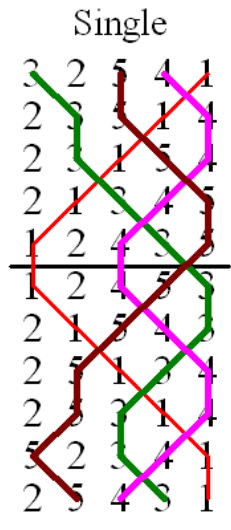
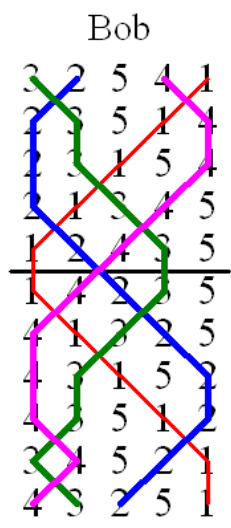
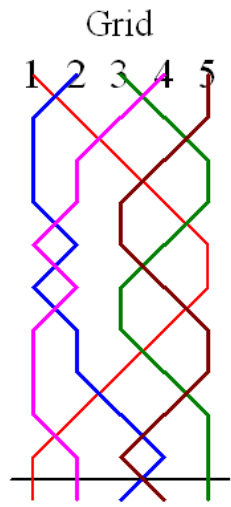
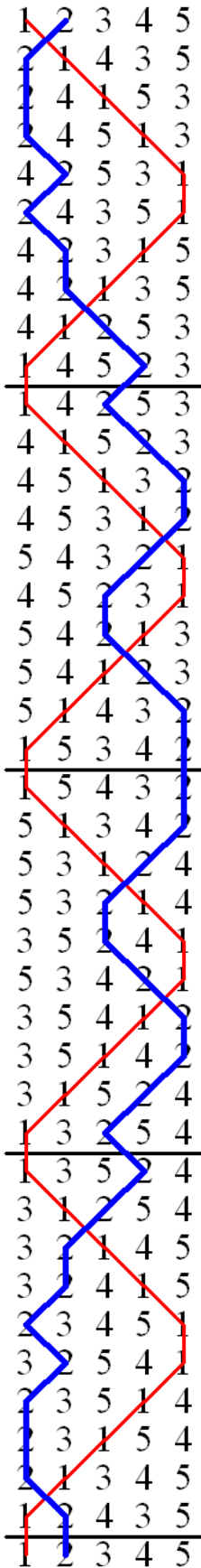


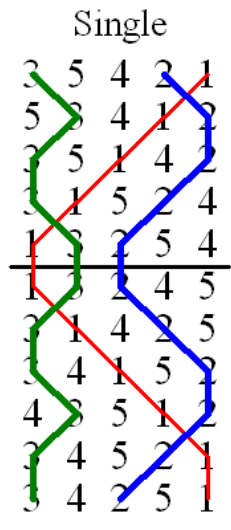
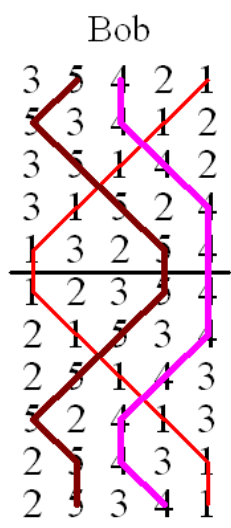
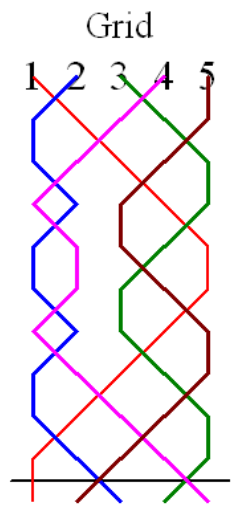
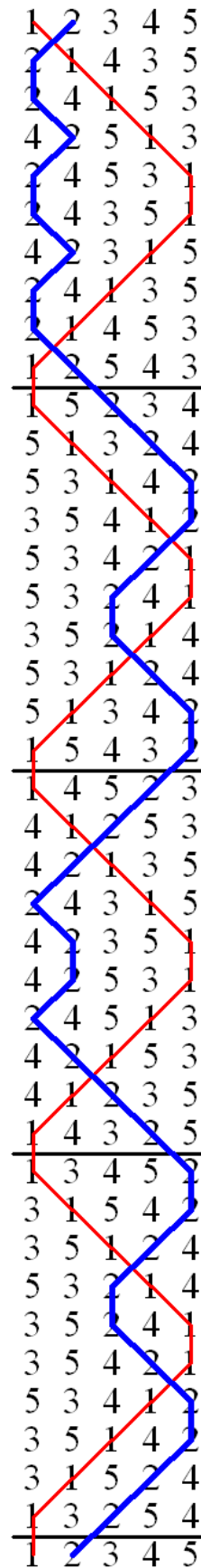
Northern District

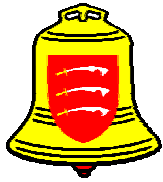
"Beyond Bob Doubles" Training Notes - Session 8

STOSMUNDBOBB DOUBLES



STEDMAN BOBB DOUBLES





Northern District

"Beyond Bob Doubles" Training Notes - Session 8

Tutor's Notes:

St. Osmund Bob Doubles

This is St. Simons with a different front work.

Most signposts are as for St. Simons.

Places in 2nd on way in are to dodge "wrong" as the treble lies "wrong"

Stedman (Slow Course) Bob

Method keeps 2 bells working together – like All Saints.

"Slow" = 2nds place bell, "quick" = 4ths place bell – Note no 3/4 dodges anywhere!

Middle places on front are "wrong", note especially when "quick" bell

When not on front - If treble above you do 3rds and back, else hunt in.

Coursing order is "cyclical" : 2-3-4-5

Bob:

Bell coming out "quick" makes Bob and goes back in "quick"

Bell last came out "slow" makes long 5ths (skips "quick") goes back in "slow" next.

"Slow" bells unaffected...

Single:

"Slow" bell makes 2nds and starts "slow" again.

Bell that would have run in "slow" makes 3rds and runs out to back; "quick" next time.

Touches: the "usual" callings do not work with Union Bob or Stedman Bob!

Key is : If there is ONE unaffected calling position = use PPPB x3 (and rotations of course)

 If there are TWO unaffected calling positions = use PPBB x3 (and rotations)

However if you guess (wrongly) that method has one unaffected position and call a default PPPB x3 - the touch will come round, but a bit short at 80 changes (if anyone notices)

> 80 also by BP x4

> 60 can be rung by calling BBP x2.

> Esoteric 120 = PPPBBPPPBPBB or PPPBBPBPBPBB (for experts!)

Just as with Plain Bob, though no Singles are necessary to achieve the full 120 changes you can also call SSPP x3 etc.

Observation: (2) call BPPB; (3) = PPBB; (4) = PBBP; (5) = BBPP.

(2) call PSSP; (3) = SSPP; (4) = SPPS; (5) = PPSS.