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22 April 2020

What we will cover:

- Terminology
 - The link between Plain Hunt on 5 and Plain Bob Doubles
 - Introducing 'The Grid'
 - A review of the line and circle/cycle of work
 - Useful tips
-
- Bobs – who they affect and why?
 - Ringing touches of 120 changes
 - Calling touches of 120 changes



Terminology – a reminder of key terms:

Plain Hunt on 5

Plain Bob Doubles

The Line

Hunting

Leading / at the front

Lying / at the back

A plain course

2nds, or make 2nds

Long 5ths, or four blows in 5ths

3-4 up, or dodging 3-4 up

3-4 down, or dodging 3-4 down

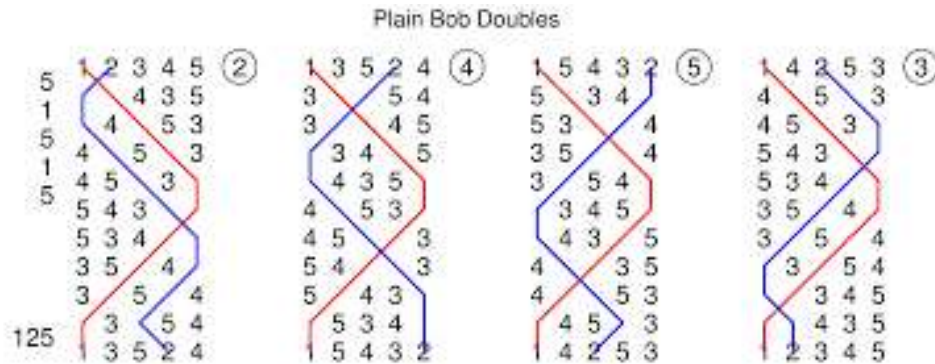
Bob

Touch

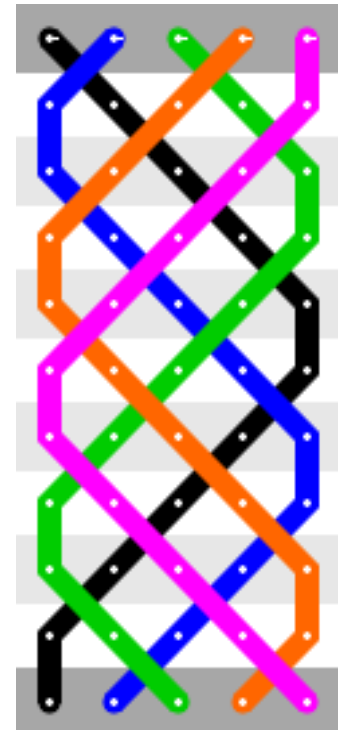
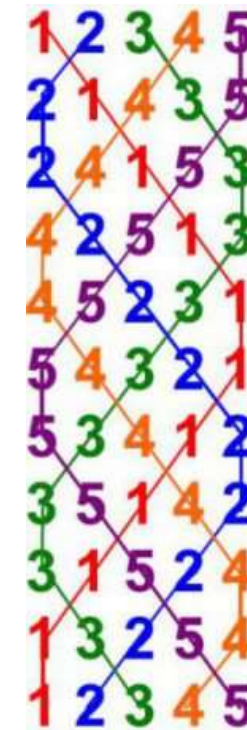
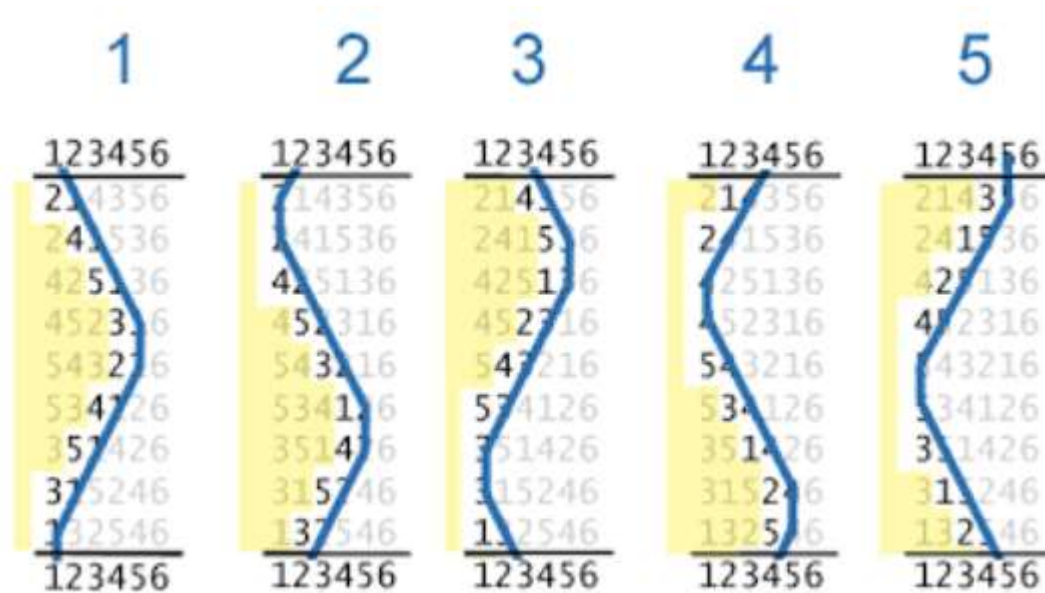
Unaffected / observation

Affected

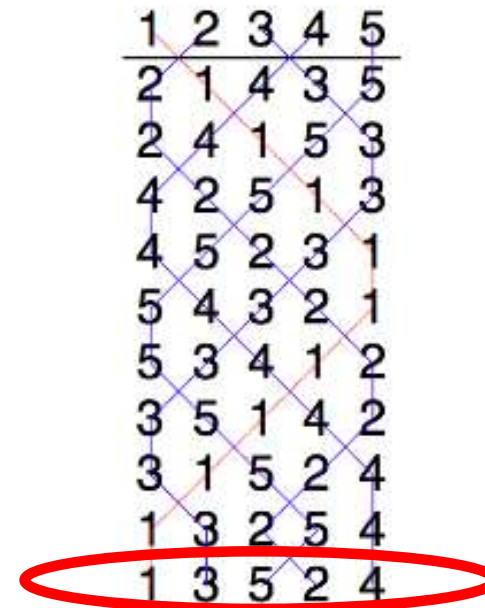
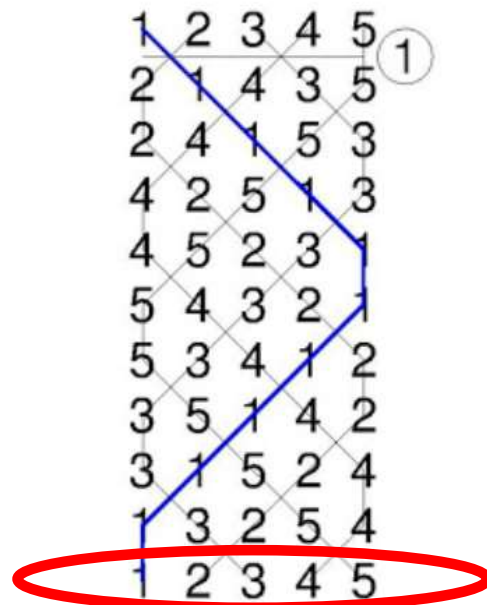
Lead end



Plain Hunt on 5: lines versus grid



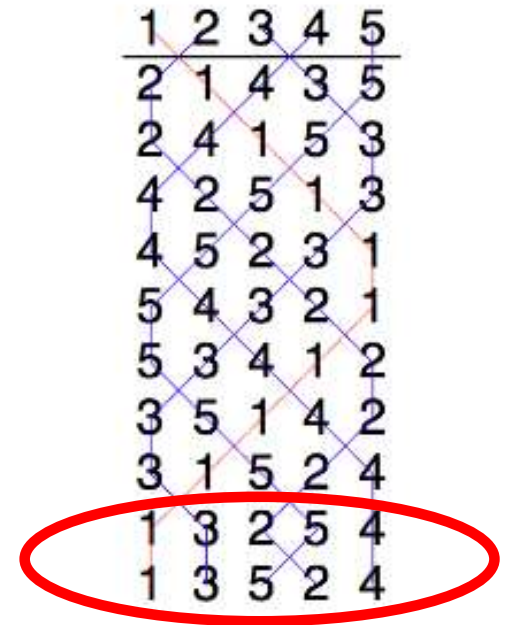
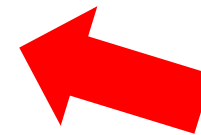
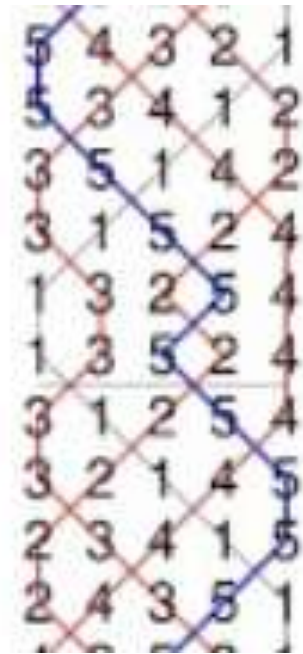
How does Plain Hunt on 5 convert to Plain Bob Doubles?



When the treble leads:

- 2nds
- 3-4 up
- 3-4 down
- Long 5ths

It is all happening at the same time!



'The Line' of Plain Bob Doubles

We've look at some theory and examined why we have to dodge and make 2nds etc...

...we'll now look at the line more closely.

REMEMBER:

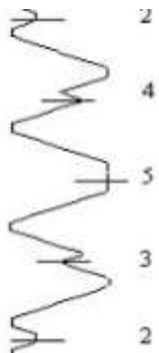
Being aware of the grid is very useful, but many ringers will learn Plain Bob Doubles from 'the line'.

This is absolutely fine – but always try and remember that the grid exists and, just like a jigsaw puzzle, everything fits together exactly!

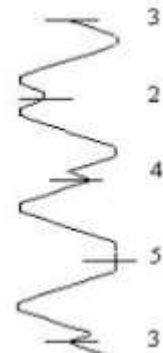


Four lines...

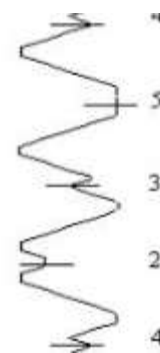
Each bell starts in a different place, but by the time the course comes back into rounds, everyone will have done the same cycle of work.



Bell 2



Bell 3

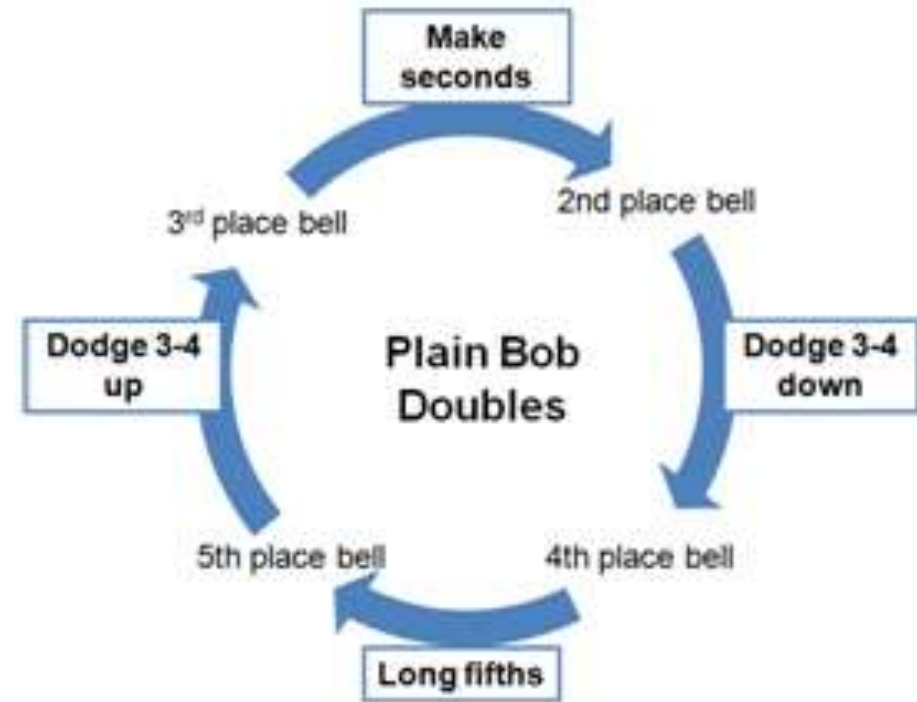
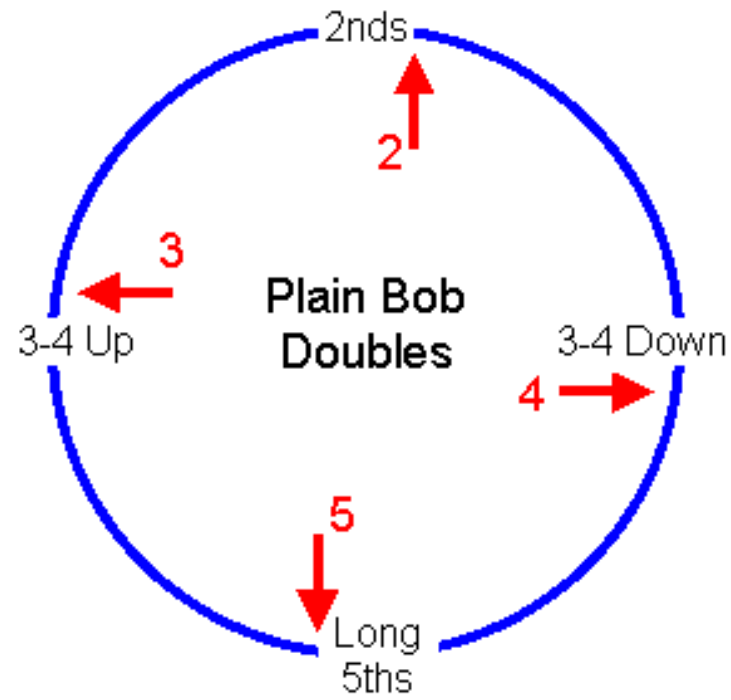


Bell 4

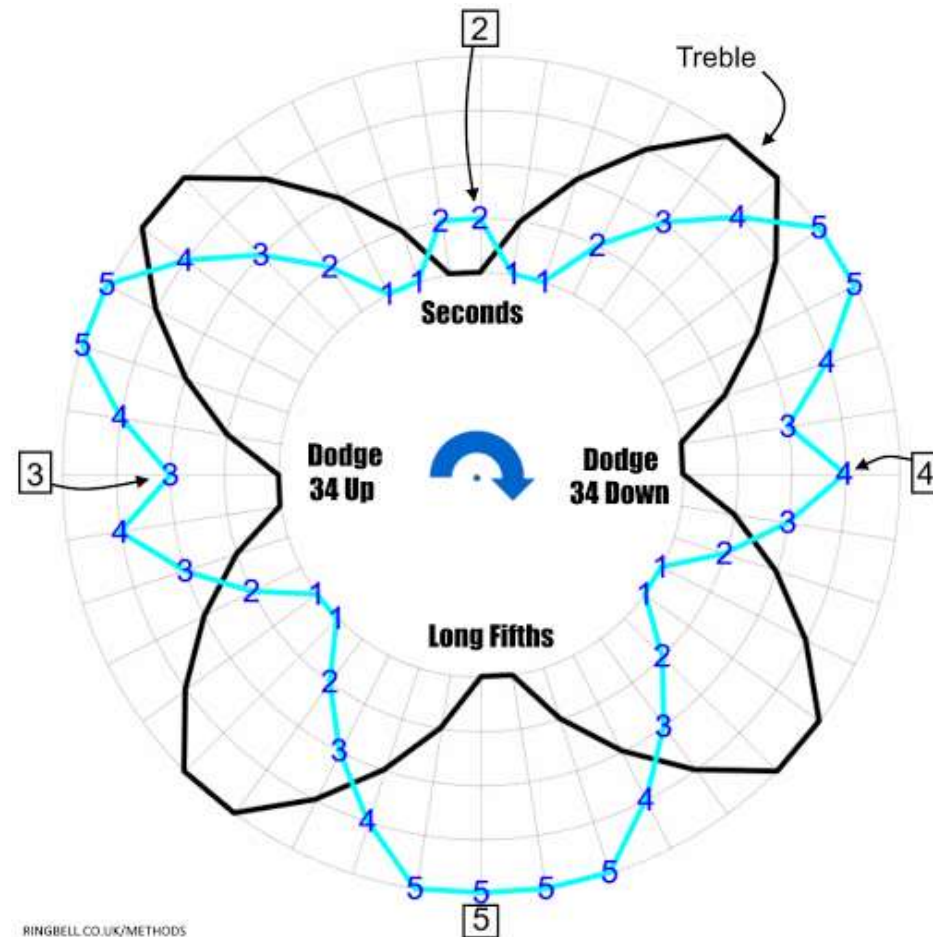


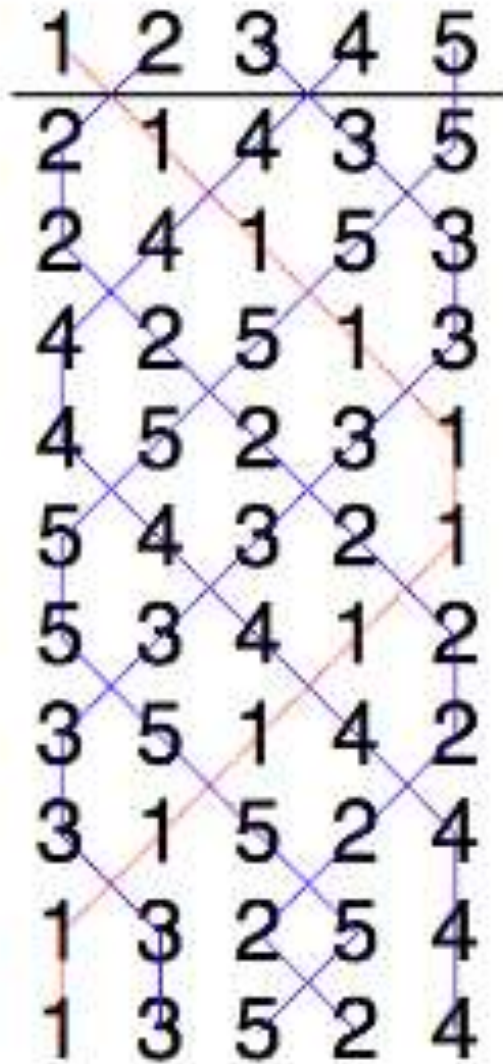
Bell 5

The circle/cycle of work



A line and cycle of work hybrid





Look back at the grid again now – can you see how it fits together?

Perhaps follow the path of one bell – the 4th – as it follows the following cycle:

- Long 5ths
- *(Pick up the line from bell 5) 3-4 up*
- *(Pick up the line from bell 3) 2nds*
- *(Pick up the line from bell 2) 3-4 down*

Very useful tip #1

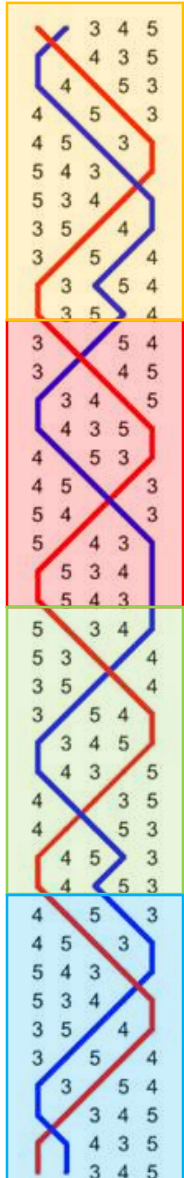
Plain hunting EXCEPT when
treble leads

Learn where you pass the
treble AFTER you have led

Where you pass the treble
will tell you what your next
'piece of work' is...

Plain Bob Doubles

1 2 3 4 5	1 3 5 2 4	1 5 4 3 2	1 4 2 5 3
2 1 4 3 5	3 1 2 5 4	5 1 3 4 2	4 1 5 2 3
2 4 1 5 3	3 2 1 4 5	5 3 1 2 4	4 5 1 3 2
4 2 5 1 3	2 3 4 1 5	3 5 2 1 4	5 4 3 1 2
4 5 2 3 1	2 4 3 5 1	3 2 5 4 1	5 3 4 2 1
5 4 3 2 1	4 2 5 3 1	2 3 4 5 1	3 5 2 4 1
5 3 4 1 2	4 5 2 1 3	2 4 3 1 5	3 2 5 1 4
3 5 1 4 2	5 4 1 2 3	4 2 1 3 5	2 3 1 5 4
3 1 5 2 4	5 1 4 3 2	4 1 2 5 3	2 1 3 4 5
1 3 2 5 4	1 5 3 4 2	1 4 5 2 3	1 2 4 3 5
1 3 5 2 4	1 5 4 3 2	1 4 2 5 3	1 2 3 4 5



Very useful tip #2

Learn your place bells. This will help when you come to ring touches and are affected by bobs.

Learn in bite-size chunks, one lead at a time.

Perhaps colour code each of the 4 leads on your line. This may help you to visualise where each bell starts.

Ringling touches: introducing 'bobs'

Plain course of Plain Bob Doubles is 40 changes long, but you can ring 120 unique changes on 5 bells (5 x 4 x 3 x 2 x 1 or 5!)

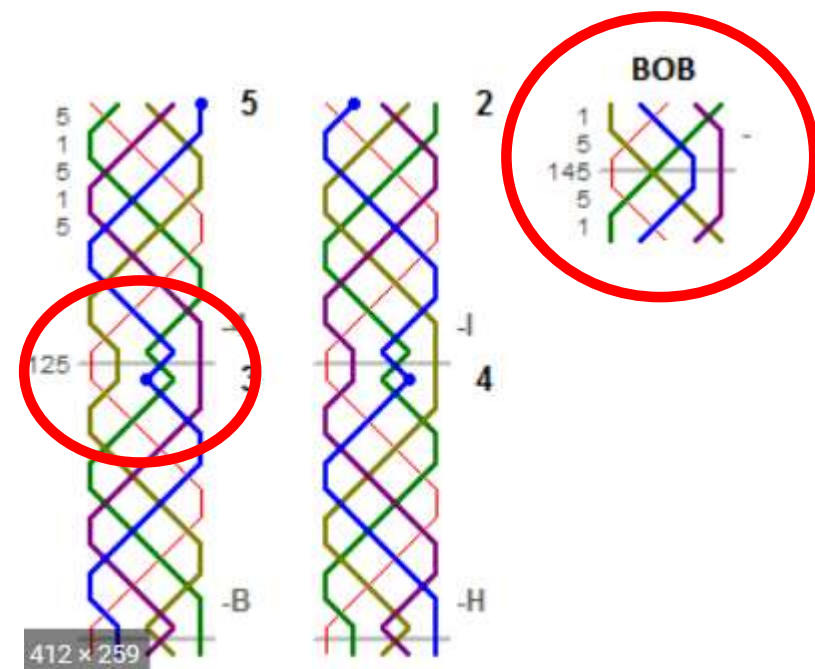
So, to ring all of these unique changes, you need to extend the plain course by introducing bobs which alters 'the pattern'

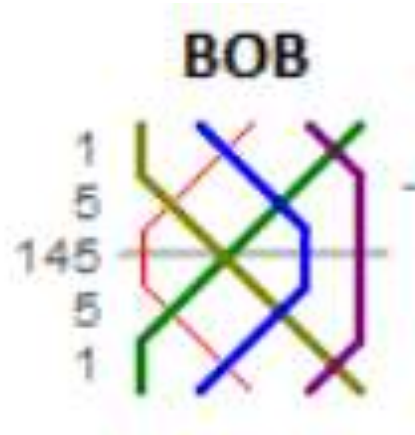
Look at the effect on a grid:

- Only one row is altered

The bob is called at **backstroke** when the treble is in 2nds place. This gives notice of a whole pull's warning prior to the bob taking effect.

The bob takes effect at the treble's backstroke lead

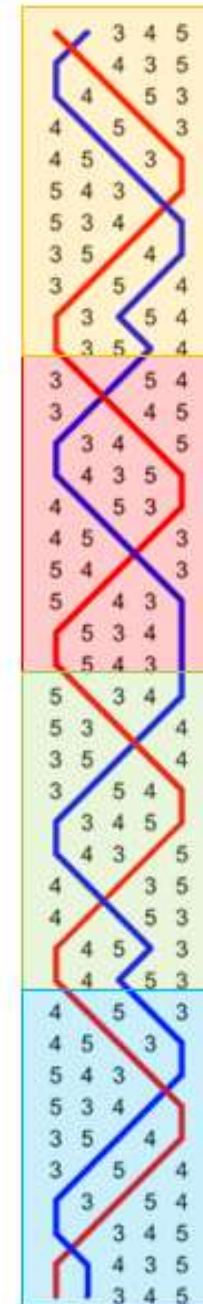




- Bobs affect the bells in 2nds, 3rds and 4ths place
- These are the bells that would normally make 2nds, dodge 3-4 up and dodge 3-4 down
- The bell making long 5ths is unaffected

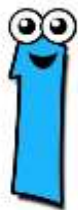
**How a Bob will affect the line / cycle of work:
A detailed table versus our colour-coded visual**

Place when bob is called	About to	Work when bob is called	Become which place bell?	Work next time
2 nd blow in lead	Make seconds	Run out	3 rd place bell	Make seconds
3 rd place going up	Dodge 3-4 up	Make the bob 2 blows in 4 th	4 th place bell	Long fifths
4 th place going down	Dodge 3-4 down	Run in	2 nd place bell	Dodge 3-4 down
5 th place	Long fifths	Unaffected	5 th place bell	Dodge 3-4 up



Calling touches

- Most common touches of Plain Bob Doubles are 120 changes long
- These touches comprise 3 bobs, 40 changes apart (when a designated 'unaffected' bell is making long 5ths). For example...



Ring a plain course (40 changes), call a bob at the end of the plain course (when the 5th is making long 5ths)

- This will affect bells 2, 3 and 4 and stop the course from coming back into rounds
- They rotate so instead of ringing the row 12345, we have 14235
- The 'part end' is 14235 and this is the end of the 'first part' of the touch (40 changes)



Ring another full course (40 changes), call a bob again at the end of this course (again, when the 5th has returned to making long 5ths)

- Bells 2, 3 and 4 are affected and rotate again and we now have the row 13425
- This part end is 13425 and is the end of the 'second part' of the touch (80 changes)



Ring another full course (40 changes), call a bob again at the end of this course (again, when the 5th has returned to making long 5ths)

- Bells 2, 3 and 4 are affected and rotate again and we now have the row 12345
- This part end is 12345 and is the end of the 'third part' of the touch (120 changes)
- The bells have now returned to rounds and we have rung all 120 unique changes

Our touch of 120 changes can simply be remembered as:

- Call three bobs when you're making long 5ths
- You will be unaffected
- The other three 'inside' bells will be affected

You can call this touch from any of the inside bells. But note that it will only come round when you return to your 'home' position:

- For the 5th that is immediately after the last bob (because the 5ths home position is long 5ths): 12345
- But for the 2nd: after the third and final bob in long 5ths, it must carry on ringing through it's cycle of work. It must continue it's usual progress through the circle of work: 3-4 up and then make 2nds. Only when it makes 2nds has it returned to its home position and the touch can come back into rounds: 12345

The more you ring, you easier it will become to *hear* the bells coming back into rounds

Other touches:

You can call any bell unaffected x3 – it doesn't have to be the inside bell you're ringing

This means that the inside bell you ring will be affected. You can achieve this in two ways:

Option 1: Decide which bell will be unaffected, and calling a bob every time they make long 5ths

The easiest of the two options to learn, but more difficult for the novice conductor to execute in the tower

Option 2: Learn how YOUR bell will be affected by the calls...

Requires detailed homework!

Calling another bell as observation

Cycle of work: In, Out, Make (e.g. Run In, Run Out, and Make the Bob)

Isle Of Man

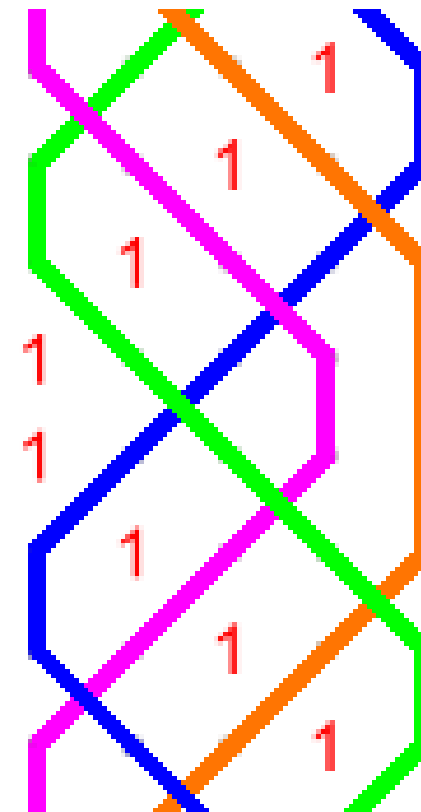


Some reference books may refer to is as: In, Out, Bob (e.g. Run In, Run Out, and Make the Bob)

Can start at any point of the cycle, providing you follow the
E.g. IOM, OMI, MIO



But NOT: MOI, OIM or IMO



The touches discussed here – three bobs at 40 row intervals (long fifths x3) are the ONLY touches with standard bob calls, which generate all 120 unique rows.

There are other interesting touches which can be called. These callings can be easily found online.

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20:  b b
40:  p p p p
60:  b p b p b p
60:  p b p b p b
100: b p b p p b p b p p
100: b p p b p b p p b p
100: p b p b p p b p b p
100: p b p p b p b p p b
100: p p b p b p p b p b
120: b p p p b p p p b p p p
120: p b p p p b p p p b p p
120: p p b p p p b p p p b p
120: p p p b p p p b p p p b

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Concluding thoughts and...
... Any questions?

