from random import shuffle

class Hand(list):

pass

class Deck(object):

rank = '23456789TJQKA'

suit = 'CSHD'

def deal(self, n):

deck = [r+s for r in Deck.rank for s in Deck.suit]

shuffle(deck)

return [Hand(sorted(deck[i::n], key=Deck.cmpkey)) for i in xrange(n)]

@staticmethod

def cmpkey(card):

return Deck.rank.index(card[0]), Deck.suit.index(card[1])

print Deck().deal(4)