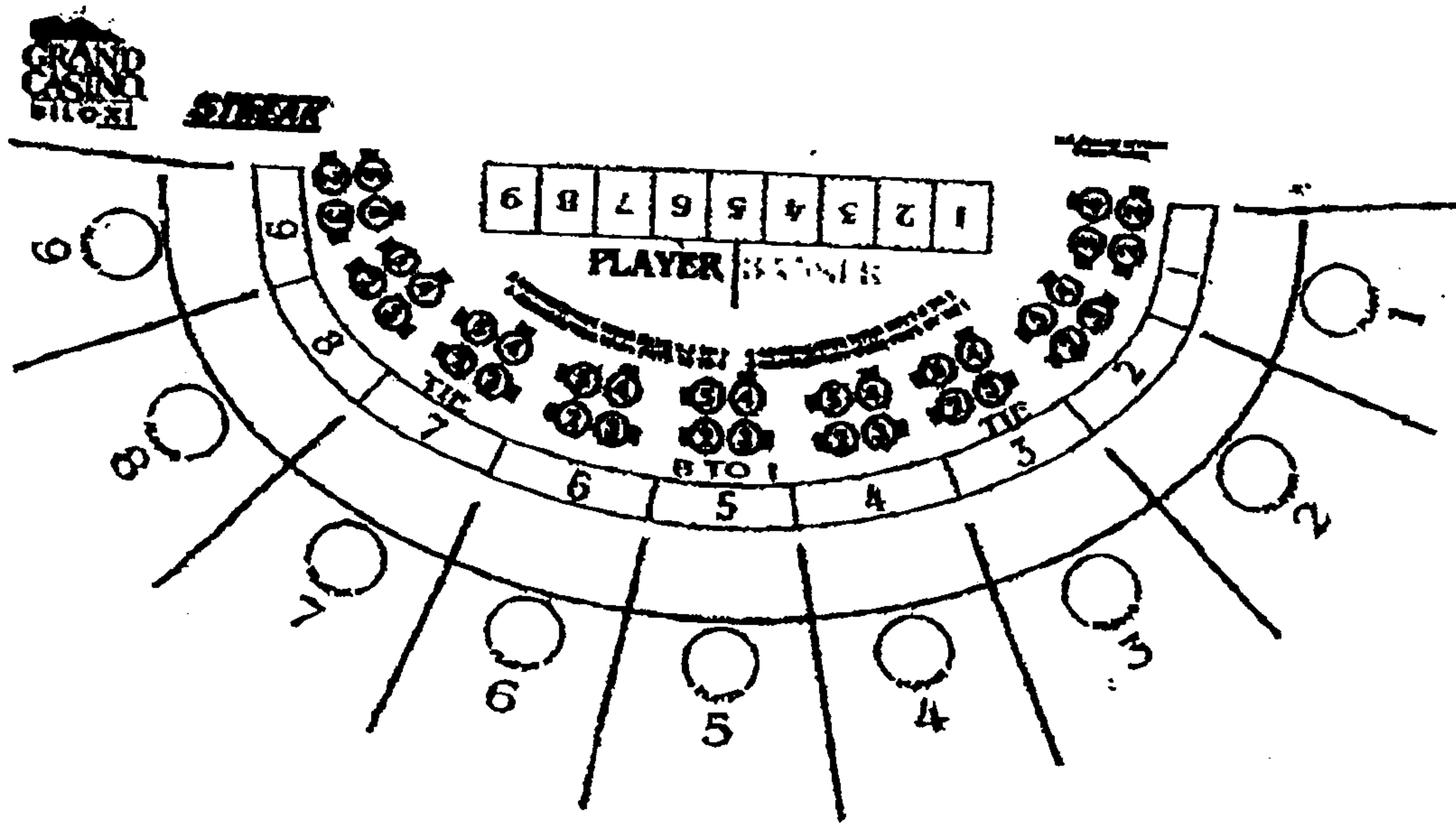


Fig. 13

16/16

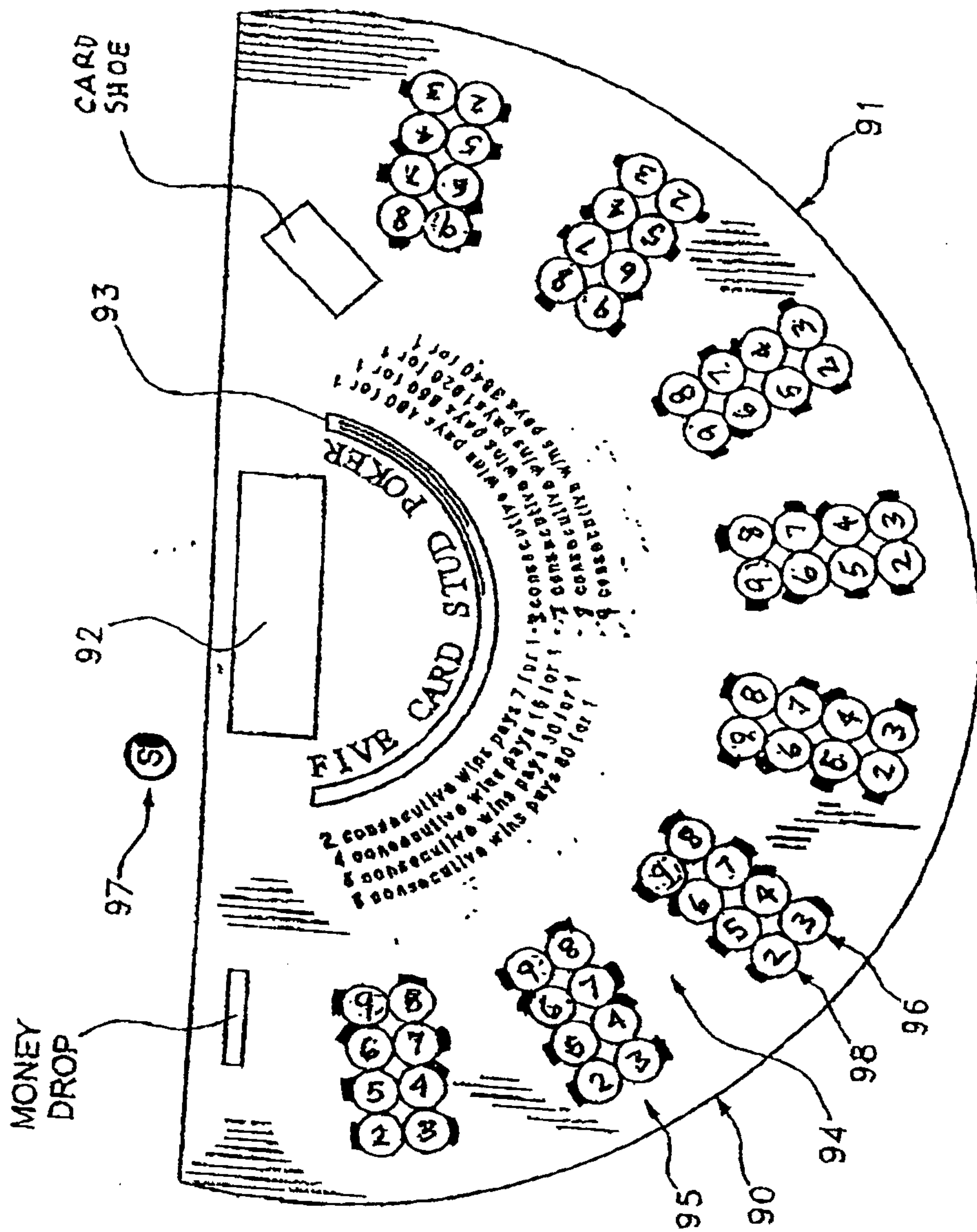


Fig. 14

