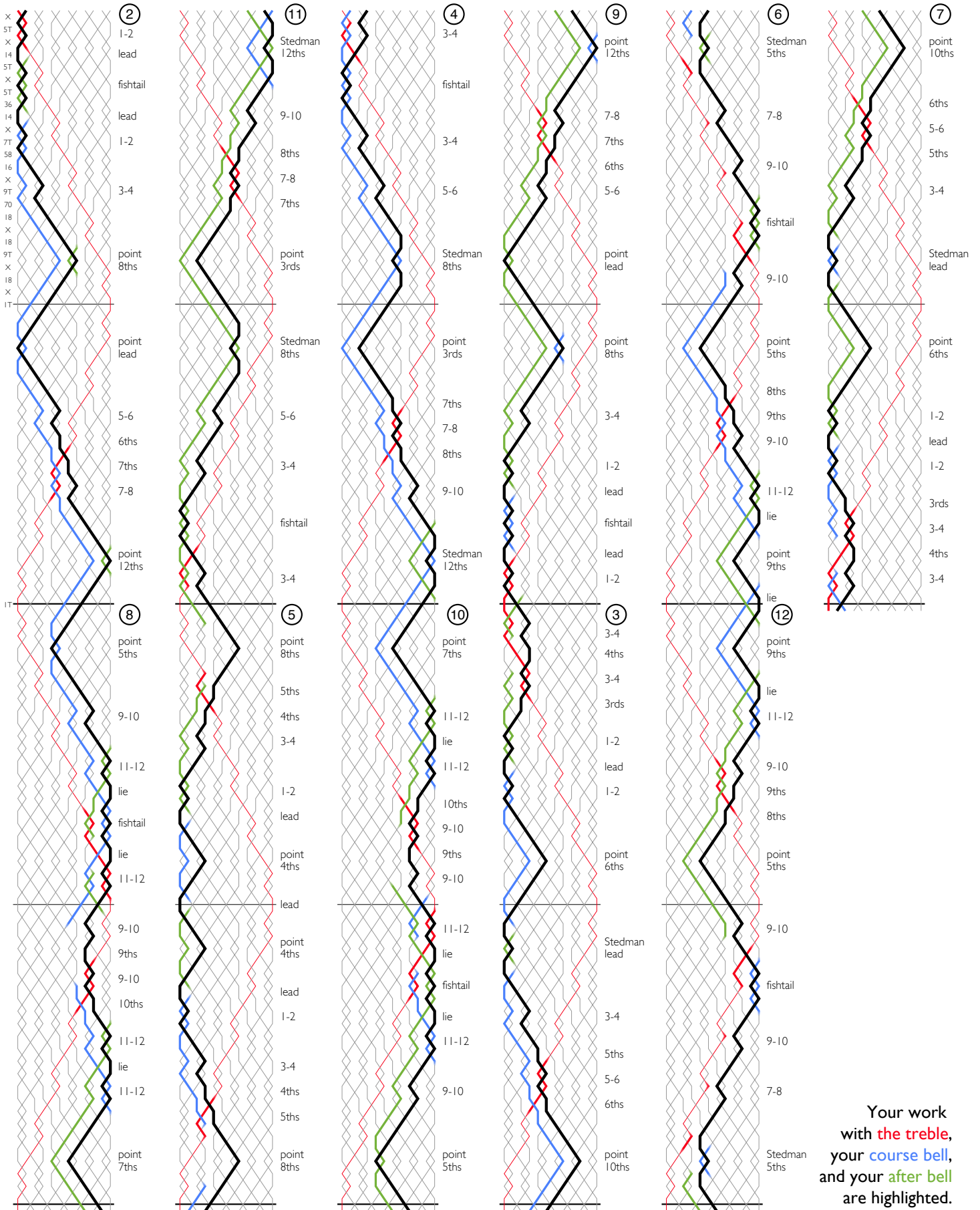


# Bristol Surprise Maximus

The diagram illustrates the 'Bristol Surprise Maximus' card game layout. It features six columns of cards, each identified by a circled number at the top: 2, 11, 4, 9, 6, and 7. The cards are arranged in a grid, with some cards highlighted in blue to indicate specific actions or positions. Various game terms are placed between the columns to indicate the sequence of play, such as 'lead', 'fish', 'Stedman', 'point', and 'lie'. The cards themselves are numbered 1-14 and contain letters and numbers, representing a specific card set.

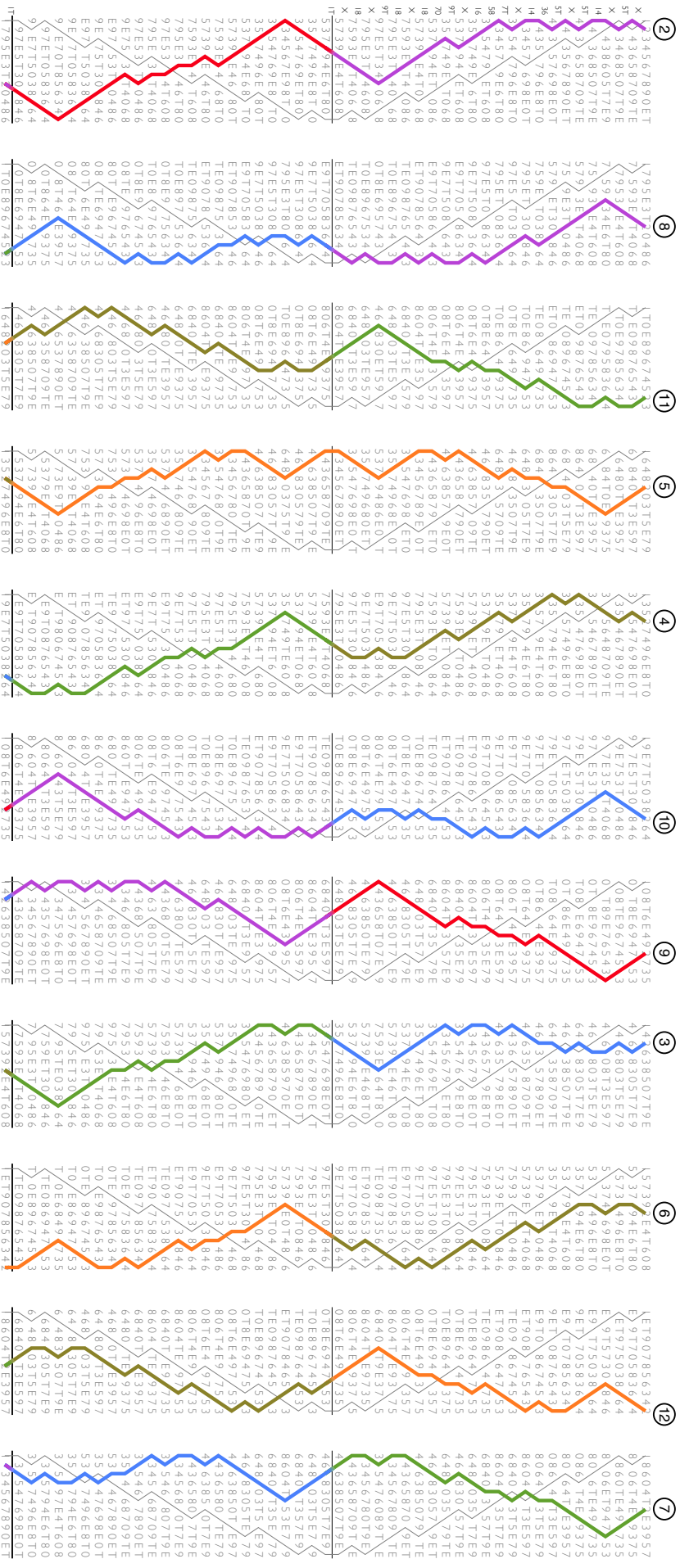
Wrong hunting and dodging are highlighted in blue.

# Bristol Surprise Maximus



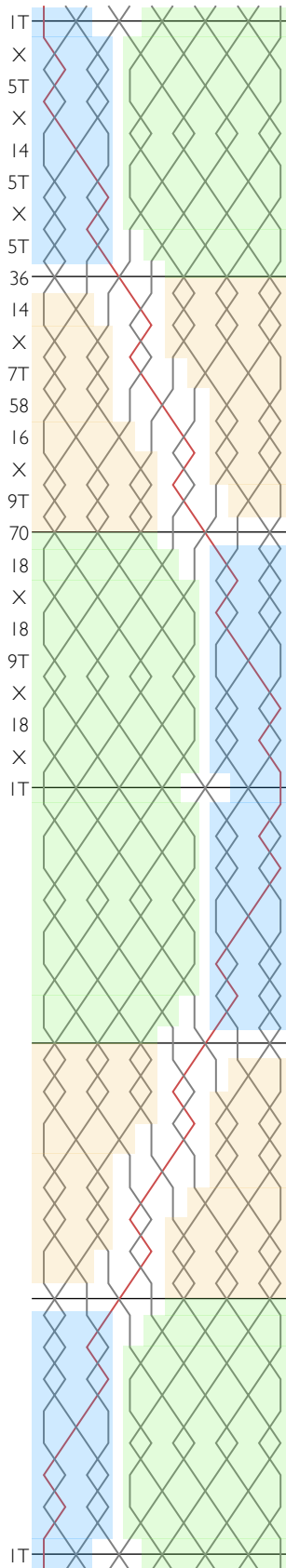
Your work  
 with **red** treble,  
 your **blue** course bell,  
 and your **after** bell  
 are highlighted.

# Bristol Surprise Maximus



Each half-lead is highlighted in the same color each time it occurs, in any orientation.

# Bristol Maximus by the Rules



- 2, 3, 4 start as in Bristol Major: treble bob right on the front four for eight blows.
  - 2 and 4 end with fishtails to transition from right to wrong hunting.
  - 3 makes thirds after dodging with the treble.
- Other bells hunt right three places to a point at handstroke, then hunt wrong three to five places back.
  - 6 and 11 do a Stedman turn, pointed by their afterbells.
- Treble bob wrong for eight blows (everybody does two dodges).
  - Below the treble, dodge at the second and fourth handstroke.
  - Above the treble, dodge at the first and third handstroke.
  - And with the treble, dodge at the second and fourth backstroke.
- When you pass the treble, make places around it.
  - 5, 9, and 12 make places in 4/5, 6/7, and 8/9 down, respectively.
  - 7 and 11 make places and dodge with the treble in 5/6 and 7/8.
- 6, 8, 10 treble bob right on the back four.
  - 6 and 8 start with fishtails to transition from wrong to right hunting.
  - 10 makes thirds before dodging with the treble.
- Other bells hunt wrong to a point at backstroke, then hunt right through the half lead.
  - 4 and 7 do a Stedman turn, pointed by their coursebells.
- 8, 10, 12 treble bob right on the back four.
  - 10 and 12 end with fishtails to transition from right to wrong hunting.
  - 8 makes thirds after dodging with the treble.
- Other bells hunt right to a point at handstroke, then hunt wrong three to five places back.
  - 3 and 11 do a Stedman turn, pointed by their afterbells.
- Treble bob wrong for eight blows (everybody does two dodges).
  - Below the treble, dodge at the first and third handstroke.
  - Above the treble, dodge at the second and fourth handstroke.
  - And with the treble, dodge at the second and fourth backstroke.
- When you pass the treble, make places around it.
  - 6, 2, and 5 make places in 8/9, 6/7, and 4/5 up, respectively.
  - 4 and 3 make places and dodge with the treble in 7/8 and 5/6.
- 7, 9, 11 treble bob right on the back four.
  - 9 and 11 start with fishtails to transition from wrong to right hunting.
  - 7 makes thirds before dodging with the treble.
- Other bells hunt wrong to a point at backstroke, then hunt right through the lead end.
  - 4 and 12 do a Stedman turn, pointed by their coursebells.



