

Ringling ZOOM Friday 13th March 2020, 730pm Seattle time

On call: Rebecca, Fiona, Melissa, Tristan, Patrick, Faith, Carol, Alison, Griffin, Lizzie

Main topic: Plain bob doubles - from go to a quarter peal

Following notes were perhaps a bit enigmatic on their own .. let's hope extra text helps.

Start with: Plain hunt on 5

1 2 3 4 5

To move to the next row, the bell in 5ths stays put, the others swap. In place notation, this is "5"

X X I 5
2 1 4 3 5

To move to the NEXT row, the bell in 1sts stays put, the others swap. In place notation, this is "1"

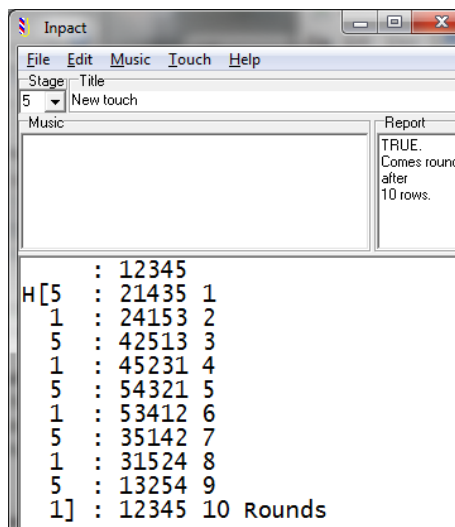
I X X 1
2 4 1 5 3

If you keep doing those alternately, 5 1 5 1 5 1 5 1 5 etc ... you get back to rounds.

Put that into inpect <https://www.math.ubc.ca/~holroyd/inpect/help.html> (or work it out on paper) and you get:

(To get this in inpect, open inpect, set stage to 5, and type .. H[5 1 5 1 5 1 5 1 5 1] and hit F9 and you get what is on the right.)

H is the name I have given 5151515151. I could call it anything



What makes it plain BOB .. just before rounds, do 12 instead of just 1. In place notation this is just "2" because it forces the 1 to make places too, you don't have to be explicit about it ..

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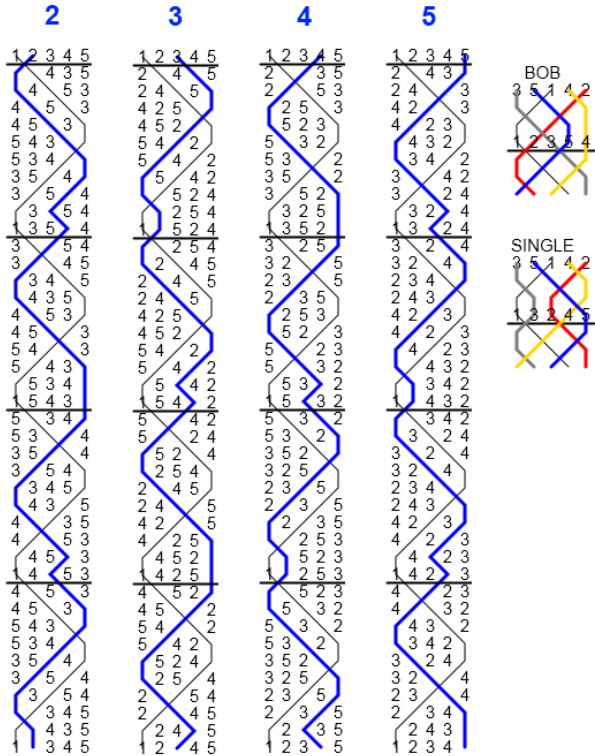
: 12345
p[5 : 21435 1
 1 : 24153 2
 5 : 42513 3
 1 : 45231 4
 5 : 54321 5
 1 : 53412 6
 5 : 35142 7
 1 : 31524 8
 5 : 13254 9
 2] : 13524 10
p : 15432 20
p : 14253 30
p : 12345 40 Rounds
    
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So in inpect define p as 5151515152 ... which is plain lead .. and 4 of those bring you back to rounds ... (add 3 extra ps to inpect and it does that for you - here with the other rows hidden)

What does that look like for a path see e.g., <http://www.ringbell.co.uk/methods/pb5.htm>

Plain Bob Doubles

The Blue Lines for each Working Bell



So look at bell 2 ... what does it do
34 down, long 5ths, 34 up, 2^{nds}

.. and Bell 3
2nds, 34 down, long 5ths, 34 up

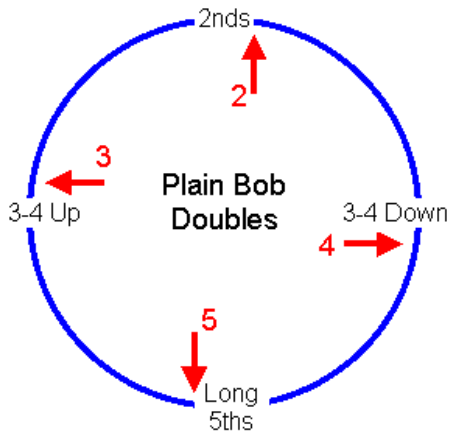
Etc

All bells do the same order of work, but they start in different places ..

This leads to what is called the

Circle of work:

Eg. From <http://mirrors.josefsipek.net/www.ringbell.co.uk/methods/pb5.htm>



Which you move around CLOCKwise,

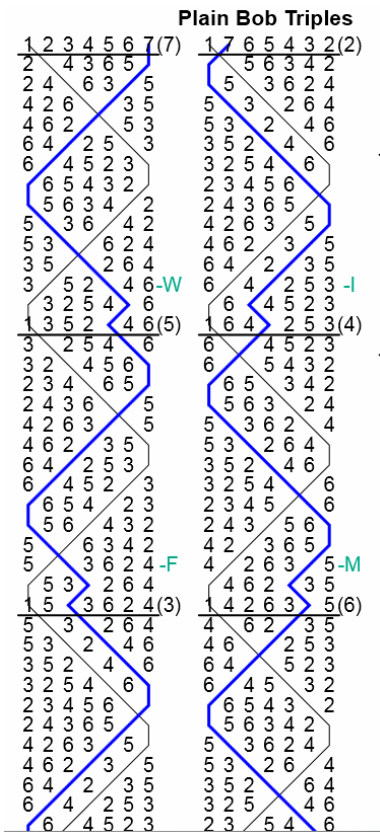
- arrows mark where each bell starts and note they are just AFTER the bit of work .. so the 2 starts by hunting and then its first work is 34 down

TIPS For ringing it

- 1) REMEMBER IT .. (good if you can do it, but other things are helpful for when you forget)
- 2) Note that you do each piece of work as the treble leads - look or listen for it
- 3) Realise you don't get to do a whole plain hunt before you have to do something
- 4) COUNT the number of bells you pass before the treble:
 - Treble turns you - make 2nds
 - 1 bell then treble - 3 4 up
 - 2 bells then treble - long 5ths
 - 3 bells then treble - 3 4 down
- 5) Realise you dodge 34 with the same person, and they do 2nds when you do 5ths
- 6) Learn all the starts (know how you start if you are ringing the 2, or the 3, the 4, the 5), then you can ring that, and consider that you become a different bell at the lead end.

Tips for conducting it - know all the above

- 7) If there's a clash at the lead end, calling out "Missed the dodge" is often enough to get someone back in.
- 8) Similarly, saying "This is the lead end" can save someone.
WHEN do you say that? ... just BEFORE the treble leads.
- 9) Know "Coursing orders" ...
See the order the bells lead in
2 4 5 3 (1) .. here (1) is in brackets as it can turn up in different places
This is also the order you pass bells as you move from the lead .. (say you are the 5)
(or as you come from the back, ... but easier to see on the way up)
3 2 4 (with the 1 inserted somewhere)
This order is "up the evens, down the odds" and is true on higher numbers so



See here for Triples: 2 4 6 7 5 3 ...

<http://www.ringbell.co.uk/methods/pb7.htm>

And work it out yourself on higher numbers

Caters: 2 4 6 8 9 7 5 3 Cinques 2 4 6 8 10 11 9 7 5 3

Now let's have a bob

4ths is made instead of 2nds and the lead end ..

Forces bell in 2nds to RUN OUT

Forces bell in 3rds to RUN IN

Bell in 4ths is "making the bob"



And let's make impact to that so we can see all the numbers:

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: 12345
b[5 : 21435 1
  1 : 24153 2
  5 : 42513 3
  1 : 45231 4
  5 : 54321 5
  1 : 53412 6
  5 : 35142 7
  1 : 31524 8
  5 : 13254 9
  4] : 12354 10
p[5 : 21534 11
  1 : 25143 12
  5 : 52413 13
  1 : 54231 14
  5 : 45321 15
  1 : 43512 16
  5 : 34152 17
  1 : 31425 18
  5 : 13245 19
  2] : 13425 20
p   : 14532 30
p   : 15243 40
  
```

The bob is made here by the 5 ... so the 4 is the one unaffected by this bob.

What did this do to our order of work?

<i>Was doing</i>	<i>Planned next time</i>	<i>Instead Did</i>	<i>And now next time</i>
2nds	(34 down)	OUT	2nds i.e. TRIES AGAIN
34down	(long 5ths)	IN	34 down i.e. TRIES AGAIN
Long 5ths	(34up)	no change	Unaffected
34 up	(2nds)	MADE	long 5ths JUMPS in the circle

What did this do to our coursing order

Was 2 4 5 3 2 4 5 3 etc ...

... and as the 4 is unaffected by this Bob, we'll put that at the back .. Coursing order, 5 3 2 4

And so now look to see what the NEW coursing order is ..

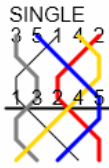
2 5 4 3 ... and reorder so 4 is last 3 2 5 4

Bob makes 1st bell in coursing order (here 5) move to 3rds place, and others move up

Note the Call only affects 3 bells and so only 3 bells move in the coursing order.

Try this yourself in triples ...

Now let's have a single: - here 1 2 3 4 all make places



.. it makes no sense to do this in plain bob 5. If 1,2,3,4 all make places .. 5 must also make places, and so you ring two changes exactly the same, and so it's immediately false, BUT it makes sense on higher numbers, so work out this table again

Was doing	Planned next time	Instead Did	And now next time	
2nds	(34 down)	no change	no change	unaffected
34down	(long 5ths)	3rds!!	2nds	JUMPS In the circle
Long 5ths	(34up)	no change	no change	Unaffected
34 up	(2nds)	MADE	long 5ths	JUMPS in the circle as for bob

What did this do to our coursing order

Was 2 4 5 3 ... re write so bell making long 5ths is last (here the 4), 5 3 2 4
 Becomes 3 5 4 2 ... rewrite 2 3 5 4

Single swaps the 1st and 3rd bells in coursing order.

Another time we will come back to more about coursing orders, including answering the following

What determines what coursing order is in Cambridge

Why is it different to the lead end order?

Note cambridge lead end order is every OTHER of the usual coursing order

Usual coursing order 2 4 6 5 3 2 4 6 5 3

Cam lead end order 2 6 3 4 5

Though coursing orders are good to know, you can start calling without understanding them.

Let's push on to how to call an extent of PB5.

An Extent of Plain bob Doubles

An extent is all combinations of the 5 bells ... so that's how many changes? $5 \times 4 \times 3 \times 2 \times 1 = 120$.

Takes about 5 minutes to ring.

So we need calls which get all these patterns and one that does that is the following

Bob plain plain plain . 3 times through... write this as b p p p (repeat twice) ...

Work out what each bell does at each call:

	1st Call	2nd Call	3rd Call
5	MAKE	IN	OUT
4	Long 5ths	Long 5ths	Long 5ths
3	IN	OUT	MAKE
2	OUT	MAKE	IN

So, apart from (here) the 4 everyone does **In Out Make** ... but starting at a different point.

This is often remembered as **Isle Of Man** ... but I find this schematic of a hat easier: / _ \

So you know if you ran OUT this time, you MAKE next time .. etc ..

WHEN do you call it?

This changes by method, (is different in grandsire), but there are rules to help you work it out.

- basically, you need to give a whole pull warning.

So ask - Where do you want to do something different to the plain course?

- and make the call a whole pull before that.

In PB, that is at the backstroke as the treble leads, so call it the back stroke before the treble leads.

Note that makes it the change where you get into the dodging place

.. i.e. 3rds if heading up, 4ths if down, 1st blow in 5ths

.. but must call it at the START of the change, not just before you ring

Remembering when to call it

In the extent written out above, if you are 4 .. you could call the bob every time you got into long fifths.

This means you do the same thing every bob ... and usually the bell that has the simplest task is called

The observation bell ...

Or you could ring the 5, and call the same touch, then you would call yourself to Make, In, Out, and the 4 would be "observation".

OR you could ring the 5, and call yourself observation, in which case the calls would be

p p p b repeat twice

Any rotation of this will work too ... b p p p repeat twice, p b p p repeat twice, p p b p repeat twice ..

They just make a different bell observation.

So NOW we want a QP

By definition, a quarter peal is at least 1250 changes

An extent = 120 ... so need 10 extents ... and a bit more ... a 60 will get us over the 1250

What's a 60 ?... Bob, plain repeated 3 times

Back to inspect check that out.

If you were the 5, call yourself to make the bob 3 times.

Ok finally, The BORING QP you ring any bell, and call yourself in long 5ths every time and add the 60.

The not quite so Boring ... call everyone else in long 5ths to.

So, assume you ring the 5. To call yourself observation, call yourself in long 5ths = p p p b repeat twice

Someone ELSE Observation	b p p p repeat twice	YOU: Make - in out	4 is observation
	p b p p repeat twice	YOU: Out - make in	2 is observation
	p p b p repeat twice	YOU: in out make	3 is observation

MUST LET each extent come around between ... so recommend this order.

Eg., Call your self in long 5ths for 2 extents, (2)

Then do Make - in out	(3)	4 is observation
Out - make in	(4)	2 is observation
in out make	(5)	3 is observation

Then yourself in long 5ths again (6)

Then do Make - in out	(7)	
Out - make in	(8)	
in out make	(9)	

Then yourself in long 5ths again (10)

And the 60 to finish with

ie. Call yourself in ... Long 5ths, Long 5ths, Long 5ths .. then it comes round
Call yourself in ... Long 5ths, Long 5ths, Long 5ths .. then it comes round
Call yourself MAKE IN OUT ... then it comes round
Call yourself OUT Make IN ... then it comes around etc
The last call of each extent is the same call as the first call of the next extent.

Other Calling positions (or more names for these ones)

You will hear people say ... **call Wrong Home Wrong Home** .. 3 times ... what does that mean?

Usually it refers to the position of the heaviest working bell

The work that the it does at the END of an plain lead is called the **HOME** position.

(in PB5, long 5ths, in PB6 .. 5 6 down)

The dodge WITH that (or the next piece of work in the cycle)... is the **WRONG** position.

(in PB6 56 up; in PB5, Home is long 5ths, Wrong is 34 up))

The call to run out .. is "**BEFORE**"

... and MIDDLE is the preceding work in the cycle

(in PB8, home is 78down, middle is 56 down)

So the touch above, when the 5 makes long 5ths at each bob, (p p p b repeated twice) is called

"3 Homes"

Homework. In PB6 what do you get if you call Wrong Home Wrong Home.