

# Plain Hunt on 6

	1-2: Coursing	3-4: Symmetric pattern	5-6: Coursing	... and the 2-3 pattern
H/up	123456 12	123456 34	123456 56	123456 23
B/down	123456 12	123456 34	123456 56	123456 23
	X	X	X	
H/up	214365 12	214365 34	214365 56	214365 14
B/down	241635 13	241635 25	241635 46	241635 15
H/up	426153 24	426153 16	426153 35	426153 26
B/down	462513 35	462513 16	462513 24	462513 36
H/up	645231 46	645231 25	645231 13	645231 45
B/down	654321 56	654321 34	654321 12	654321 X45
	X	X	X	
H/up	563412 56	563412 34	563412 12	563412 36
B/down	536142 46	536142 25	536142 13	536142 26
H/up	351624 35	351624 16	351624 24	351624 15
B/down	315264 24	315264 16	315264 35	315264 14
H/up	132546 13	132546 25	132546 46	132546 23
B/down	123456 12	123456 34	123456 56	123456 X23
	214365	214365	214365	214365

Handbells for change-ringing strike in two directions. You always alternate between *handstroke*, where you ring the bell by raising it up, and *backstroke*, where you ring it by bringing it back down.

You begin ringing with a handstroke and a backstroke in a descending scale, called *rounds*. After that, you go into Plain Hunt. Each time you ring a particular bell, put it one place earlier or later in the row:

third, then second, then first, for example. When it reaches the first or last place, it rings twice there, and then it reverses direction.

Each ringer usually has two handbells, whose combined paths follow one of three patterns. The green and blue numbers above give the positions where the two bells ring in each pattern, and the X's indicate where the two bells *cross* and you switch which bell rings first.