

# Touches for All Occasions

Simon Edwards

# Starting to Call

The basics



# Starting to Call

- Why not do it?
  - Pressure
  - Responsibility
  - I might get it wrong
- But ...
  - Who else will do it?
  - What if no one does?
  - It can be satisfying
  - Sense of achievement
  - FUN

# Starting to Call

- Don't try to do too much
- Start simple
- Start with the really basic calling
  - Just call "Stand"
  - Call changes
    - To Queens or Tittums and back (7 calls on 6 bells, including "stand")
  - Plain Courses - Go, That's All, Stand



# Starting to Call

- Make sure the band can hear you
  - Loud and clear
  - Project your voice
  - Take account of the bells ...
  - ... and the band members

# Starting to Call

## - Priorities (in order)

- Stay right yourself
  - Ring the method, or stay in the right place for call changes
- Put the calls in the right place
- Maintain quality
  - Don't be afraid to stop the ringing - you are responsible
- Check the ringing - make sure it will come back to rounds
- Put others right



# Starting to Call

## - when to put in the calls

- Stand
  - After treble has pulled at handstroke, almost a whole pull before you want the bells to stand
- Call changes
  - At handstroke
  - Just after the pairs of bells changing have pulled
  - Up or down - be consistent with calling method
- Try calling call changes when not ringing

# Starting to Call

## When to Call - Methods

- Go
  - At handstroke a whole pull before starting
  - Just after treble has pulled
  - Usual to call "GO - <method name>"
- That's All
  - At handstroke (assuming it will come round at backstroke)



# Starting to Call

## When to Call - Methods

- ▶ Bobs / singles
  - ▶ Depends on the method
  - ▶ Plain bob - backstroke when treble is in 2nds place
  - ▶ Grandsire - handstroke when treble is in 3rds place
  - ▶ **If in doubt** - handstroke is better than backstroke. Earlier is better than late!
  
- ▶ Do your homework
  - ▶ Look at the method - look at where calls take effect
  - ▶ Decide what you are going to call - work out on which blow you need to call each time
  - ▶ Try to find repeating callings to start (i.e. small blocks of calls, repeated lots of times)
  - ▶ Appear confident when calling (even when you are not)

# Starting to Call - simple touches

- Plain Bob Doubles
  - Call each time you start long 5ths
  - Call at the first backstroke in 5ths
  - You will be unaffected
  - Other bells do all three bits of the bob work (In, Out, Make)
  - 120 changes (approx. 4 minutes)
  
- If calling from 5<sup>th</sup>, comes into rounds at 3<sup>rd</sup> blow in the long 5ths (immediately after the 3<sup>rd</sup> bob)
- Otherwise, comes to rounds when you get back to your starting position after the 3<sup>rd</sup> bob



# Starting to Call - simple touches

- Plain Bob Minor
  - Call each time you do 5-6 down (or 5-6 up)
  - Call at the backstroke just before the dodge
  - You will be unaffected
  - 180 changes (approx. 6 minutes)

# Starting to Call

## - simple touches

### ▶ Grandsire Doubles

- ▶ Ring either 3<sup>rd</sup> or 5<sup>th</sup>
  - ▶ You will ring "Half Hunt" (3rds, double dodge 4-5 up at a call - repeat)
  - ▶ Call each time you strike over the treble when treble is in 3rds (i.e. you are in 4ths place)
  - ▶ Call as you pull when following the treble - at handstroke
  - ▶ You will do a double 4-5 up dodge, and then make 3rds the next time ...
  - ▶ ... calls come at alternate lead ends
- 
- ▶ If ringing 5<sup>th</sup> - comes round during the double dodge
  - ▶ If ringing 3<sup>rd</sup> - comes round at the next 3rds after the last call



# Starting to Call

## - checking the ringing

- Checking the ringing
  - Maintain Quality
  - Do not be afraid to call “rounds” or “stand” if ringing is poor
- Will it come round?
  - Much more advanced
  - You will develop the ability to following ringing with experience ...
  - ... and to know whether the bells are in the right place (use of coursing orders)

# Starting to Call - putting right

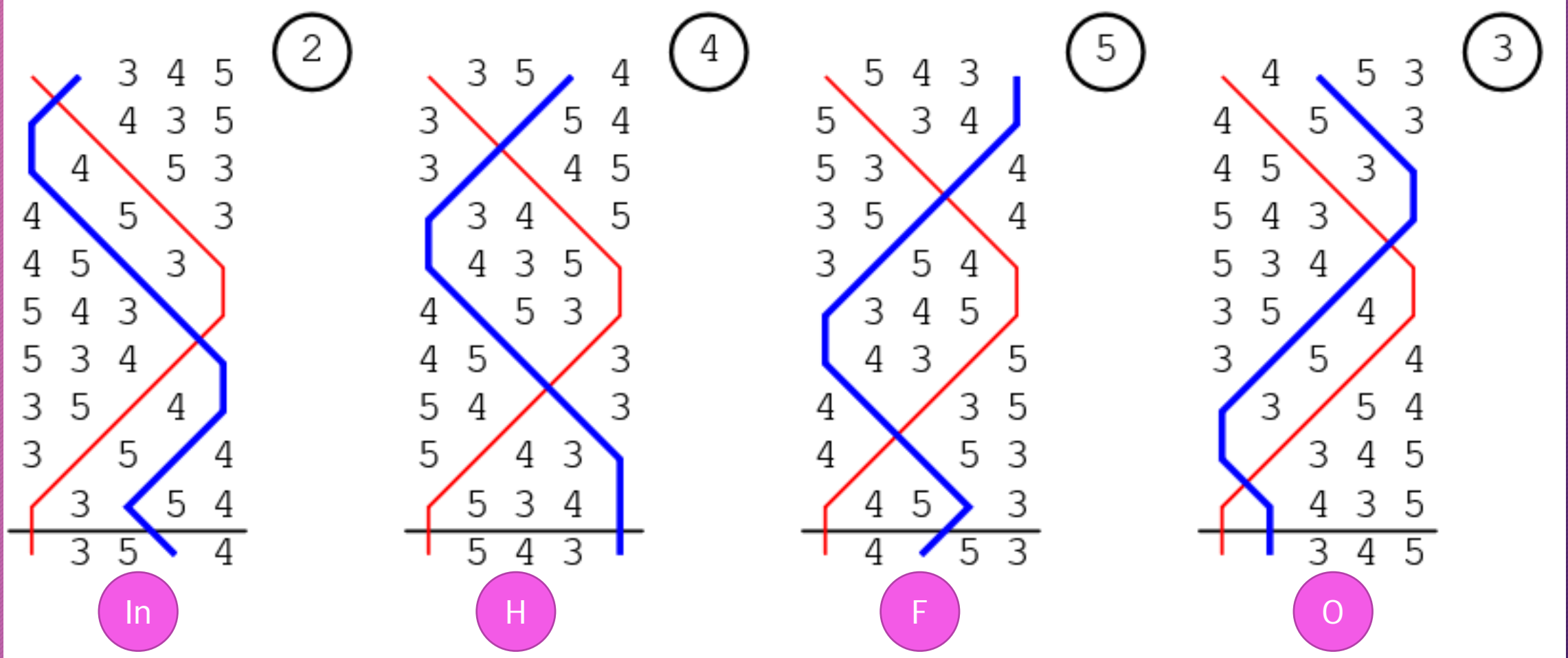
- ▶ VERY ADVANCED
- ▶ It is the responsibility of each ringer to keep themselves right - including you
  - ▶ Others should not rely on you
- ▶ With experience you will start to see what others are doing
- ▶ Try saying nothing - many mistakes are self corrected without help
  
- ▶ If you do say something, make sure it is correct
- ▶ Be clear who you are talking to
- ▶ Be clear what you are saying
- ▶ Make instructions relevant, concise, clear and useful



# Doubles

- With only 120 changes to ring, the average extent of Doubles takes around five minutes to ring
- The basic calling for many standard Doubles methods work on the same principles
- Grandsire and Stedman (of course!) are a bit different - these will be covered in a section a bit later on 😊 (So if I ever say “standard method”, assume the theory does not apply to these methods!)

# Plain Bob Doubles



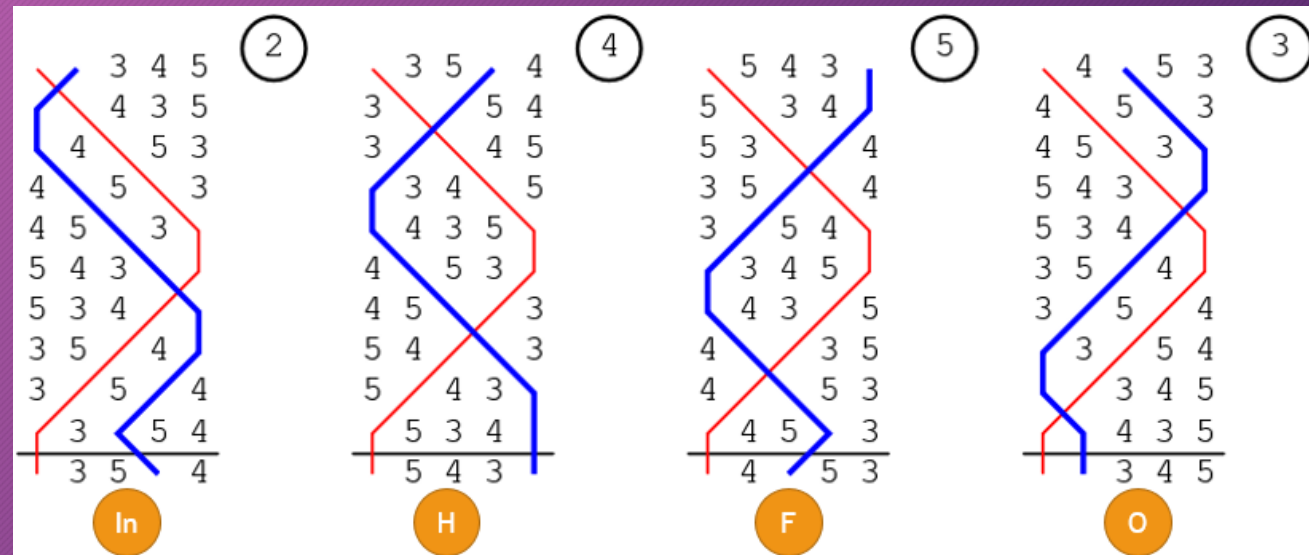


# Plain Bob Doubles - The Calling Positions

- Home (in this case, observation in long 5ths)
- In - the Bob will make you run in, and take the treble off of lead
- Out - the Bob will make you run Out (i.e. you should have made seconds) - this is also known as a "Before" on higher numbers.
- Make (or Fourths, "F") - make the Bob

These calling positions are the "bread and butter" for the callings of almost all standard methods 😊

The calling position denotes where you will be after the Bob has taken place



# Plain Bob Doubles - Touches

- The Basic Touch - call three Homes!
- Call the "Home" is called at your first backstroke in long fifths (or as the treble reaches seconds place)
- "Three Homes" works for any standard method
- The Bob only affects three bells - so the other three bells' order rotates, keeping you fixed.

Keeping the 5 unaffected for instance gives (at the treble backstroke lead):

2345    Start

4235    First Home

3425    Second Home

2345    Third Home - "That's All!"



# Plain Bob Doubles - Affecting Yourself!

- A 120 can also be called by affecting yourself
- Any rotation of In, Out, Make will work from any bell. (This has the effect of keeping another bell Observation (i.e. they ring Three Homes!))

In	Out	Make
Out	Make	In
Make	In	Out

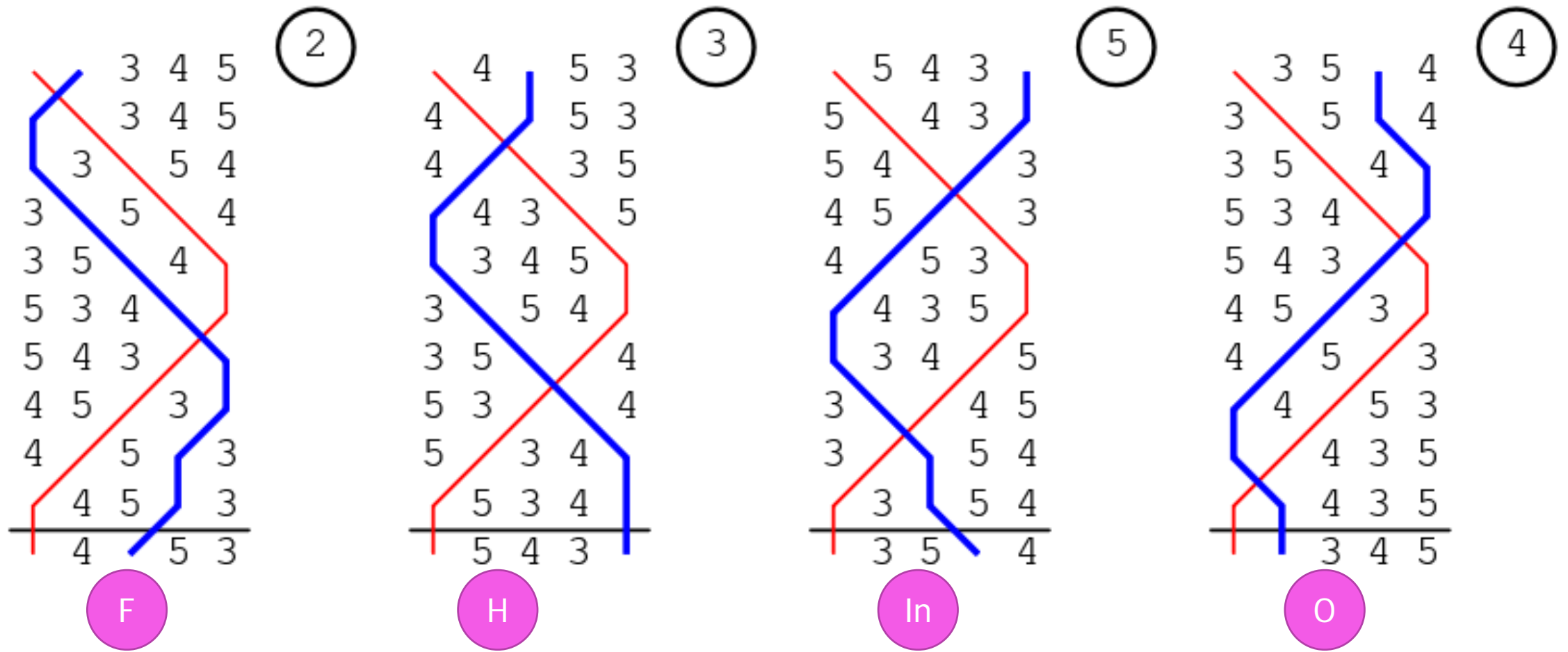
This works for any standard Doubles method from any bell. 😊

# Plain Bob Doubles - Shorter Touches

- Perhaps you don't have time to ring a 120 - or you want something a bit different!
- 60 changes - take the 5<sup>th</sup> and make the bob three times (Bob Plain x3)
- The rotation (Plain, Bob x3) also works; in this case, it's the 4<sup>th</sup> that makes the bob three times
- Making the bob three times does not work for 2 or 3.



# Reverse Canterbury Doubles



# Reverse Canterbury Doubles

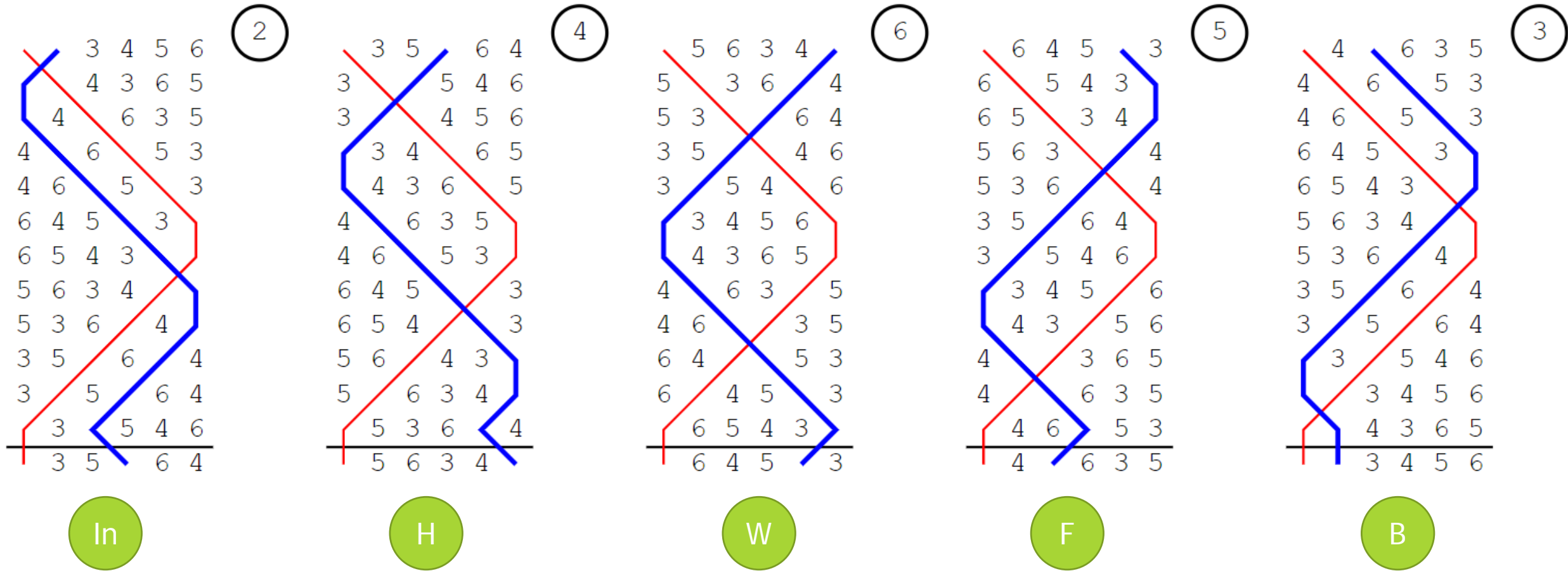
- Three Homes works (120 changes)
- In, Out, Make (and rotations) works! (120 changes)
- Bob, Plain (the 2 "Makes the Bob" three times) (60 changes)
- Plain, Bob (the 4 "Makes the Bob" three times) (60 changes)
  
- If you're feeling adventurous, you can also call **three consecutive bobs then one plain lead**. (From the 5, this would be In, Fourths, Out x3).
  
- This touch works for some other Doubles methods, like St Martin and St Simon, **but not for others like Plain Bob**.



# Plain Bob Minor

- Here, we introduce the concept of “Wrong” for the first time, and refresh what “Home” actually means
- In any given method, “Home” denotes the position where the heaviest working bell arrives back at its starting place (in this case, 5-6 down where the tenor starts)
- “Wrong” usually denotes where “n-1” starts from (in Minor, this is 5-6 up which is where the 5<sup>th</sup> begins)
- The calls already introduced in Doubles (In, Out and Fourths) remain the same. “Out” is usually referred to as “Before”, just to confuse you!

# Plain Bob Minor





# Touches for Plain Minor

- The following will work for all standard Plain Minor (such as Plain Bob, St Clement's, Single Oxford and Double Oxford)
- Three Homes works, giving three courses (180 changes)
- Three Wrongs also works, again giving three courses (180 changes)
- In, Out, Make (or a rotation) still works, also giving three courses (180 changes).
- Note that in all these cases, two bells will be unaffected throughout - one does Three Wrongs, the other does Three Homes!

# Wrong and Home Twice!

- The most useful touch in the armoury!
- Works for every standard method!
- Two courses (120 changes of Plain Minor)
- Rotates bells 2-5, then rotates them back again
- NB: In many methods, including Plain Bob, if you are calling off a different bell to the Tenor, the Home comes before the Wrong - so call yourself "Home and Wrong" twice.

120 Plain Bob Minor

23456	W	H
45236	-	-
23456	-	-

Backgrounds.



# Other Touches (including ones with Singles!)

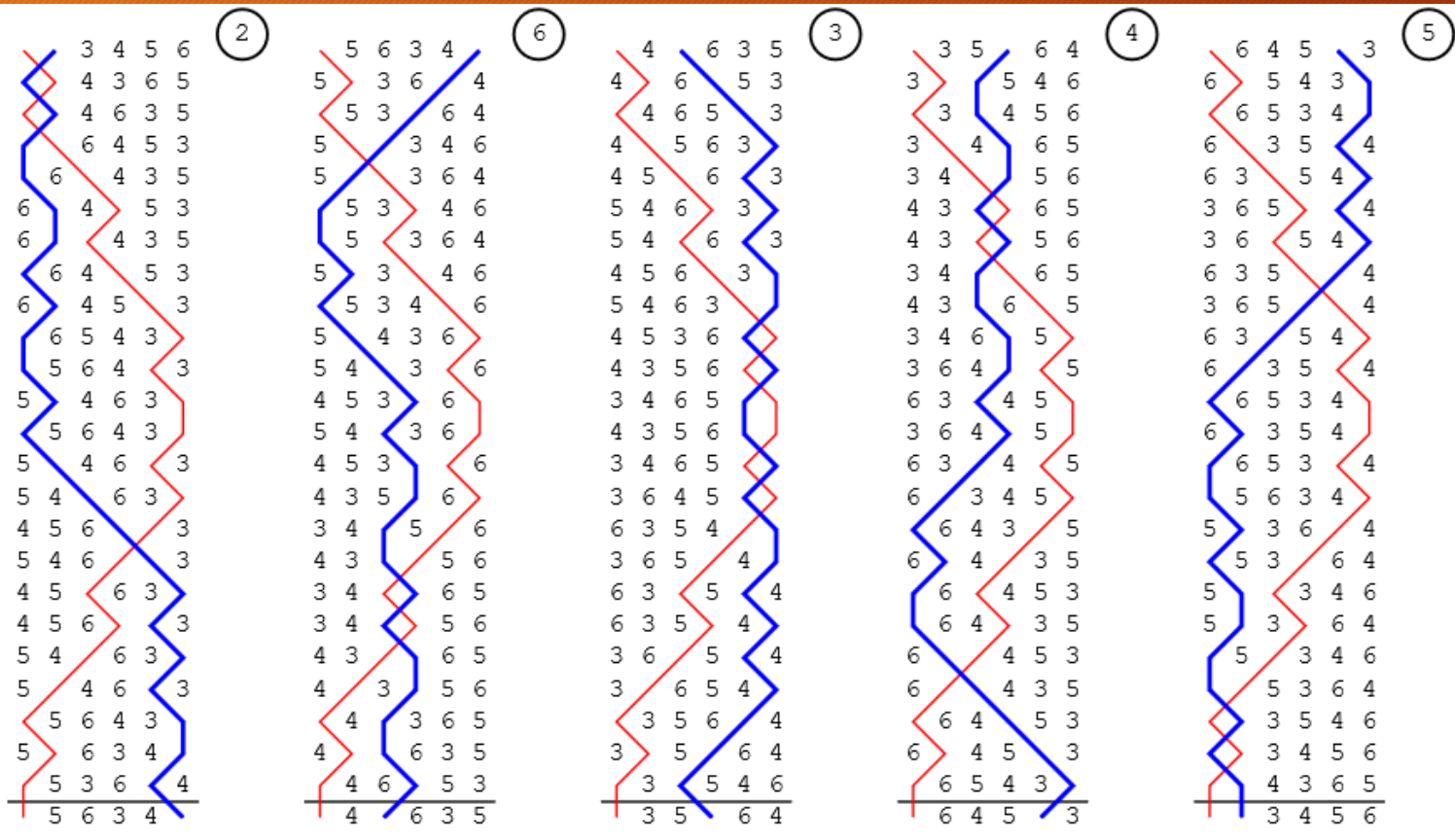
- **Fourths, Fourths** - call any bell to make the bob twice (120 changes)
- **Bob, Bob, Plain x3** - this causes 5 then 6 to make the Bob, then a plain lead when they dodge together in 5-6 at the back. (108 changes)
- **Two Singles a course apart** all give two courses (120 changes).  
(e.g. single Wrong, single Wrong, single Home, single Home, or single Before, single Before)
- **And, if you want a joker touch!** - call Wrong, Single Wrong, Single Before. For Plain Bob - this gives 119 changes, and Backgrounds twice!

# Cambridge Surprise Minor

- A course of Surprise Minor has twice as many changes as a course of Plain Minor - so 120 for Minor.
- “Falseness” (repeated changes) also becomes an issue - it may not be a problem for short touches, but is not acceptable for peals and quarters!
- The calling positions introduced in Plain Bob Minor still apply, but in a different order.
- Call the bob as the treble does its 1-2 down dodge - it feels slightly different to calling Plain methods, but comes with practice! 😊



# Cambridge Surprise Minor



- As with Plain Minor, the bells in 5-6 are unaffected by calls
- In, Out, Make still apply!
- The calling positions apply to other 2nds place Surprise methods, such as Beverley (which has the same lead end order), and London and Bourne (which do not)

H

F

In

W

B

# Cambridge Surprise Minor

- Three Homes (360 changes, 3 courses) works but may be a bit long!
- Wrong and Home Twice (240 changes, 2 courses) is a popular and sensible option
- Making the Bob twice gives you 192 changes
- (My personal favourite) - call "In and Wrong". You get Queens in this touch! (Hint - this touch is the 2<sup>nd</sup> making the bob twice - cheeky!)
- Another 192 is to call "Fourths, Wrong, Home" twice. Basically, call a Bob every lead except when you are making seconds.
- Wrong, Single Wrong gives a cheeky 194, it comes round at the treble's backstroke snap!



# Kent, Oxford and Norwich Minor

- For these methods, where a Bob “Home” affects the bells in 5-6 (usually the Tenor if calling a bell observation), they need to be called slightly differently
- Three Homes DOES work - but only gives three leads (with 5 and 6 ringing the same lead 3 times, and 2/3/4 rotating) - 72 changes.
- The easiest solution here is to swap “Wrong and Home” for “In and Out” - call a bob as you go In to become 2nds place bell, and another bob a lead later as you run Out and become thirds place bell
- In and Out twice gives 2 courses, 240 changes.

# Calling on Eight Bells

- We have one final calling position to introduce - the Middle
- This is where "n-2" starts from (so the 6<sup>th</sup> for Major, as you dodge 5-6 down)
- The Wrong and Home are pushed up to 7-8 up and 7-8 down respectively (as this is where the tenors begin from)
- As a general rule - the more bells you ring, the fewer calls there are to put in, but the longer a touch will take to ring!



# Plain Bob Triples

- **Be careful** - the Wrong here is actually 5-6 up! The Middle remains as 5-6 down, and Home (of course) is long 7ths
- Three Homes, Three Wrongs or Three Middles (three courses, 252 changes) - works for any bell.
- Two Singles a course apart (ssW, ssB, ssM or ssH) works for a 2 course (168 change) touch
- Wrong and Home twice (two courses, 168 changes)
- You can also call "Middle and Home" twice - also a two course (168 change) touch, and, I think, more musical than Wrong and Home twice!

# Plain Bob Major

- Three Homes, Three Wrongs, Three Middles still work - but at 336 changes, get a bit long!
- Two courses is plenty sufficient for Major (224 changes). Wrong and Home twice works! Two corresponding Singles (Wrong, Middle or Home) work. (You could call ssB, but, if calling from the tenor, this gives 87's at back, which many people will cringe at!)
- A popular and musical touch of 160 changes goes: Wrong, Three Befores, Middle Home.
- The three Befores come at three consecutive leads. The Middle and Home at the end also come consecutively.



# Surprise Major

- There aren't many touches for Surprise Major - you don't tend to need them as much, as they are lengthy enough as it is!
- Wrong and Home twice will work for any of the standard 8. (2 courses, 448 changes - except Bristol, which will be 676 changes!)
- Bristol - call three Homes (three consecutive leads, and many rollups!)
- Rutland, Bristol, London - call the tenor "Middle, Before, Wrong" - or the second to make the bob three times - a very pretty touch, especially in London!

# Grandsire Doubles

- And now, we're going to go back to six bell ringing!
- Grandsire is different to anything else, and fun to call 😊
- For Grandsire (and Stedman), it is better practice to call the bob at Handstroke instead of Backstroke.
- For Grandsire, this would be the handstroke as the Treble reaches 3rds place on its way to lead (i.e. a whole pull before it leads). Sounds complex, but it comes to feel natural after a while!



# Grandsire Doubles

- It is impossible to call a bell “Unaffected” in Grandsire Doubles - but it is possible to keep a bell “Observation” (i.e. one bell does the same bit of work over and over again!)
- The basic 60 - take either the third or the fifth, and call a Bob the lead after you have made thirds (to double-dodge 4-5 up).
- Leave a plain lead when you are making thirds round the treble the following lead.
- This is as close to an “observation” bell as one gets in Grandsire. It is commonly known as calling your bell “half hunt”.
- Repeat twice for 60 changes (effectively - Plain, Bob x3 (if calling the 5 half-hunt) OR Bob, Plain x3 (if the 3 is half-hunt)).

# Grandsire Doubles

Keeping the 5<sup>th</sup> unaffected for instance gives the following lead ends for a 60:

2345 Start

3425 First Bob

4235 Second Bob

2345 Third Bob - "That's All!"

Keeping the 3<sup>rd</sup> unaffected meanwhile gives:

2345 Start

4523 First Bob

5243 Second Bob

2453 Third Bob - back in the plain course, and it will come round the following lead



# Grandsire Doubles

- To get a 120, a pair of Singles needs to be inserted 60 changes apart (halfway and end, for instance)
- When you call a Single, take a note of the bell you are double dodging up with. After two further Bobs, the second Single should be called - and you will be double dodging with the same bell again! (And it's the other two bells who swap over doing the Single!)
- So, assuming you are calling the 5 half-hunt, replacing the final "Bob" with a Single (when you double-dodge with the 4<sup>th</sup>) and repeating will give you a 120
- So, in short: Plain, Bob; Plain, Bob; Plain, Single; repeat
- This combination can be rotated any way - i.e. to keep the 3 half-hunt, or to change the bell you double-dodge with at the Single

# Grandsire Doubles

- It is also possible to call Grandsire off a “working bell” whilst keeping 3 or 5 fixed. This works in much the same way “In, Out, Make” in Plain Bob works – affecting yourself whilst keeping another bell “Observation”.
- The rotation here is “In, Out, Before”. (“Before” being thirds unaffected).  
*NB: In and Out here refer to your going In and Out of the hunt.*
- The calls come two leads apart (so when you go into the hunt, you have one lead in the hunt before calling yourself out) – the bell that makes thirds around you at this plain lead is the “Half Hunt” bell.
- When you call yourself “Out” of the hunt, you will find you are double-dodging with that same half-hunt bell at the back!



# Grandsire Doubles

- From the 4<sup>th</sup> for instance, the following touch could be called (keeping the 5 as half hunt):

2345          Go, Grandsire

- 3425          Before

- 4235          In (the hunt)

**s** 3245          Out (the hunt)

Repeat

- Call the Single (**highlighted**) as you come to double dodge “out” of the hunt with the bell you are keeping observation (the 5<sup>th</sup> in this case), and repeat for a 120. If you replaced the Single with a Bob, you would instead ring 60 changes.

# Grandsire Doubles

- An alternative way to get a 120 is to call "Single, Bob, Single, Plain" three times. This keeps the 3<sup>rd</sup> "half-hunt" (the Bobs leave it making thirds unaffected).
- This can be rotated to keep the 5<sup>th</sup> "half hunt" - start with the Plain!  
(So you get: Plain, Single, Bob, Single, x3)
- With four possible rotations of this touch, and six rotations of the more basic "half hunt" just explained, you can thereby get ten different extents of Grandsire Doubles - great for calling an interesting quarter peal! 😊



# Grandsire Triples

- As you may have worked out with Grandsire Doubles, calling a bell “Unaffected” in Grandsire is nigh on impossible!
- Grandsire on higher numbers works with “short courses” - as you may be aware, most trips in Grandsire happen at the plain leads rather than the bobbed leads, so the more calls the better!
- Grandsire Triples has so much scope for interesting, varied and musical touches 😊
- Teaching “The Proper Way” to call Grandsire Triples (for peals & qps, say) is a different training session entirely - so instead, I will teach you the very basics and a couple of easy touches here 😊

# Grandsire Triples

- The Basic Touch - In and Out Three Times!
- Take the 7<sup>th</sup>. At the first lead, call a Bob to send yourself "Into the Hunt" - known as "In". At the next lead, call another Bob to bring yourself "Out".
- After two plain leads, 5, 6 and 7 come home (lead end 1423567). Repeating this twice gives you a touch of 168 changes (with Backgrounds and some nice rollups)
- This touch can also be rotated - calling PBBP x3 sends the 6<sup>th</sup> "In and Out" three times (keeping 4,6,7 fixed). Calling PPBB sends 4<sup>th</sup> In and Out (keeping 3,4,6 fixed).
- The lesser rung "BPPB" also works, calling the 2<sup>nd</sup> "In and Out" (but starting with an Out!). The 2, 3 and 5 are fixed for this touch.



# Grandsire Triples - Other Touches

- Call a Single every other lead - in this case, it is better to start with a plain lead. Calling "Plain, Single" six times gives a touch of 168 changes, and includes Queens (13572468) and Tittums (15263748) - what a treat!
- Calling Three Homes works! (Call the 7 to double-dodge up with the 6<sup>th</sup> three times)
- For a cheeky 97 - call Single, Plain, Single, Plain, Single, Bob. It comes round the next lead at handstroke - a classic feature of many Grandsire compositions!
- And, for a "wedding touch", take any bell (except the 2<sup>nd</sup>) and call them "Before" (thirds unaffected) five times, giving a touch of 350 changes (5 courses)!  
(Hint - musically, this is best from the 4 (giving Tittums) or the 7 (producing Queens))

# Stedman Doubles

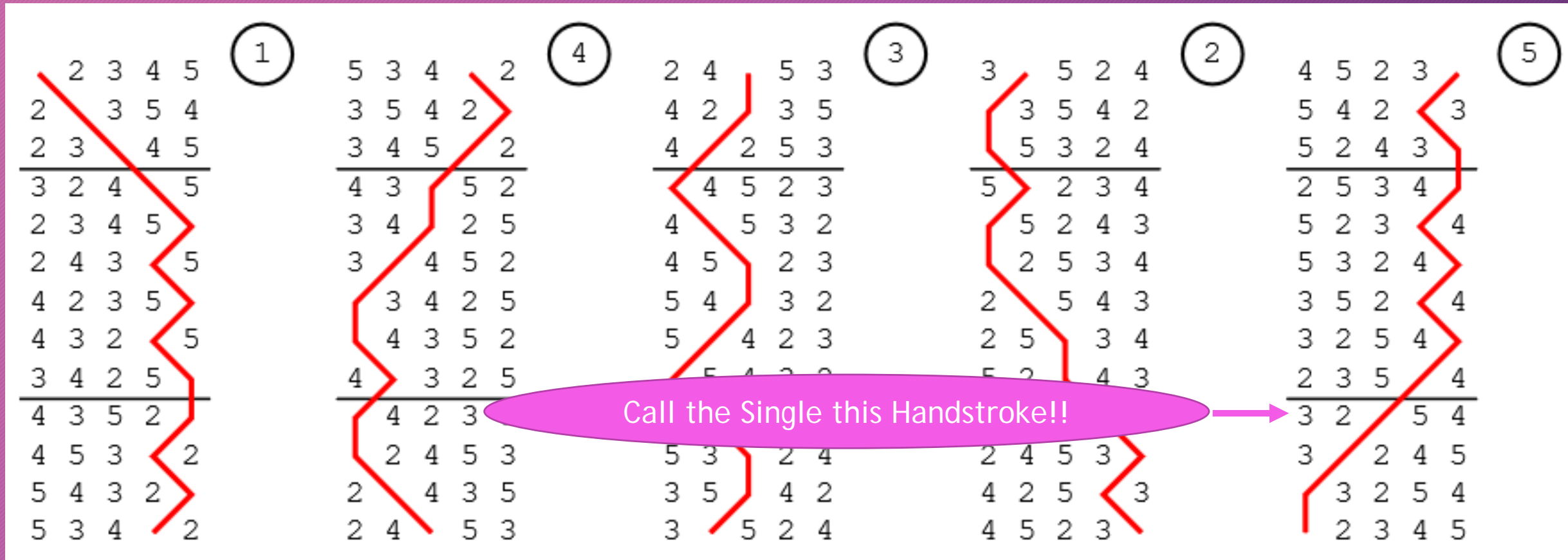
- As the plain course is 60 changes, you only need two Singles to make the extent
- Easy calling #1 - call a Single as you go in Quick twice. (i.e. for the Treble, this would come right at the end of the course)
- Easy calling #2 - pick a friend, and make the Single twice with them - it will be 60 changes apart, promise! (You'll each do "cat's ears" and "coathangers" (long Stedman) once each.

**Note** - this one takes a bit more practice to see when you are about to dodge with your other bell



# Stedman Doubles

- For the "Quick Bell" calling then, this is where you would put the Singles:



# Stedman Triples

- This one probably takes more practice than anything else to call!
- The easiest touch, which works off of any bell, is to call yourself "Quick" twice
- Call a Bob as you do your final 4-5 down dodge before going "In Quick"
- Call a second Bob as you get taken off lead (or as you go "Out Quick" - WARNING: this is only six changes later, it comes up very quickly!
- Repeat this for a 168
- **Warning** - this is trickier off the treble as you are halfway through your quick work. You start by calling a Bob (as you go Out Quick), call the double-bob a course later as you go In and Out Quick, and call a Bob right at the end as you go In Quick again!



# Stedman Triples

- For anyone feeling slightly adventurous, here is an easy and musical 144, which contains Queens 😊
- Take the 7<sup>th</sup>. Call a bob immediately to do three further 6-7 up dodges with the 6<sup>th</sup>
- Call yourself "In and Out" Quick
- Call a Bob when you are with the 4<sup>th</sup>, causing you to do three more dodges in 6-7 down
- Call yourself In and Out Quick
- Repeat. You should never go in Slow! 😊

# And Finally... Bristol Surprise Maximus

- Calling Wrong and Home twice gives you a quarter peal - 1,344 changes. What a useful touch! 😊



# And Finally... Some general tips!

- As a Conductor, your primary objective is to put calls in and stay on the line yourself. It is not your prerogative to keep the band right - although if you are able to see and correct a mistake, then do!
- It is advisable to let the rounds settle before saying "Go". Uneven or lumpy rounds inevitably leads to uneven or lumpy method ringing!
- Don't be afraid to use "Stand" if the touch goes wrong - a clean start can make all the difference, especially if the first row or two goes crunch (e.g. someone forgets their start)!

Thank You For Coming - Any Questions? 😊