Plain Hunt on 6

The **numbers in the rows** are the **bell numbers** and show the order in which the bells ring in each change. Thus, in row 6 of Plain Hunt on 6, the bells are ringing in the order 6, 5, 4, 3, 2, 1.

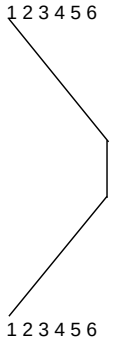
The column headings refer to the **bell position** in each row or change

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

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 postion 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 step2
… and so on …
until you reach Rounds (12 3 4 5…) again