CLAIMS

What is claimed is:

1. A method for providing a randomized card engine for card wagering games, the method comprising the steps of:

shuffling a plurality of standard decks of physical playing cards to form a set of playing cards in a randomly-ordered condition;

dividing the set of randomly-ordered playing cards into a plurality of subsets, wherein each subset contains an equal amount of cards; and

providing each subset of the plurality of subsets for use in supplying randomized cards in a respective card wagering game.

2. The method according to Claim 1, further comprising the step of drawing cards from each subset in each respective card wagering game.

3. The method according to Claim 1, further comprising the step of inserting each subset of the plurality of subsets into a respective playing card shoe for use in providing randomized cards in a card wagering game.

4. The method according to Claim 1, wherein the plurality of standard decks of physical playing cards is twenty-four decks of fifty-two cards.

5. The method according to Claim 4, wherein the plurality of subsets is three.

6. A computerized method for providing a randomized card engine for wagering games comprising the steps of:

providing playing card data in a data storage device relating to each playing card of at least one standard deck of playing cards;

a data processing device in communication with the data storage device and a random number generator for facilitating use of the playing card data to simulate the random shuffling of a plurality of decks of playing cards into a virtual set of randomly-ordered playing cards and simulate the division of the virtual set into a plurality of virtual subsets, wherein each virtual subset contains an equal amount of playing cards; and

displaying playing cards from the virtual subset on a display device in the play of a respective card wagering game.

7. The method according to Claim 6, further comprising the step of storing each virtual subset in memory.

8. The method according to Claim 6, wherein the display device and data processing device are mounted in a housing.

9. The method according to Claim 6, wherein the display device and data processing device are in communication over the world wide web.

10. In a card wagering game, including a gaming table surface having a configuration of designated areas to position gaming implements thereon for facilitating play of the card wagering game, a card dealing shoe, wherein the card dealing shoe includes a card staging space and a card delivery port for delivering cards in the play of the game, the card staging space including a randomized cards comprising a subset of randomly-ordered cards from a plurality of subsets of randomly-ordered cards drawn from a set of a plurality of standard fifty-two card decks of randomly-ordered playing cards.

11. The card wagering game according to Claim 10, wherein the plurality of standard decks of physical playing cards is twenty-four decks of fifty-two cards.

12. The Baccarat game according to Claim 10, wherein the plurality of subsets is three.

CLAIMS

1. A method for providing a randomized card engine for card wagering games, the method comprising:

shuffling a plurality of standard decks of physical playing cards to form a set of playing cards in a randomly-ordered condition;

dividing the set of randomly-ordered playing cards into a plurality of subsets, wherein each subset of the plurality of subsets contains an equal amount of cards;

separating each subset of the plurality of subsets; and

providing each subset of the plurality of subsets separate from the other subsets of the plurality of subsets in a respective card wagering game to supply randomized cards in the respective card wagering game.

2. The method according to Claim 1, further comprising drawing cards from each separate subset in the respective card wagering game.

3. The method according to Claim 1, further comprising inserting each subset of the plurality of subsets separately into a respective playing card shoe in the respective card wagering game.

4. The method according to Claim 1, wherein the plurality of standard decks of physical playing cards is twenty-four decks of fifty-two cards.

5. The method according to Claim 4, wherein the plurality of subsets is three.

6. A computerized method for providing a randomized card engine for wagering games comprising:

providing playing card data in a data storage device relating to each playing card of at least one standard deck of playing cards;

a data processing device in communication with the data storage device and a random number generator for facilitating use of the playing card data to simulate the random shuffling of a plurality of decks of playing cards into a virtual set of randomly-ordered playing cards and simulate the division of the virtual set into a plurality of virtual subsets, wherein each virtual subset contains a substantially equal amount of playing cards; and

displaying playing cards from only one virtual subset of the plurality of virtual subsets on a display device in the play of a respective card wagering game.

7. The method according to Claim 6, further comprising storing each virtual subset in memory.

8. The method according to Claim 6, wherein the display device and the data processing device are mounted in a housing.

9. The method according to Claim 6, wherein the display device and the data processing device are in communication over the world wide web.

10. In a card wagering game, including a gaming table surface having a configuration of designated areas to position gaming implements thereon for facilitating play of the card wagering game, a card dealing shoe, wherein the card dealing shoe includes a card staging space and a card delivery port for delivering cards in the play of the game, the card staging space including randomized cards comprising one subset of randomly-ordered cards from a plurality of subsets of randomly-ordered cards drawn from a set of a plurality of standard fifty-two card decks of randomly-ordered playing cards.

11. The card wagering game according to Claim 10, wherein the plurality of standard decks of physical playing cards is twenty-four decks of fifty-two cards.

12. The card wagering game according to Claim 10, wherein the plurality of subsets is three and wherein the card wagering game is Baccarat.