



# Bob Doubles

Training for beginners and improvers

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# Your progress so far

- You will be able to ring plain hunt on an inside bell
- You know how to follow other bells by looking and listening
- You know your bell place at any time



# What you will learn

- ▶ A little theory about Bob Doubles
- ▶ The differences between Plain Hunt and Bob Doubles
- ▶ How to dodge
- ▶ Tips and tricks for Bob Doubles
- ▶ Just a single learnt “Gem” makes the course worthwhile

# Group contribution



- ▶ Do ask questions at any time
- ▶ Do contribute at any time if you have knowledge to give



# Bob Doubles introduction

- The next step on from Plain Hunting Doubles
- Bob Doubles is generally Plain Hunt Doubles with a few differences
- Allows more unique rows of changes before returns to rounds
  - Plain Hunt Doubles: 10 different changes
  - Bob Doubles: 40 different changes



# New concepts

- Making a place
- Ringing a dodge
- Circle of work
- Place bells
- The blue line



# Refresher: Place in the row

- In rounds all bells continuously strike in their home place
- The home place is the position in the row that matches the bell number

Place or position in the row							Bell No
	Lead	Seconds	Thirds	Fourths	Fifths	Sixths	
Row 1	1	2	3	4	5	6	
Row 2	1	2	3	4	5	6	



# Refresher: Place in the row

- When bells change order, they strike in a different place in the row

## Place or position in the row

	Lead	Seconds	Thirds	Fourths	Fifths	Sixths	Bell No
Row 1	1	2	3	4	5	6	
Row 2	2	1	4	3	5	6	

- The **treble** bell is ringing in second's place
- The **4<sup>th</sup>** bell is ringing in **third's** place etc.





# Ringing Jargon

						→ Move <b>Out</b> or <b>Up</b>
	1	2	3	4	5	6
	2	1	4	3	5	6
	2	4	1	5	3	6
The bell ringing first is at the <b>Front</b> or <b>Lead</b>	4	2	5	1	3	6
	4	5	2	3	1	6
	5	4	3	2	1	6
	5	3	4	1	2	6
	3	5	1	4	2	6
	3	1	5	2	4	6
	1	3	2	5	4	6
	1	2	3	4	5	6
← Move <b>In</b> or <b>Down</b>						

The bell ringing last  
is at the **back**

In this case: 6ths Place

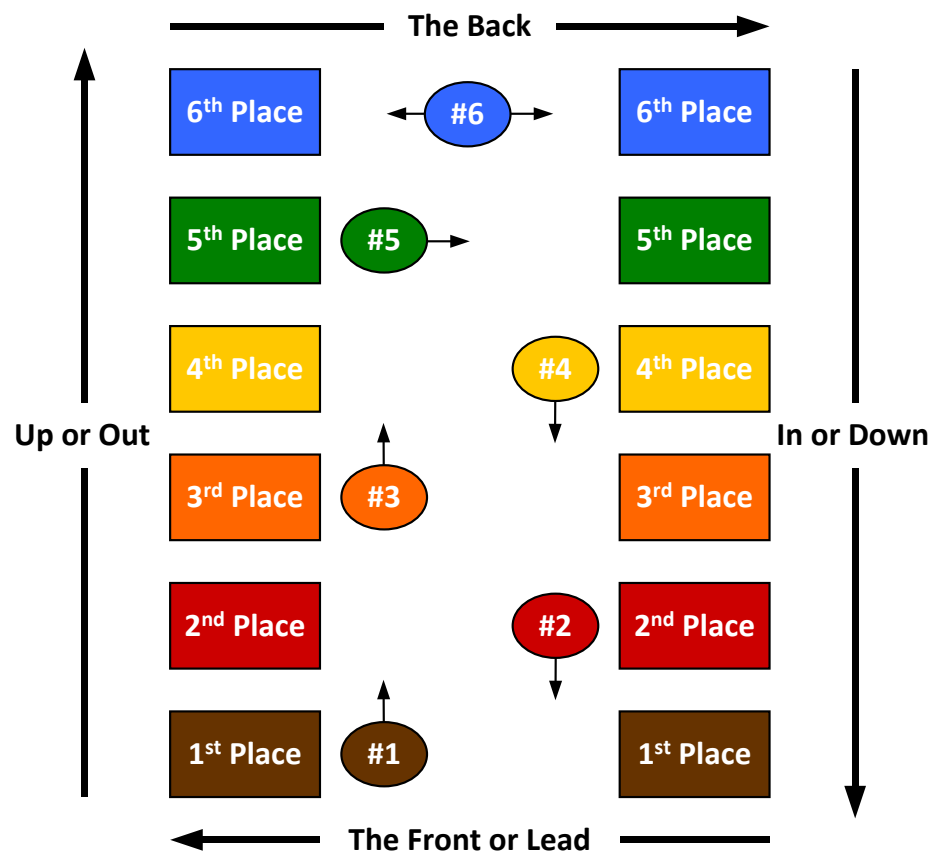


# Bob Doubles: MethodMat

Walking Plain Hunt Doubles

## Rules

- Start at home position
- Odd bells start going **out**
- Even bells start going **in**
- Two bells cannot occupy the same position



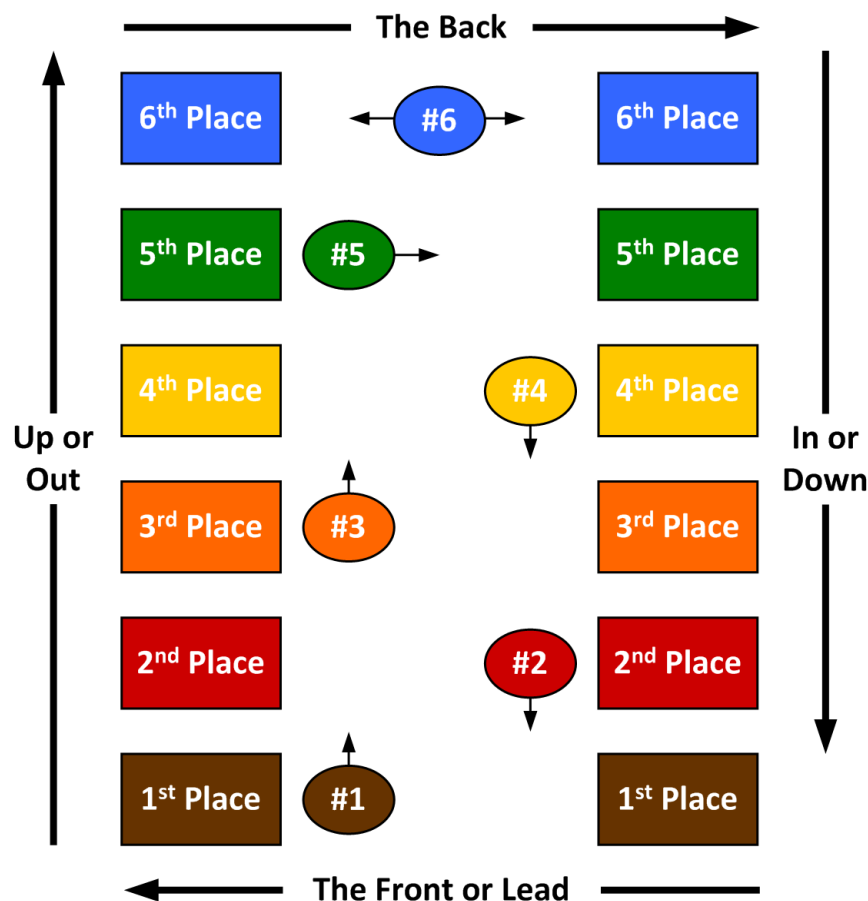


# When the magic happens

- Changes from plain hunt take place when the treble is leading
- Force a bell to make seconds place
- All bells above must step back one place (dodge in places 3-4)
- Then continue to plain hunt in the same direction as before
- The bell in 5<sup>th</sup> place continues to make 5ths place for two extra blows



# Bob Doubles Review



## Change #40

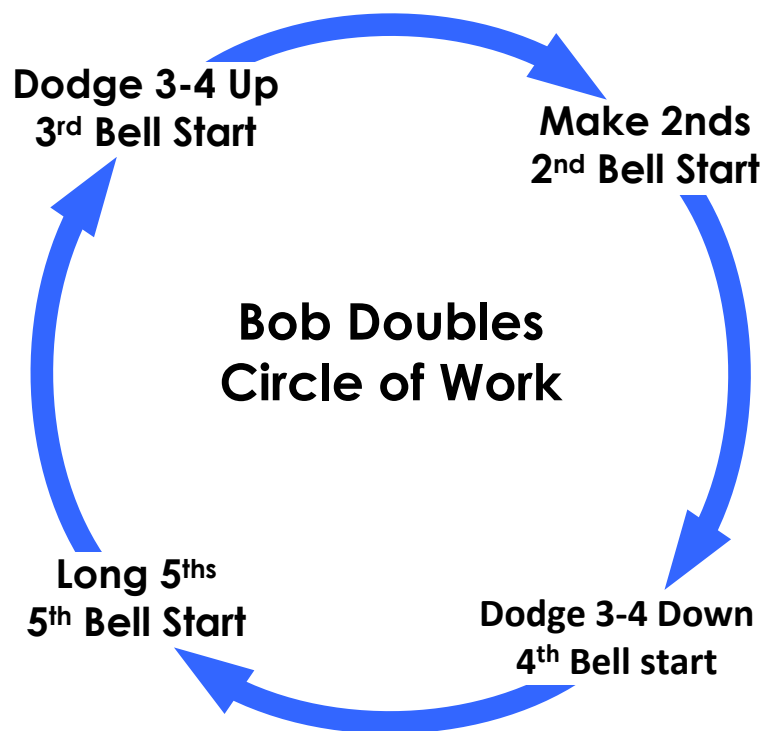
Stroke	Lead	2nd	3rd	4th	5th	6th
B	1	4	2	5	3	6
H	4	1	5	2	3	6
B	4	5	1	3	2	6
H	5	4	3	1	2	6
B	5	3	4	2	1	6
H	3	5	2	4	1	6
B	3	2	5	1	4	6
H	2	3	1	5	4	6
B	2	1	3	4	5	6
H	1	2	4	3	5	6
B	1	2	3	4	5	6

Make 2<sup>nds</sup> | Pass treble in 2<sup>nd</sup> place



# Circle of work

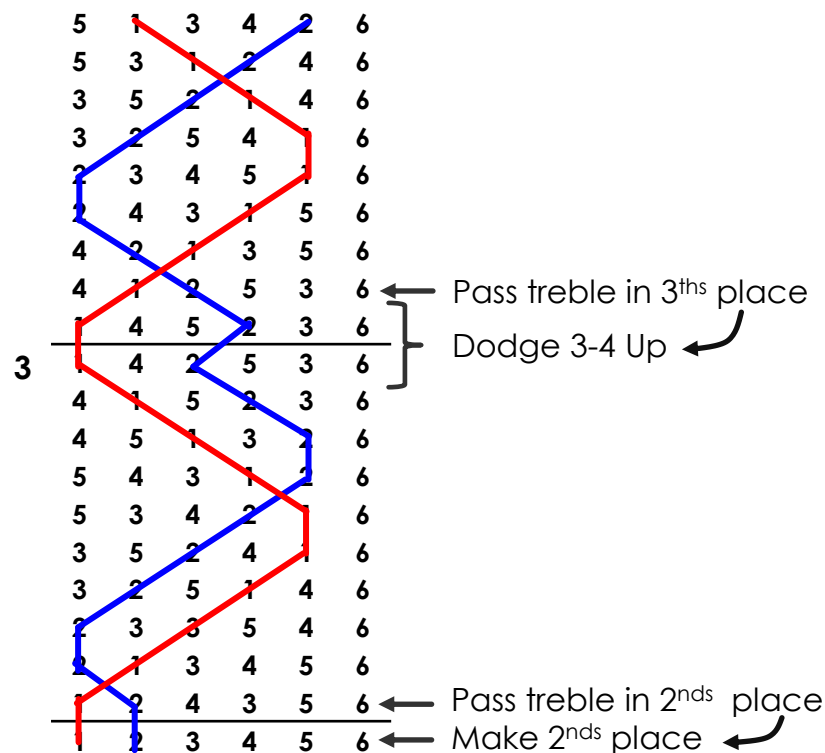
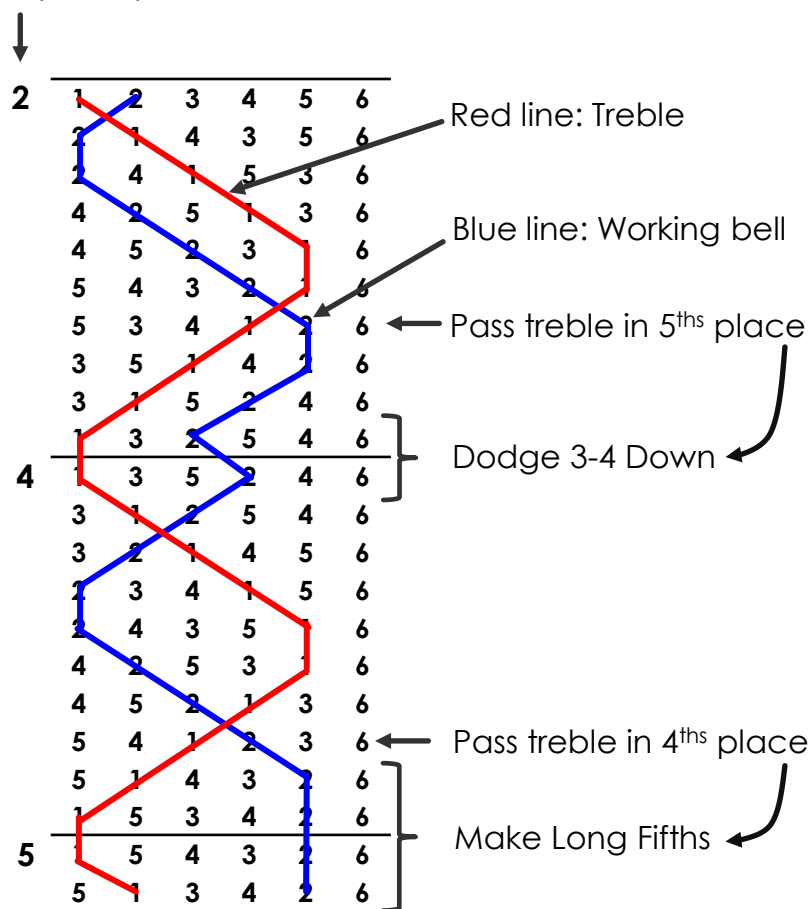
- Circle of work is the same for every bell
- Each bell starts from its place in the rounds position





# Bob Doubles blue line

Start (Place) Bell



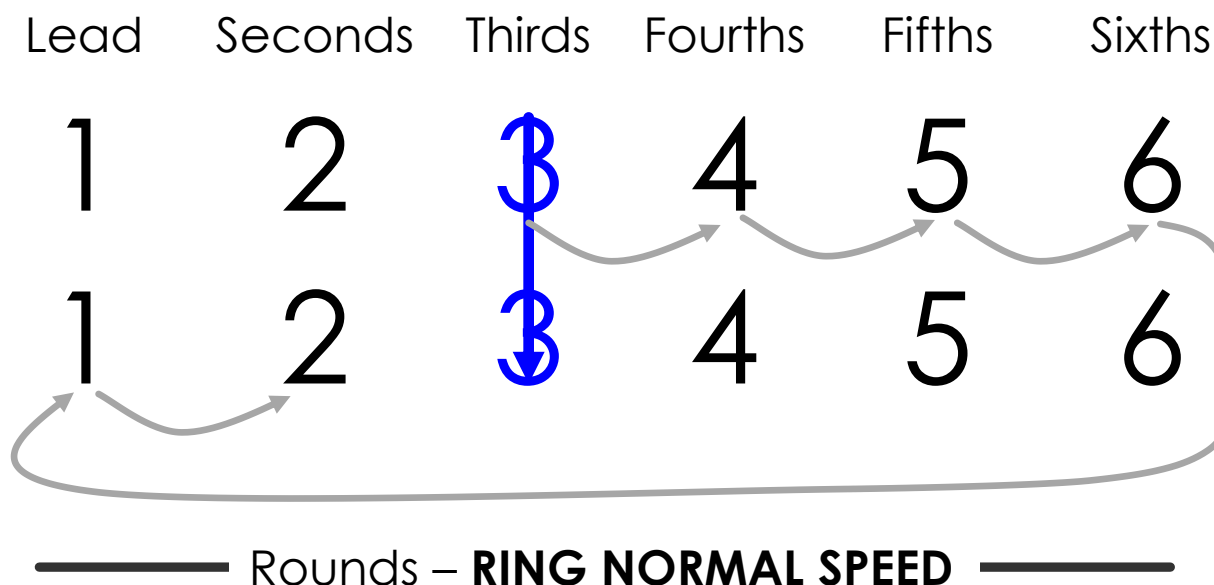


# 3 Different ringing speeds

- ▶ Normal rounds speed
- ▶ Much slower than rounds speed
- ▶ Much quicker than rounds speed

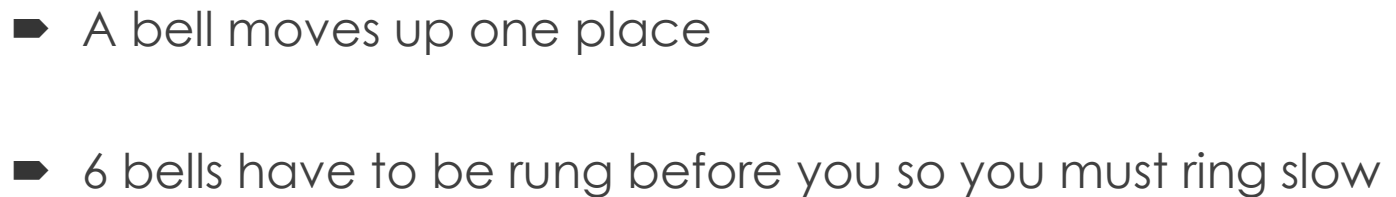


# Rounds speed



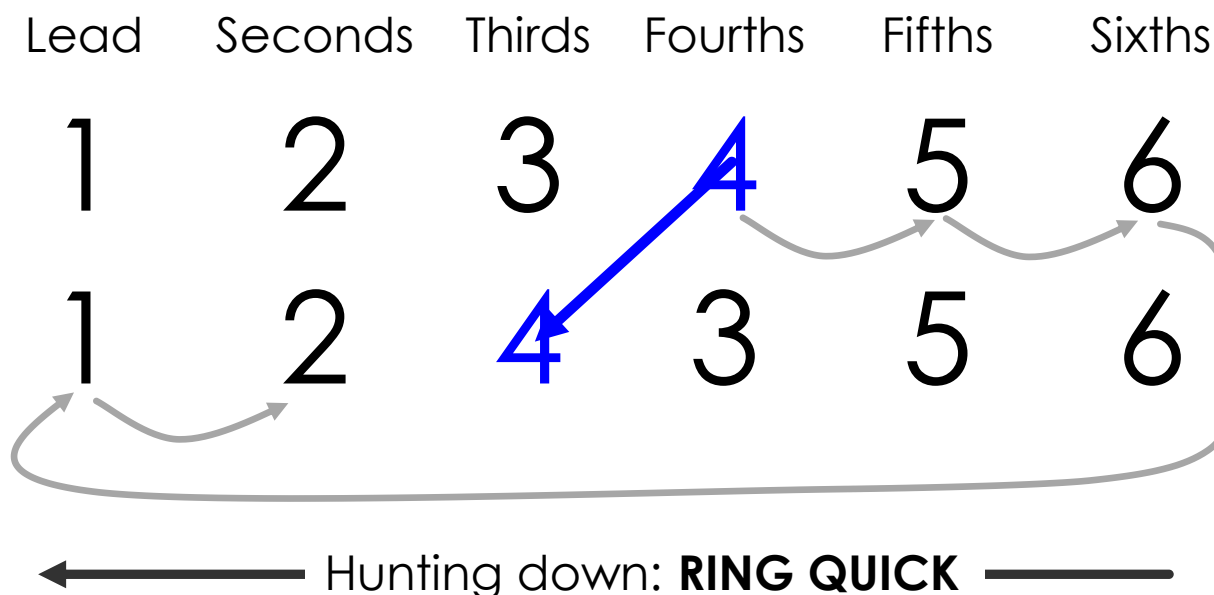
- In rounds a bell has to allow 5 bells to be rung before you
- You ring at rounds speed for each row







# Ringing quicker

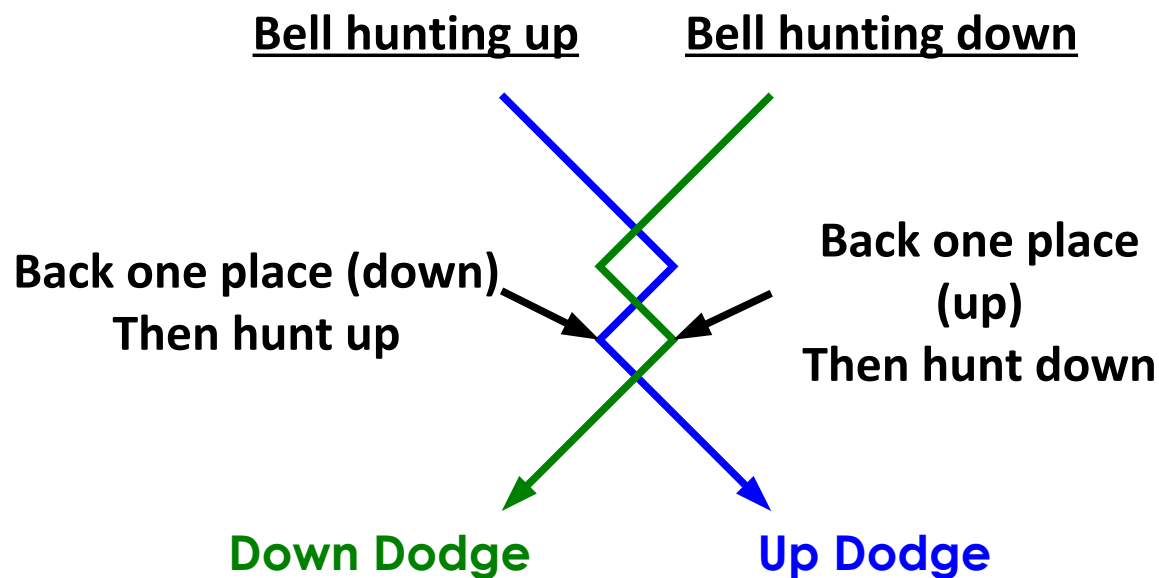


- A bell moves down one place
- 4 bells have to be rung before you so you must ring quick



# Anatomy of a dodge

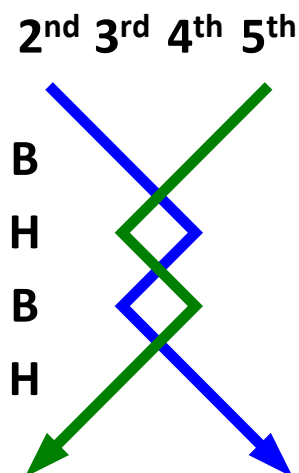
- A hunting bell takes a step of one place backwards
- Then continues to hunt in the original direction





# Dodge bell speeds

- Bell speeds during a dodge are the same as hunting up and down
- Change direction twice during the dodge
- Then continue in the same direction as before the dodge



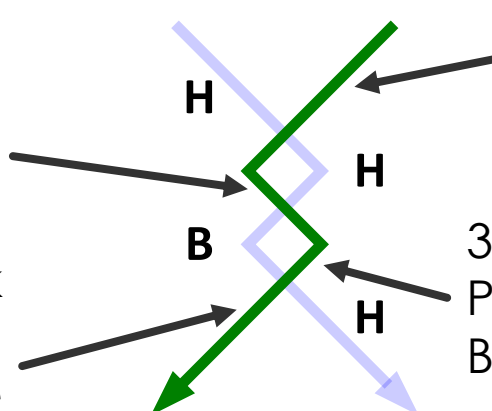


# 3-4 Down dodge analysis

- Hunting down (Quick) until 3<sup>rd</sup>s place struck
- Then change to hunt up (Slow) until 4<sup>th</sup>s place struck
- Then change back to hunt down (Quick)

2. After 3<sup>rd</sup>s place struck  
pull the sally down harder  
to ring in 4<sup>th</sup>s place

4. Before the strike, check  
the sally on the way up  
to ring in 3<sup>rd</sup>s place  
Continue to ring quick



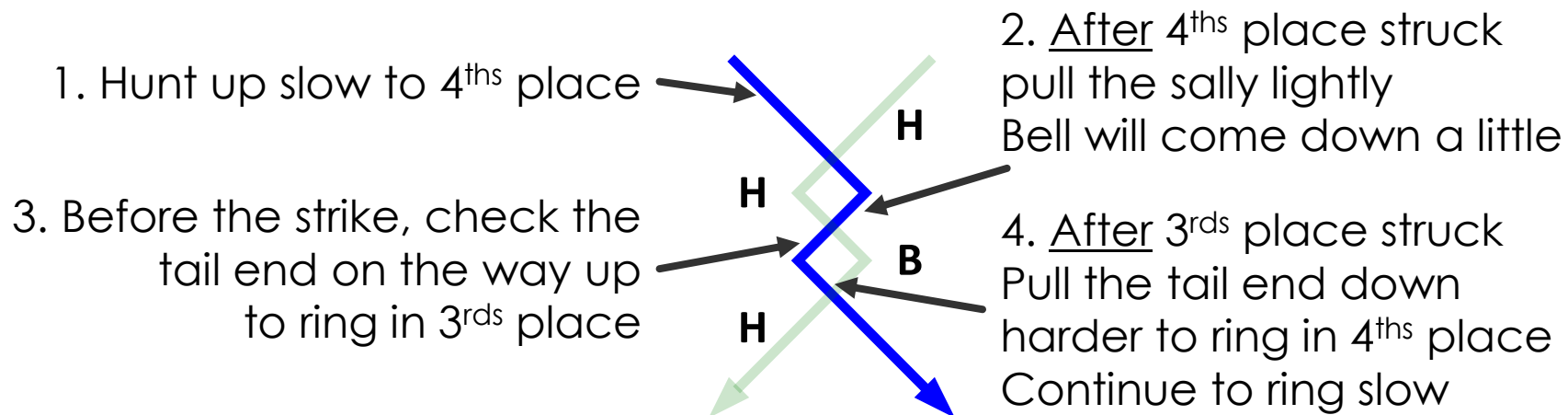
1. Hunt down quick to  
3<sup>rd</sup>s place

3. After 4<sup>th</sup>s place struck  
Pull the tail end down lightly  
Bell will come down a little



# 3-4 Up dodge analysis

- Hunting up (Slow) until 4<sup>th</sup> place struck
- Then change to hunt down (Quick) until 3<sup>rd</sup>s place struck
- Then change back to hunt up (Slow)





# Where to start

- Start or place bell is where you start for each bell
- So, what have you just done before you start to ring ?
- Are you an odd bell ? Hunting up. Or even bell ? Hunting down
- Refer to the circle of work to find out what to do next

<u>Bell</u>	<u>Type</u>	<u>Just done</u>	<u>Do next</u>
2	Even	Made 2nds	3-4 Down
3	Odd	3-4 Up	Make 2nds
4	Even	3-4 Down	Make long 5ths
5	Odd	Made 5ths	3-4 Up



# Counting

- **Really** important to always count your place
- Plain Bob Doubles counting example for a 3-4 up:  
2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 3<sup>rd</sup> 4<sup>th</sup>, 5<sup>th</sup>, 5<sup>th</sup>, 4<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup>, Lead, Lead
- Ringing speed and count. Count direction tells you what speed.

<u>Count</u>	<u>Action</u>	<u>Speed</u>
Increasing	Hunting up	Slow
Decreasing	Hunting down	Quick
The same	Leading, 5 <sup>ths</sup> or making 2 <sup>nds</sup>	Rounds





# Ropesight

- The skill of finding the bell to follow by looking at the ropes
- When hunting up: Look for the bell that's following you and follow it. Look out for other ringers looking at you !
- When hunting down: Ring quicker, tick off the bells and follow the last one of the remaining bells.
- Don't stare at the bell ropes  
Once you have pulled off, immediately look for the next bell
- Look towards the centre of the rope circle



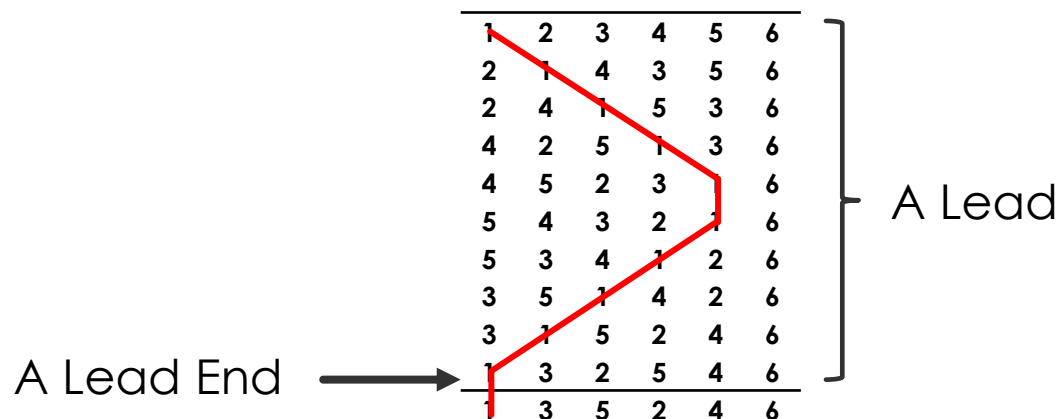
# Memorising bell numbers

- Try not to memorise the bell numbers to follow
- Acceptable when first starting Bob Doubles as there is so much to do
- But will severely limit further progress when the bell order changes
- Use ropesight where possible



# Jargon: Leads and lead end

- A lead is all the rows until the treble leads again
- Lead end is when the treble leads again at handstroke





# Refresher: Course and after bell

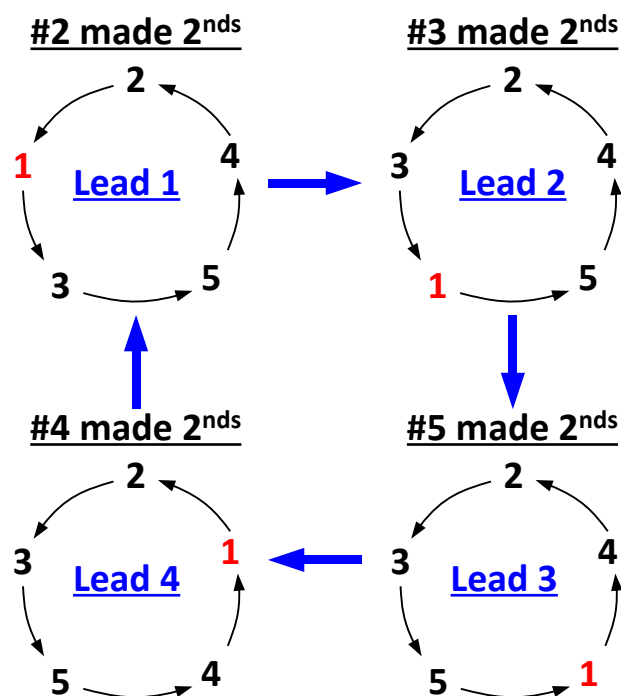
- Your course bell is the bell you ring over just before you lead
- You take it off lead
- Your after bell is the bell you ring over in seconds place after leading
- It takes you from lead
- If you get lost, follow your course bell around with a big gap until leading or lying and keep counting !!

	<u>Lead</u>					<u>Lie</u>
	1	2	3	4	5	6
	2	1	4	3	5	6
	2	4	1	5	3	6
	4	2	5	1	3	6
(C)	4	5	2	3	1	6
	5	4	3	2	1	6
	5	3	4	1	2	6
(A)	3	5	1	4	2	6
	3	1	5	2	4	6
	1	3	2	5	4	6
	1	2	3	4	5	6



# Bob Doubles Course bells

- ▶ Bell making 2<sup>nds</sup> is recycled behind the treble
- ▶ Coursing order always 2, 4, 5, 3 when ignore the treble





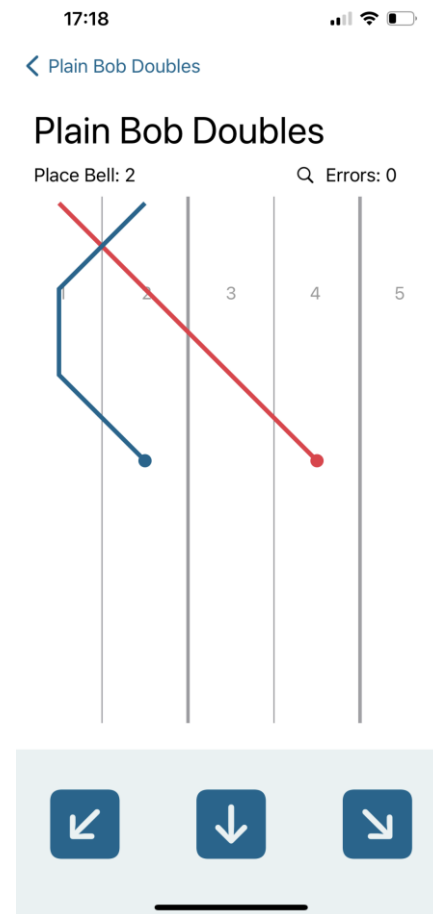
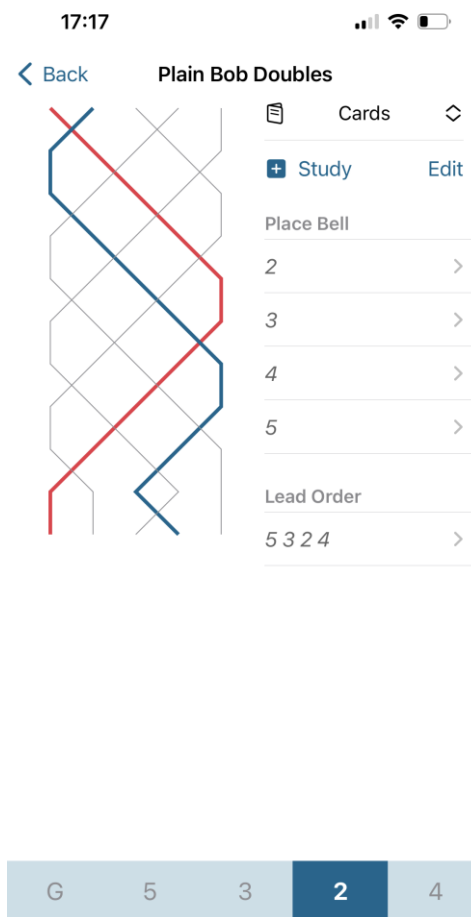
# Tips and tricks

- Learn the circle of work
- Count your place at **all times**
- Note your count when you pass the treble when hunting up
  - Really useful: Tells you what to do next
- Always the treble at handstroke after 3-4 down
- Always the treble at backstroke when moving away from 4 blows behind



# Useful app: Method Madness

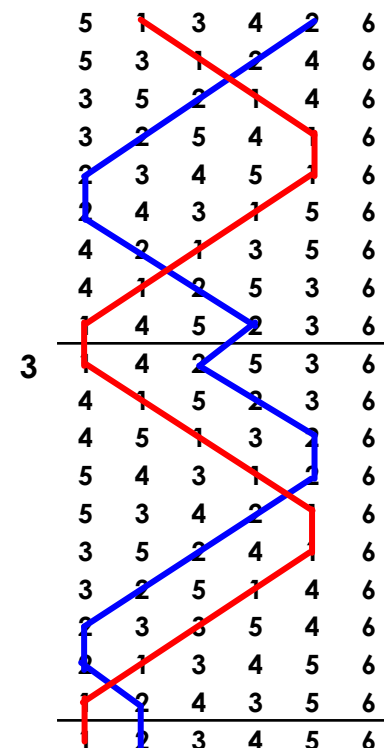
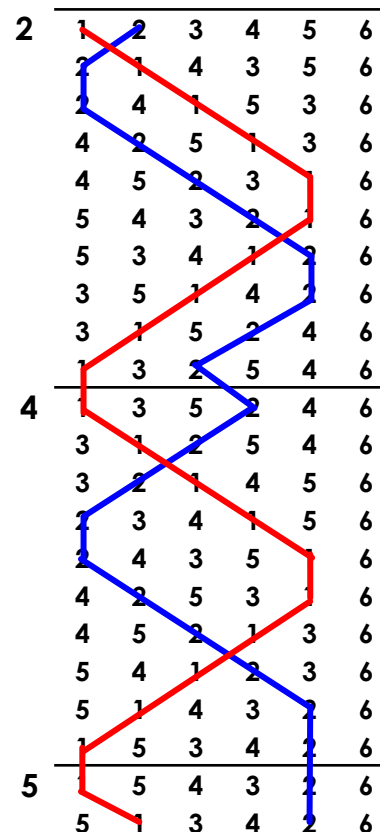
- ▶ Allows flash card study
- ▶ Count your place
- ▶ iPhone only. £4.99





# Practical exercises on the bells

- Rounds and 3-4 dodging
- Ring Plain Hunt doubles





# Acknowledgements and feedback



- Many thanks to all the students and helpers !!
- Some course material from Association of Ringing Teachers (ART)
- Any questions
- Any feedback is welcome