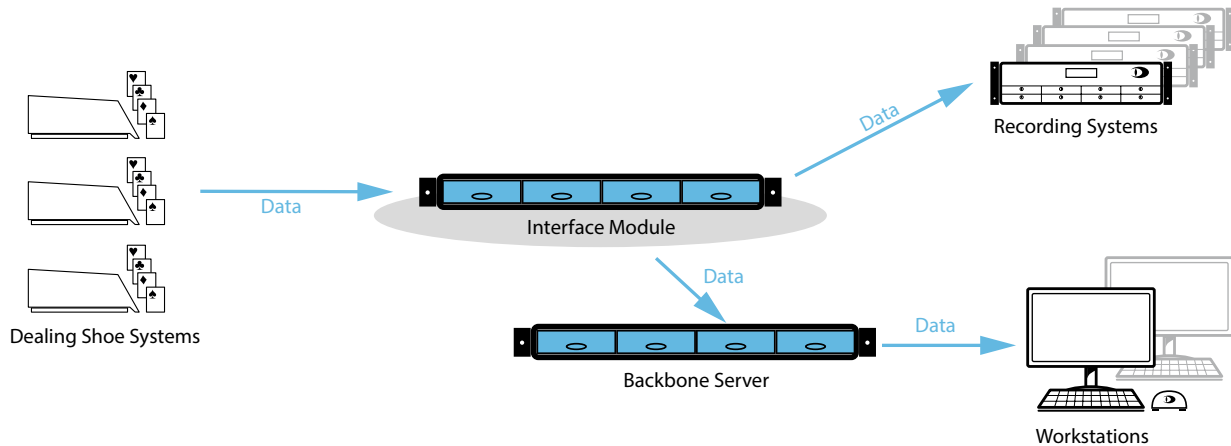


SeMSy® Interface for Baccarat



Overview of the supported Dealing Shoe Systems and their Events / Alarms that can be processed in a HEMISPHERE® SeMSy® Security and Business Management System

The **HEMISPHERE® SeMSy® Interface Module** provides an interface to external devices in a SeMSy® Security and Business Management System. The module receives data from external devices (e.g. cash register, access control, dealing shoe) via Ethernet and stores them in the integrated database. The received data can be processed and forwarded to various systems to trigger an action.



The Baccarat interface is a protocol for the connection of dealing shoe systems to the HEMISPHERE® SeMSy® Interface Module. The data of the dealing shoe events and alarms is linked to the video data and stored in the integrated database. The evaluation of the event, alarm and video data is made conveniently and clearly arranged with the provided applications (Inboxes, Interfaces Process client, video viewer on Surveillance tabs) on a HEMISPHERE® SeMSy® workstation.

Features

- Data base for dealing shoe data integrated
- Labeling of relevant recordings (Tag)
- Search for criteria (game result, first card advantage, etc.)
- Report function integrated (PDF and XLS)
- Permanent monitoring of dealer and player
- Review player and dealer behavior (shoe changes, payouts, etc.)
- Documentation of the game for further analysis
- Automated detection of irregularities
- Compatible with the Dallmeier CAT system
- Incremental database backups
- Shoe simulation tool useful for commissioning and maintenance

Compatibility

- AngelEye
- USPC Bee
- Adjustments for further dealing shoe systems and versions optional

Functions:

| Manufacturer | Model (Version) | Video Tag | Database Search | On-Screen Alarms | Live Camera Switching | Data Analysis |
|--------------|---|-----------|-----------------|------------------|-----------------------|---------------|
| AngelEye | AngelEye II, AngelEye III, Super AngleEye | x | x | x | x | x |
| USPC Bee | USPC Bee Shoe (Models 928, 938) | x | x | x | x | x |

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See in the following tables which dealing shoe events and alarms can be received and stored:

| Baccarat Dallmeier Alarms | |
|--|--|
| Name | Description |
| AEAlarm: Pair bet advantage play vulnerability | Pair bet advantage play vulnerability |
| AEAlarm: Repetitive Sequence | Alarm if current sequence of cards is a repetition, of what was drawn within the last X cards. |
| AEAlarm: Pair Slugs | Alarm if current sequence of (card rank) is a repetition, of what was drawn within the last X cards |
| AEAlarm: Perfect Pair Slugs | Alarm if current sequence of (card rank+suit) is a repetition, of what was drawn within the last X cards. |
| AEAlarm: Consecutive wins | If there is a sequence of consecutive "player wins" game results on a table exceeding a pre-configured value an alarm will be raised. The same applies to "banker wins" and "tie". |
| AEAlarm: Tie slugs | If picture cards J, Q, K or tens are drawn in a consecutive sequence, exceeding the pre-configured parameter, an alarm is raised. |
| AEAlarm: Nine x eight | An 8 deck-shoe contains 416 cards (13 numbers x4 suits x8 pack of cards). 9x8 detects if a card of a particular number and suit is drawn the 9th, 10th, ... time. On card burn the card-counters for this shoe/table are reset. On each shoe an alarm is only generated on the first 9x8 occurrence. |
| AEAlarm: Reset | If the shoe is reset an alarm is generated. |
| AEAlarm: Switch off | If the shoe is switched off during live-game-mode an alarm is generated when the shoe is turned back on again. |
| AEAlarm: Cards in order | An un-shuffled deck of cards triggers an alarm. Depending on the configuration. |
| AEAlarm: False shuffle | Dealt decks of cards that are returned into the shoe without being shuffled are recognized. The sequence size can be configured and the history size of drawn cards can also be defined. |

| Baccarat Native Shoe Events | |
|---|--|
| Name | Description |
| Delivery Player | Every time a card is drawn for a player an event is created. |
| Delivery Banker | Every time a card is drawn for the banker an event is created. |
| Discard | "Burning" cards or discarding of cards after a shoe change. |
| First card (discard) / Burn card mode | Event from shoe when "Burning" cards |
| Number of discards | Event from shoe when "Burning" cards |
| Lock Mode | When shoe is locked by key |
| Error Mode | When shoe has an error |
| Setting Mode | When shoe enters setting mode |
| No Error | No Error |
| Reading Error | Not possible to read the card drawn |
| Card Code Error | Card Code Error |
| Not yet set up Card Cord | Not yet set up Card Cord |
| Delivery Player (retransmit) / Card pulled (Player) | Interrupt text is issued to transmit the valid card information, which is for the over-drawn card during Error mode, for the next game. |
| Delivery Banker (retransmit) / Card pulled (Banker) | Interrupt text is issued to transmit the valid card information, which is for the over-drawn card during Error mode, for the next game. |
| Discard (retransmit) | "Burning" cards or discarding of cards after a shoe change. |
| Delivery Player (Card Info) / Game cards (Player) | Draw the 5th card or transition for the confirmation of the game result, ANGEL EYE transmit the card information for the game result. (Only for the Game Card Information Transmit setting is "After confirmation of the game result") |
| Delivery Banker (Card Info) / Game cards (Banker) | Draw the 5th card or transition for the confirmation of the game result, ANGEL EYE transmit the card information for the game result. (Only for the Game Card Information Transmit setting is "After confirmation of the game result") |
| Shoe Change / New shoe | Indicates the end of the shoe, just before it needs changing. Managed by the cutting card. |
| Can not read error / Alert: Card feed alarm | Not possible to read the card drawn |
| Overdraw error / Alert: Overdraw alarm | If the game is finished and another card is drawn, an alarm is generated |
| Indication button error | Indication button error |
| Reverse run (exit) | Card being pushed back during draw |

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| Baccarat Native Shoe Events (continued) | |
|---|--|
| Name | Description |
| Reverse run (on the way) | Card being pushed back during draw |
| Card Code error / Alert: Fast feed alarm | Card Code error / Alert: Fast feed alarm. Invalid card barcode |
| Timeout drawing action / Alert: Card draw timer alarm | Timeout drawing action / Alert: Card draw timer alarm |
| Reverse run (complete on the way) / Alert: Card reverse alarm | Reverse run (complete on the way) / Alert: Card reverse alarm |
| Cancel error (can not read) / Alert cleared | Cancel error (can not read) / Alert cleared |
| Cancel error (overdraw) / Alert cleared | Cancel error (overdraw) / Alert cleared |
| Cancel error (indication button) | Cancel error (indication button) |
| Cancel error (reverse run - exit) | Cancel error (reverse run - exit) |
| Cancel error (reverse run - way) | Cancel error (reverse run - way) |
| Cancel error (card code) / Alert cleared | Cancel error (card code) / Alert cleared |
| Cancel error (timeout drawing action) / Alert cleared | Cancel error (timeout drawing action) / Alert cleared |
| Cancel error (reverse run - complete) / Alert cleared | Cancel error (reverse run - complete) / Alert cleared |
| Card Information (do not use over drawn card) | Card Information (do not use over drawn card) |
| Unlocked | Shoe unlocked by key |
| Locked | Shoe lock by key |
| Lid Close / Alert cleared | Shoe lid closed |
| Lid Open / Alert message (Lid Alarm) | Shoe lid opened |
| Change Preset Value | Change Preset Value |
| Start of Communication | Power on the Shoe |
| Stand By | Pressing of the Standby / game result button |
| Reset | If the shoe is reset an alarm is generated. |
| Cutting Card drawn / Cut Card Reached | Cutting Card drawn / Cut Card Reached |
| Positive Acknowledgement from Shoe | Positive Acknowledgement from Shoe |
| Negative Acknowledgement from Shoe | Negative Acknowledgement from Shoe |
| Shoe is in Interrupt Transmission Mode | Shoe is in Interrupt Transmission Mode |
| AE: ERROR: 02: DEALING ERROR – GAME COMPLETED | Dealing error game completed overdrawn card |
| AE: ERROR: 03: MOREDRAW | Indication button error |
| AE: ERROR: 05: MISTAKE DEALING 2 | Reverse run (on the way) |
| AE: ERROR: 07: MISTAKE DEALING 1 | Timeout drawing action / Alert: Card draw timer alarm |
| AE: ERROR: 08: CAN NOT READ 2 | Not yet set up card cord |
| AE: ERROR: 09: MISTAKE DEALING 3 | Reverse a card on the way of the drawing |
| AE: ERROR: 10: UNSHUFFLE ERROR | Card sequence is in order such as 1,2,3,4 |
| AE: ERROR: 12: UNSHUFFLE ERROR | Same card sequence as previous 52 cards |
| AE: ERROR: 13: UNSHUFFLE ERROR | Same card sequence as previous shoe |
| AE: ERROR: 14: MISTAKE DEALING 4 | Card drawn when shifting to start option mode |
| AE: ERROR: 16: DEALING ERROR – SHOE CHANGE | Card drawn when shoe change timing |

