

# Plain Hunt on 5

The numbers in the rows are the bell numbers and show the order in which the bells ring in each change. Thus, in row 5 of Plain Hunt on 5, the bells are ringing in the order 5, 4, 3, 2, 1.

The column headings refer to the bell position in each row or change

		Row number (in method)	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
H = Handstroke →	H		1	2	3	4	5	
B = Backstroke →	B		1	2	3	4	5	
	H		1	2	3	4	5	
	B		1	2	3	4	5	
			etc.					
	H		1	2	3	4	5	
	B		1	2	3	4	5	
"Go" said here →	H		1	2	3	4	5	
	B		1	2	3	4	5	
Start Plain Hunt here →		1	H	2	1	4	3	5
		2	B	2	4	1	5	3
		3	H	4	2	5	1	3
		4	B	4	5	2	3	1
		5	H	5	4	3	2	1
		6	B	5	3	4	1	2
		7	H	3	5	1	4	2
		8	B	3	1	5	2	4
		9	H	1	3	2	5	4
		10	B	1	2	3	4	5

Ring **Rounds** (sounding in order ringing down the scale) for several **whole-pulls** (handstroke, then backstroke) to set the rhythm and speed, then say "Go" at a handstroke, and everyone begins changing places (i.e., ringing the method) at the next handstroke.

[ Alternatively, if everyone is pretty comfortable ringing together, you simply say "**Whole pull and Go**" at the first handstroke, and everyone begins ringing the method at the next handstroke.]

If you **look at bell number 1**, you'll see that it rings once in each position moving from first to last place, then after ringing a second time in last place, rings once in each position moving from last to first.



Every bell follows this same pattern, but starting from a different point.

### How to Construct Plain Hunt on Any Number of Bells

Think of the bells as being in paired positions starting with the bell in first place (1-2, 3-4, etc.).

**Step 1:** Starting with the first pair of bells, each bell swaps places with its partner (the two bells "cross").

**Step 2:** The bell now in 1st place stays there, and the bells in the following paired positions (2-3, 4-5, etc.) swap/cross.

- Repeat step 1
- Repeat step 2
- ... and so on ...

until you reach Rounds (1 2 3 4 5...) again