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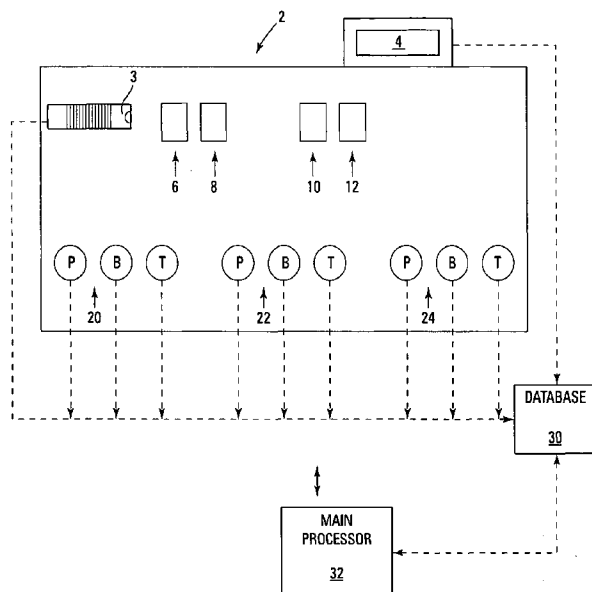
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(54) Title: SYSTEM AND METHOD FOR AUTOMATICALLY ANALYZING SPECIFIC CHEATING PRACTICE IN PLAY OF BACCARAT



(57) Abstract: A system, method and apparatus to collect data from a casino table game of baccarat for wagering pattern analysis. The data includes at least player identification (e.g., player position and/or individual player complete identification), game event history (e.g., Dealer and Player hand statistics and wins on each hand; and hand values; and first card dealt values), and wagering history associated with the identified player (e.g., how much was wagered on each hand). The data is at least temporarily stored and an analysis of the betting patterns is made based on whether the patterns may indicate wagering variance based upon apparent knowledge or correlating to coincidence of valued first cards dealt from the baccarat shoe.

WO 2007/126581 A3

**AMENDED SHEET (ARTICLE 19)****received by the International Bureau on 17 June 2008 (17.06.2008)**

1. (CURRENTLY AMENDED) A method of providing information from which analysis [may infer a mode] of player advantage [play] resulting from first card expected value foreknowledge in baccarat comprising:

providing first information on at least the presence of a wager made by a player in the play of a round of baccarat;

providing second information on which of a player hand and a dealer hand are made by the wager in the play of the round of baccarat;

providing third information on a count of a first card delivered in the play of the round of baccarat; and the first information, second information and third information being provided to a database, and storing the first information, second information and third information in a database,

wherein multiple sets of the stored information are used to determine if a player is adjusting wagers based upon first card expected value foreknowledge.

2. (ORIGINAL) The method of claim 1 wherein fourth information on whether a wager was placed on a tie event is provided.

3. (CURRENTLY AMENDED) A method of analyzing information from which first card expected value foreknowledge may be inferred [inference of a mode of play in baccarat may be developed], the method comprising:

providing first information on a wager made by a player in the play of a round of baccarat;

providing second information on which of a player hand and a dealer hand are ~~[[made]]~~ wagered on by the wager in the play of the round of baccarat;

providing third information on a count of a first card delivered in the play of the round of baccarat;

the first information, second information and third information being provided to a database;

storing the first information, second information and third information in the database; comparing information obtained over multiple hands with respect to wagers

placed on hands with or hands without the first card delivered to determine percentage of wagers placed on hands in relationship to the count of the first card delivered to determine if a player is adjusting wagers based upon first card expected value foreknowledge.

4. (CURRENTLY AMENDED) The method of claim 3 wherein the comparing information includes a weighted comparison based upon ~~[[an amount]]~~ amounts of the wager.

5. (ORIGINAL) The method of claim 3 wherein comparing information comprises weighted analysis based on wagers made on cards having counts of at least one of 0, 1, 8 and 9.

6. (CURRENTLY AMENDED) The method of claim ~~[[3]]~~ 4 wherein comparing information comprises weighted analysis based on wagers made on cards having counts of 0, 1, 8 and 9.

7. (ORIGINAL) The method of claim 3 wherein first information, second information and third information from a round of baccarat is compared in real time to stored data for the player from previous hands.

8. (ORIGINAL) The method of claim 3 wherein first information, second information and third information from a round of baccarat is compared periodically to stored data for the player from previous hands.

9. (ORIGINAL) The method of claim 3 wherein fourth information on whether a wager was placed on a tie event is provided.

10. (CURRENTLY AMENDED) A method of automatically inferring a statistically improbable mode of play in baccarat comprising:

a player electing to make a wager on [at least] one of the player hand and a banker hand;

detecting the player election;  
detecting at least a wager amount made by the player on one of a player hand and a banker hand;  
recording the wager amount;  
dealing a first card in a round of baccarat;  
automatically detecting a count of the first card dealt in the round of baccarat;  
comparing player hand elections and wager amounts to stored data of that player's past hand elections and wager amounts made on those hand elections;  
and based on the comparing of data from the count of the first card, hand wagered on and amount of the first wager over multiple hands, inferring from the comparing a level of wagering events ~~[[implying]]~~ inferring knowledge by the ~~[[play]]~~ player of the count of the first card dealt.

11. (ORIGINAL) The method of claim 10, wherein the step of detecting the player election is accomplished by detecting a location of a wagering chip on a location assigned for receiving a bet on the player hand or a bet on the banker hand.

12. (ORIGINAL) The method of claim 10, wherein the player election and wager amounts are simultaneously detected.

13. (ORIGINAL) The method of claim 10, wherein the player election is detected prior to a first card being dealt.

14. (ORIGINAL) The method of claim 10, wherein each wager amount is detected prior to the first card being dealt.

15. (ORIGINAL) The method of claim 10, wherein the step of detecting a count of the first card occurs prior to dealing the first card in a round.

16. (ORIGINAL) The method of claim 10, wherein the stored data contains information relating to the statistical rate of occurrence of a player wagering on a player hand or banker hand according to the count of the first card dealt.

17. (ORIGINAL) The method of claim 16, wherein the stored data associates at least information relating to a player's hand election with a rank of a first card dealt.

18. (ORIGINAL) The method of claim 16, wherein the stored data associates at least information relating to the player's hand election and rank of the first card dealt to wager amounts.

19. (CURRENTLY AMENDED) A system for detecting unfair player advantage in a game of baccarat, including:

a card count reader;

a sensor for sensing at least a presence of a wager as part of first information;

a player hand election identifier as part of said first information;

a database storing the first information on player elections and wager presence for a player;

a processor programmed to correlate player elections and at least wager presence with stored first information,

wherein the processor infers that a player is likely to have prior knowledge of a first card dealt from an analysis of the first information by analysis of multiple samples of first information.

20. (ORIGINAL) The system of claim 19, wherein the card count reader is incorporated into a dealing shoe.

21. (ORIGINAL) The system of claim 19, wherein the card count reader is incorporated into a card shuffler.

22. (ORIGINAL) The system of claim 19, wherein the sensor senses both the presence and amount of a wager.

23. (ORIGINAL) The system of claim 22, wherein the sensor is an RFID sensor or camera.

24. (ORIGINAL) The system of claim 19, and further comprising a gaming table with at least one RFID antenna embedded in a wager location.

25. (ORIGINAL) The system of claim 20, wherein the dealing shoe includes mechanical components capable of moving cards past the card rank reader.

26. (ORIGINAL) The system of claim 20, wherein the dealing shoe has no card moving mechanics.

27. (ORIGINAL) The system of claim 21, wherein the card count reader comprises a CMOS sensor.

28. (ORIGINAL) The system of claim 21 wherein the card rank reader comprises a CIS line sensor.

29. (ORIGINAL) The system of claim 19 further comprising memory for storing information relating to player elections.

30. (ORIGINAL) The system of claim 19 further comprising memory for storing information relating to wager amounts.

31. (ORIGINAL) The system of claim 19, wherein the processor is located within a card-reading shoe.

32. (ORIGINAL) The system of claim 19, wherein the processor is located within a local computer.

33. (ORIGINAL) The system of claim 19, wherein the processor is located within a network computer.

34. (ORIGINAL) The system of claim 30, wherein the memory is located within a

35. (ORIGINAL) The system of claim 30, wherein the memory is located within a local computer.

36. (ORIGINAL) The system of claim 30, wherein the memory is located within a network computer.

37. (ORIGINAL) The system of claim 30, wherein the memory is accessible via a network connection.

38. (ORIGINAL) The system of claim 19, wherein information relating to card rank, wagers and player hand election is delivered via a network connection to a network database.

39. (ORIGINAL) The system of claim 22, wherein the card count reader comprises a CMOS sensor.

40. (ORIGINAL) The system of claim 22 wherein the card rank reader comprises a CIS line sensor.

41. (ORIGINAL) A method of detecting wagering in the game of baccarat indicative of improper knowledge, comprising:

- At least one player electing to make a wager on a player hand or a banker hand;
- detecting each player election;
- detecting a wager amount made by the at least one player on one of the player hand and the banker hand;
- recording the wager amount;
- dealing a first card in a round of play of baccarat;
- detecting a rank of the first card dealt in the round;

comparing the at least one player hand elections and wager amounts to stored data relating to a set of rounds of play of baccarat for the at least one player; and

based on comparison of the stored data, indicating a likelihood that the at least one player has wagered in a manner implying knowledge of the rank of the first card dealt.