

Plain Bob Minor

Any change-ringing method can be described by rules telling how the bells rearrange from one row to the next. Plain Hunt has just two rules. First, at every handstroke, each bell takes one step forward toward the beginning or end of the row. Second, at every backstroke, the bell ringing first (*leading*) and the bell ringing last (*lying behind*) stay put, and each bell in between takes another step forward.

On 6 bells, those rules produce 12 unique rows before they bring you back into rounds. At that point you might stop, or the conductor might tell you to *keep going* and ring the same again. But to ring for longer without repeating a row, you need to change the rules.

Plain Bob Minor is constructed by adding just one more rule. The number 1 bell, called the *treble*, follows the same path as it does in Plain Hunt. But at the backstroke when the treble is leading (called the *lead-end*), the other bells don't obey the normal backstroke rule. Instead, the bell ringing in 2nd place stays in 2nd place (*making 2nds*) and the bells in 3rd through 6th place each *dodge* one step backwards. Then the bell that made 2nds leads again, and the other bells return to hunting forward.

That same rule applies at every lead-end. Each time the lead-end comes, each bell will be in a new position and do piece of work. You won't reach rounds again until the fifth lead-end, after a total of 60 unique rows.

The pairs of bells still follow the same patterns familiar from Plain Hunt on 6. But whenever your two bells do different things at a lead end (for example, when one makes 2nds and the other dodges), you jump onto a different pattern. Based on the two places where the bells come down at backstroke, you can determine which pattern you're on and where you're picking it up from.

