

# Twin hunt methods



26<sup>th</sup> June 2021

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# Twin hunt methods

Two questions for discussion:

Is Grandsire the only twin-hunt method you know?

Exactly what is a 'hunt bell'?

# Twin hunt methods

Are Plain Bob / Grandsire the best 'first methods'?

They are based on plain hunting for all bells.

Touches of Grandsire are really tricky!

# All Saints Doubles (NOT twin-hunt!)

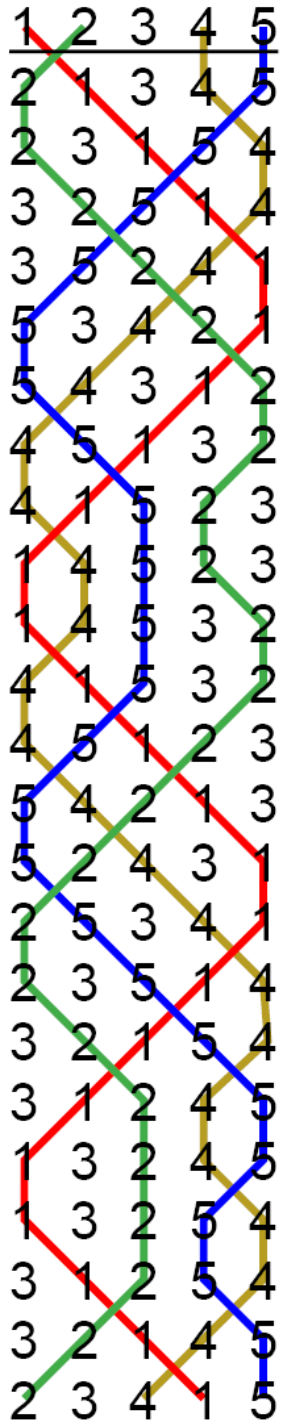
An easy blue line.

Crankshafts at the back.

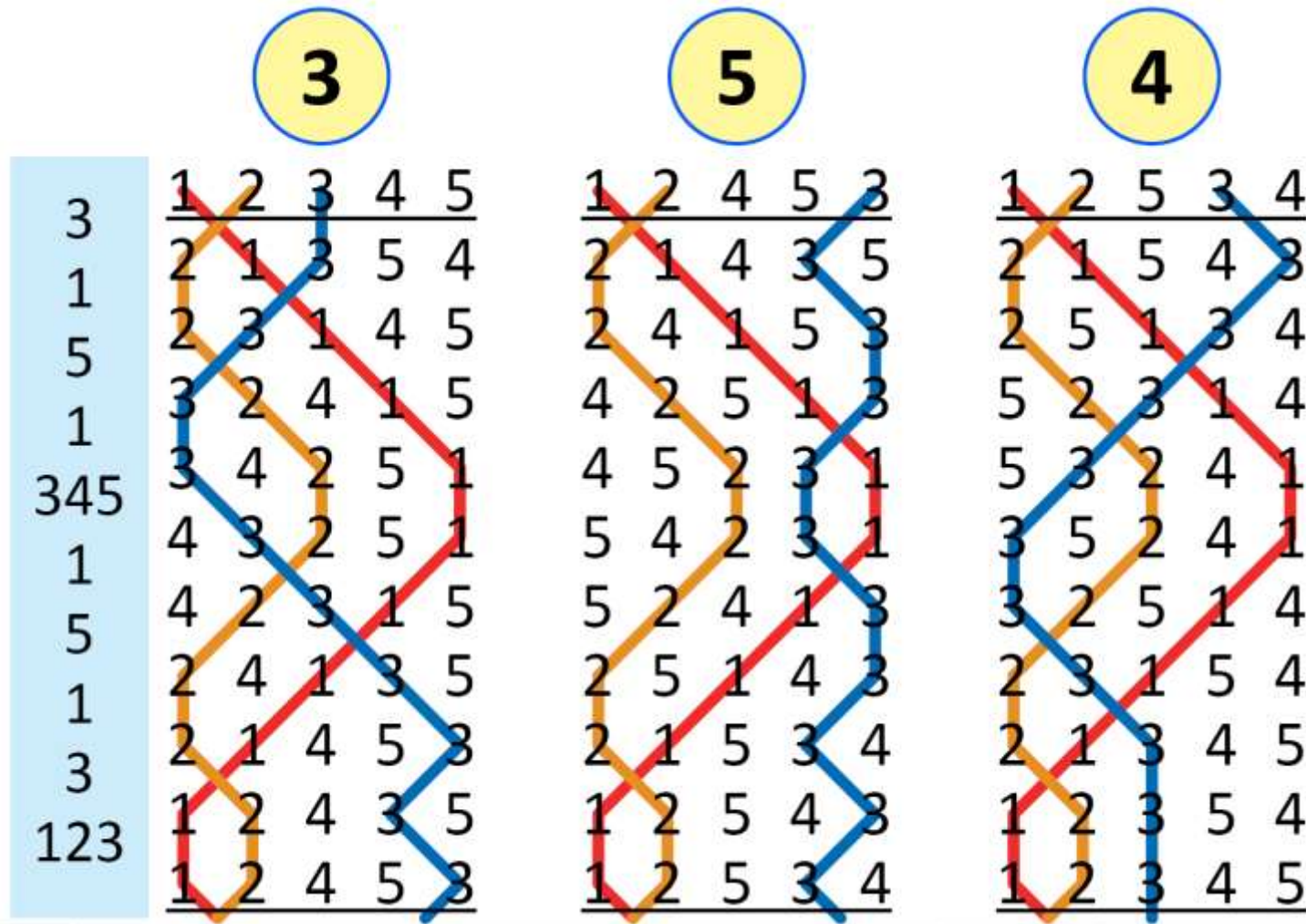
Long thirds or seconds at the front.

Treble tells you what do do.

Right and wrong places.



# Poyle Doubles



A good method for simple touches.

Is this a twin-hunt method?

# Poyle Doubles

1	2	3	4	5
2	1	3	5	4
2	3	1	4	5
3	2	4	1	5
3	4	2	5	1
4	3	2	5	1
4	2	3	1	5
2	4	1	3	5
2	1	4	5	3
1	2	4	3	5
1	2	4	5	3

1	2	4	5	3
2	1	4	3	5
2	4	1	5	3
4	2	5	1	3
4	5	2	3	1
5	4	2	3	1
5	2	4	1	3
2	5	1	4	3
2	1	5	3	4
1	2	5	4	3
1	2	5	3	4

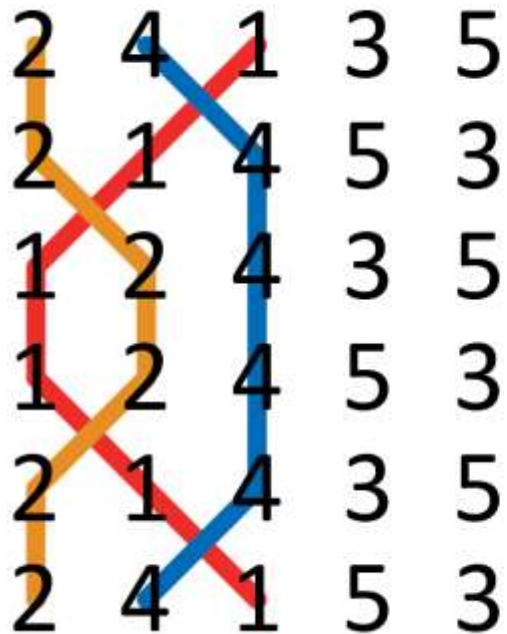
1	2	5	3	4
2	1	5	4	3
2	5	1	3	4
5	2	3	1	4
5	3	2	4	1
3	5	2	4	1
3	2	5	1	4
2	3	1	5	4
2	1	3	4	5
1	2	3	5	4
1	2	3	4	5

3,4,5:  
Crankshaft at  
back, double-  
dodge each  
side, long  
thirds.

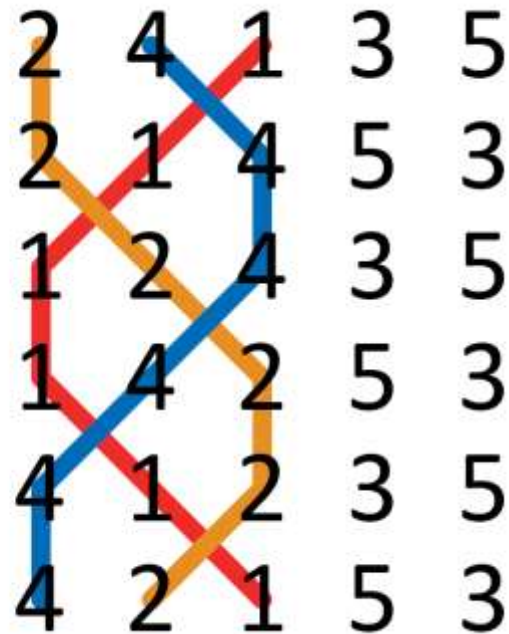
“Hunt bell”:  
Seconds, thirds.

# Poyle Doubles

Plain



Single



At a call:

Unaffected at back;  
only bells going into  
or out of the 'hunt'  
are affected.

In: Early thirds.

Out: Late thirds.

# Poyle Doubles

For a 120 (extent),

ring the two.

Call yourself out at the first lead end.

At the next opportunity (so after two plains) call yourself back in for one lead.

Repeat twice more.

2345

s 4253

4532

4325

s 2453

s 5234

5342

5423

s 2534

s 3245

3452

3524

s 2345



# Twin hunt methods

But most twin-hunt methods are extensions,  
typically from minor to triples,  
obtained by adding a second hunt bell...

*...which really plain hunts!*

What is the most obvious example?

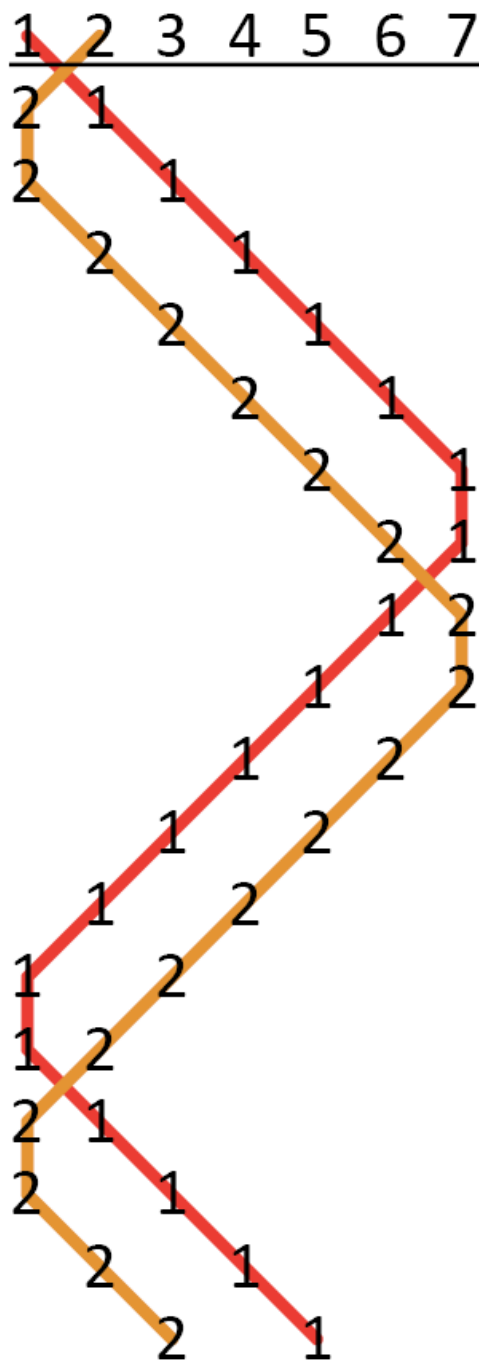
Plain Bob to Grandsire.

# Twin hunt methods

Let's extend  
Plain Bob Minor.

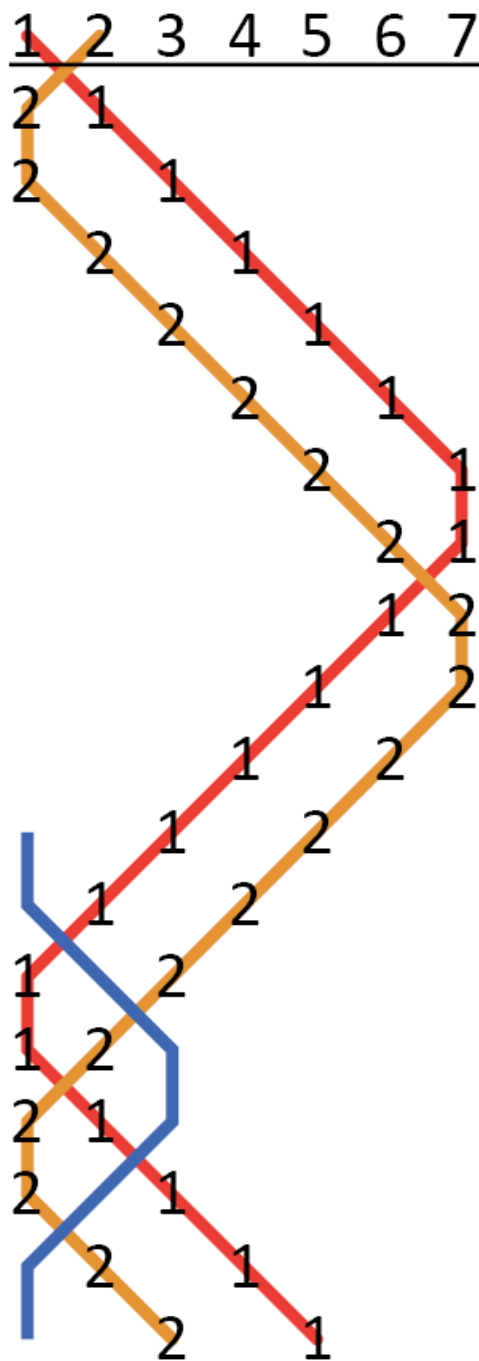
Plain hunt except  
dodge over 2nds.

# Twin hunt methods



Let's extend  
Plain Bob Minor.

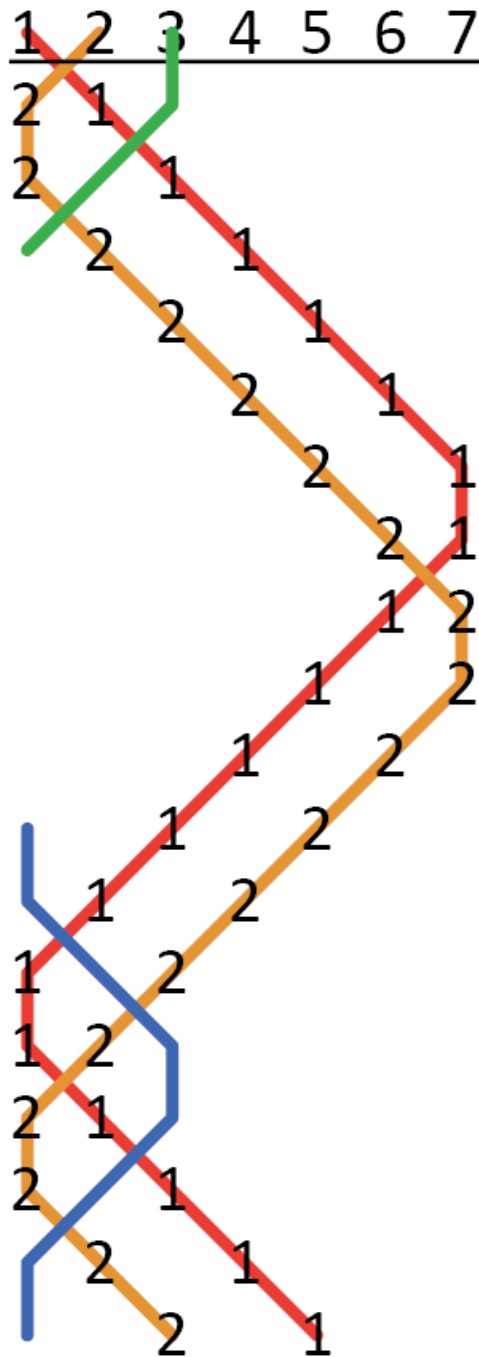
Start by having  
two hunt bells.



# Twin hunt methods

What happens  
around  
the lead-end?

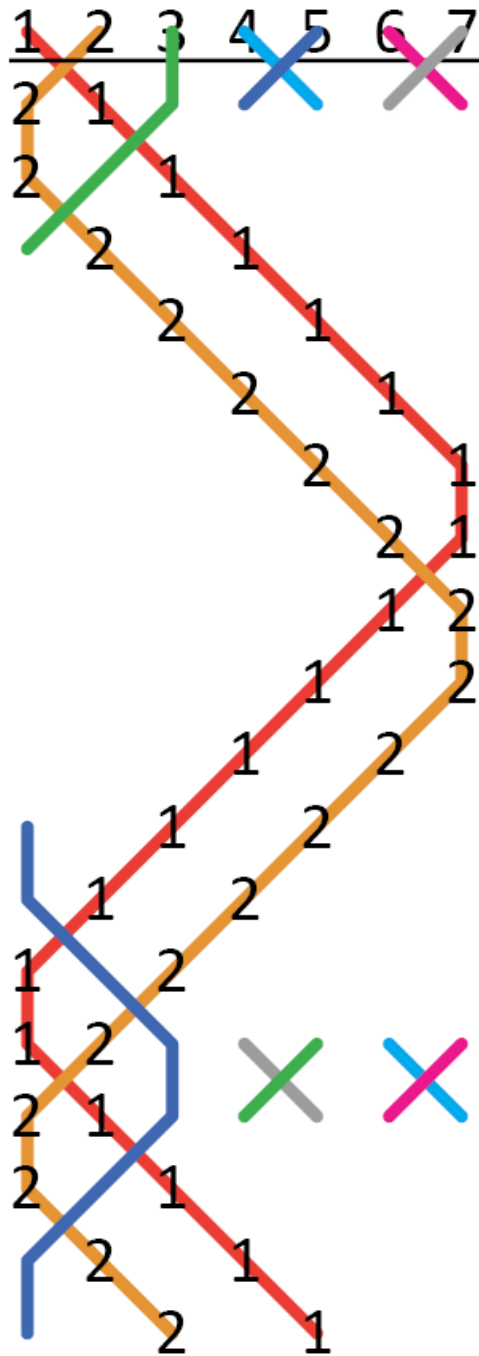
A bell must make  
**THIRDS** over **BOTH**  
hunt bells.



# Twin hunt methods

This making thirds  
also happens  
at the start.

And (in Plain Bob)  
bells dodge above  
this place-making.



# Twin hunt methods

In Plain Bob, bells plain hunt the rest of the time.

1	2	3	4	5	6	7
2	1	3	5	4	7	6
2	3	1	4	5	6	7
3	2	4	1	6	5	7
3	4	2	6	1	7	5
4	3	6	2	7	1	5
4	6	3	7	2	5	1
6	4	7	3	5	2	1
6	7	4	5	3	1	2
7	6	5	4	1	3	2
7	5	6	1	4	2	3
5	7	1	6	2	4	3
5	1	7	2	6	3	4
1	5	2	7	3	6	4
1	2	5	3	7	4	6
2	1	5	7	3	6	4
2	5	1	3	7	4	6
5	2	3	1	4	7	6
5	3	2	4	1	6	7

# Twin hunt methods

In Plain Bob, bells plain hunt the rest of the time.

This enables us to fill in the rest of the work.



# Twin hunt methods

## In Grandsire (unlike in Plain Bob)...

there are two hunt bells (not one),

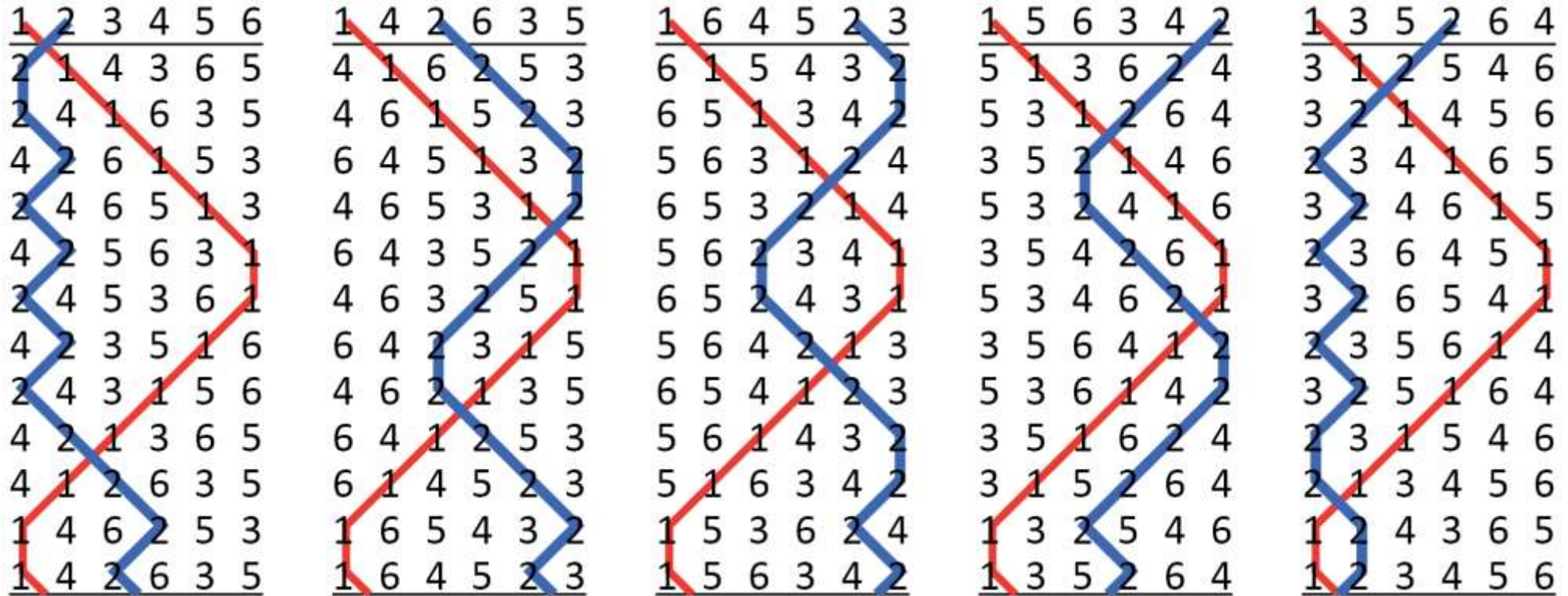
thirds is made wrong over the  
hunt bells (not seconds, right),

dodges are in 4-5, 6-7... and are  
wrong (not 3-4, 5-6... and right),

the backwards step of dodges is  
made just after the treble lead  
(not during), which means that...

bells start with dodges or places  
(rather than having to wait until  
the first lead end).

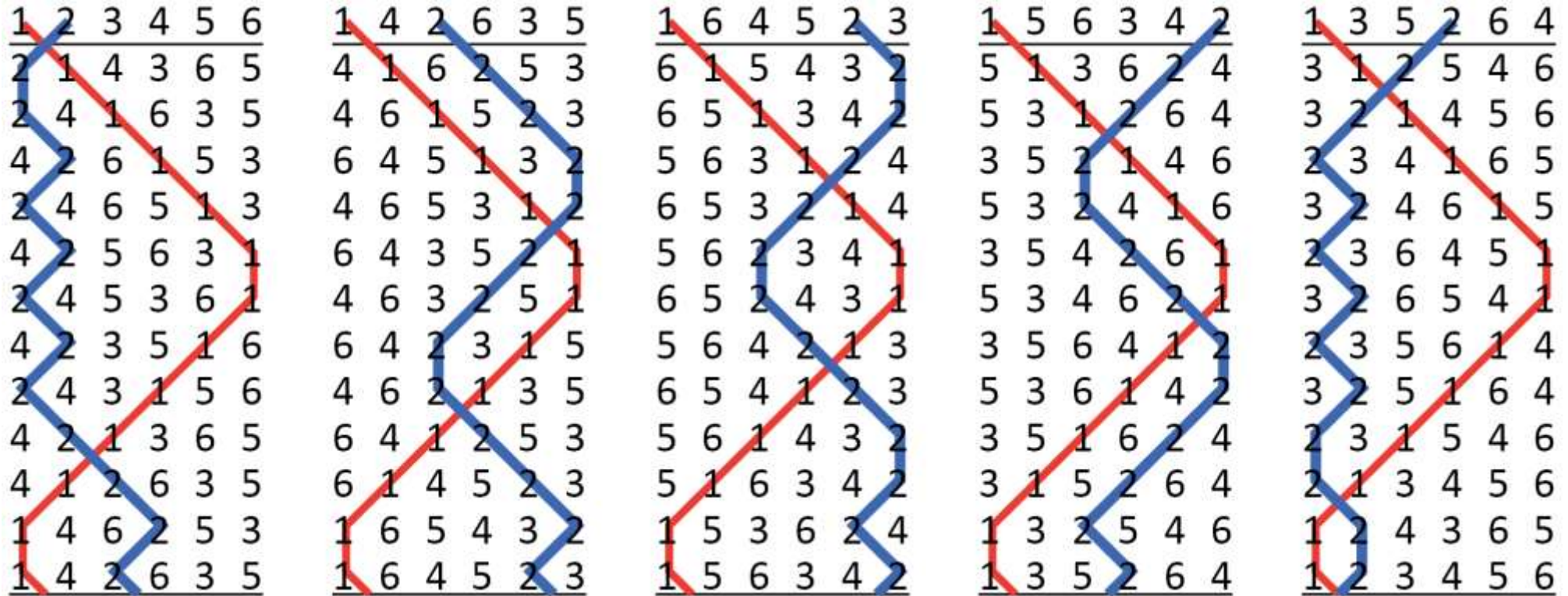
# Extending St Clement's



St Clement's Minor.

We need to determine the defining rules.

# Extending St Clement's



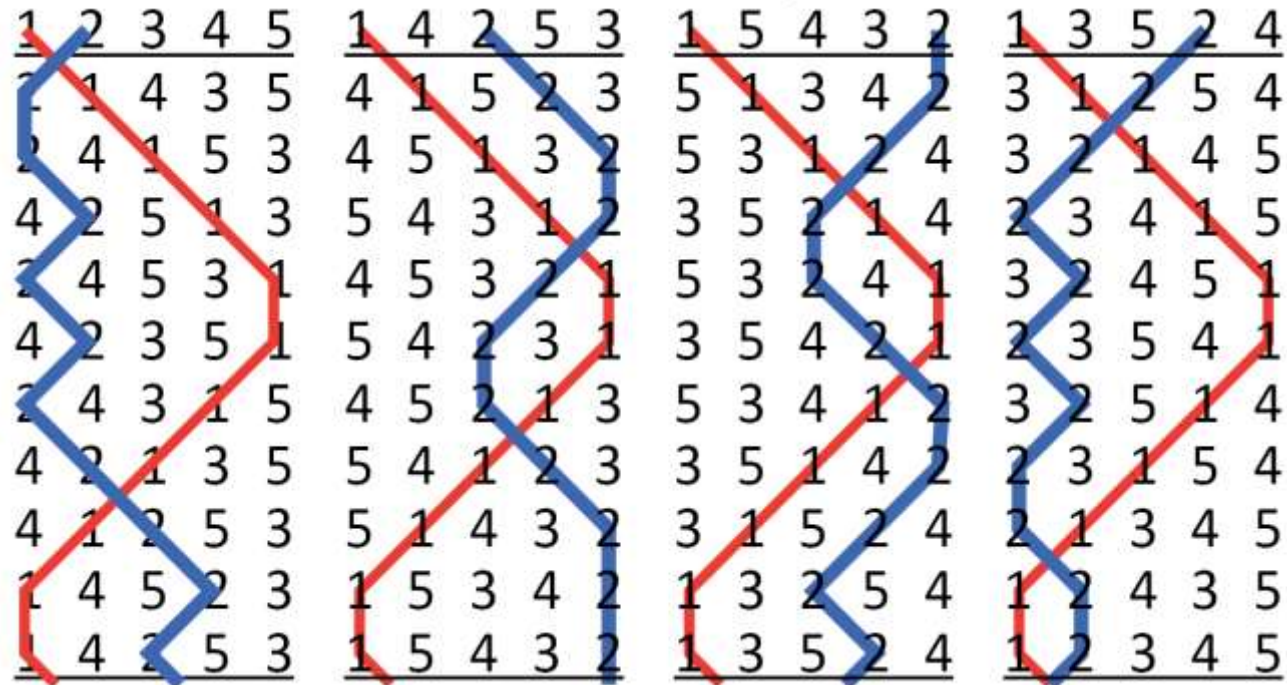
Plain hunt between thirds and the back.

Dodge over seconds at lead-ends.

Two leads of frontwork (fill in with dodging 1-2).



# Extending St Clement's



We could make an odd-bell version just like  
Plain Bob Doubles/Minor.

It is called St Simon's (Doubles / Triples).

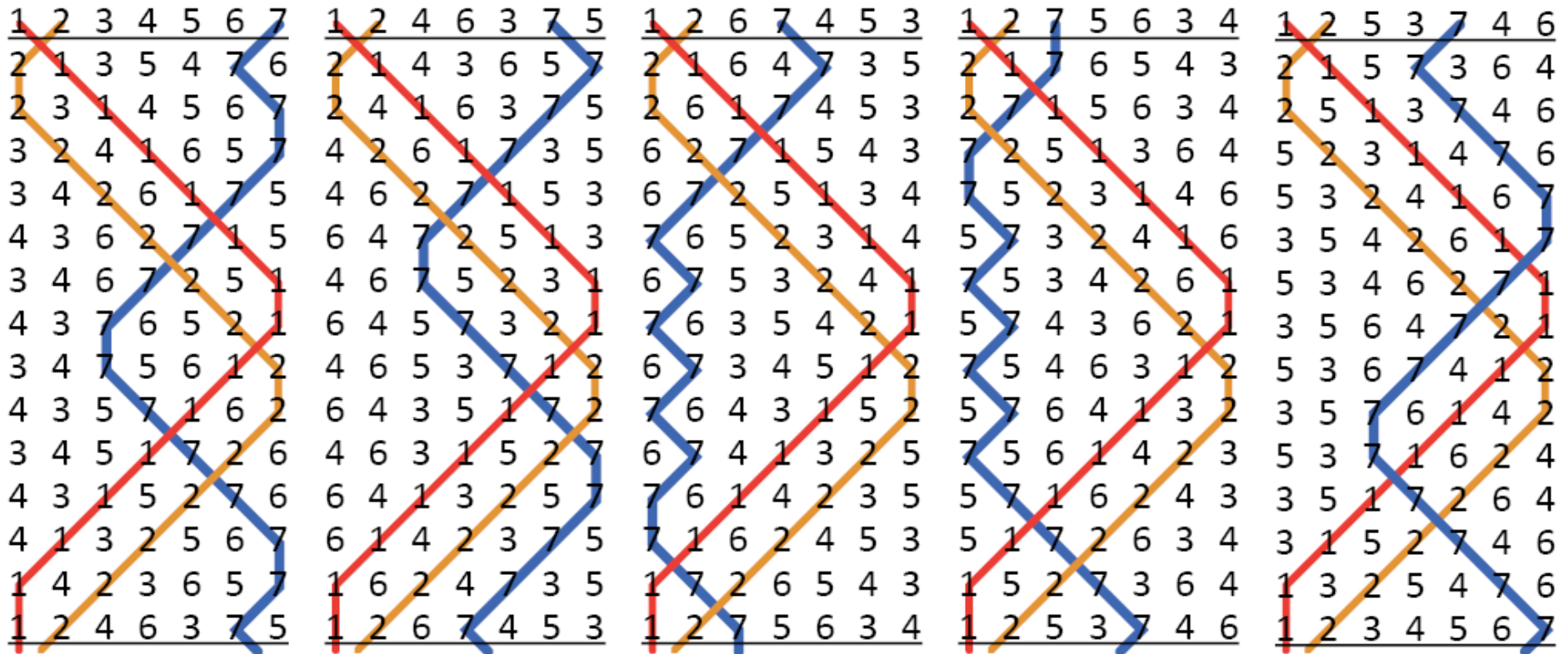
# Extending St Clement's

Or we could add a second hunt bell.

This extension gets the name St Clement's.

Note that Plain Bob / Grandsire are exceptions to the naming convention!

# Extending St Clement's



1	2	3	4	5	6	7
2	1	3	5	4	7	6
2	3	1	4	5	6	7
3	2	4	1	6	5	7
3	4	2	6	1	7	5
4	3	6	2	7	1	5
3	4	6	7	2	5	1
4	3	7	6	5	2	1
3	4	7	5	6	1	2
4	3	5	7	1	6	2
3	4	5	1	7	2	6
4	3	1	5	2	7	6
4	1	3	2	5	6	7
1	4	2	3	6	5	7
1	2	4	6	3	7	5

1	2	4	6	3	7	5
2	1	4	3	6	5	7
2	4	1	6	3	7	5
4	2	6	1	7	3	5
4	6	2	7	1	5	3
6	4	7	2	5	1	3
4	6	7	5	2	3	1
6	4	5	7	3	2	1
4	6	5	3	7	1	2
6	4	3	5	1	7	2
4	6	3	1	5	2	7
6	4	1	3	2	5	7
6	1	4	2	3	7	5
1	6	2	4	7	3	5
1	2	6	7	4	5	3

1	2	6	7	4	5	3
2	1	6	4	7	3	5
2	6	1	7	4	5	3
6	2	7	1	5	4	3
6	7	2	5	1	3	4
7	6	5	2	3	1	4
6	7	5	3	2	4	1
7	6	3	5	4	2	1
6	7	3	4	5	1	2
7	6	4	3	1	5	2
6	7	4	1	3	2	5
7	6	1	4	2	3	5
7	1	6	2	4	5	3
1	7	2	6	5	4	3
1	2	7	5	6	3	4

1	2	7	5	6	3	4
2	1	7	6	5	4	3
2	7	1	5	6	3	4
7	2	5	1	3	6	4
7	5	2	3	1	4	6
5	7	3	2	4	1	6
7	5	3	4	2	6	1
5	7	4	3	6	2	1
7	5	4	6	3	1	2
5	7	6	4	1	3	2
7	5	6	1	4	2	3
5	7	1	6	2	4	3
5	1	7	2	6	3	4
1	5	2	7	3	6	4
1	2	5	3	7	4	6

1	2	5	3	7	4	6
2	1	5	7	3	6	4
2	5	1	3	7	4	6
5	2	3	1	4	7	6
5	3	2	4	1	6	7
3	5	4	2	6	1	7
5	3	4	6	2	7	1
3	5	6	4	7	2	1
5	3	6	7	4	1	2
3	5	7	6	1	4	2
5	3	7	1	6	2	4
3	5	1	7	2	6	4
3	1	5	2	7	4	6
1	3	2	5	4	7	6
1	2	3	4	5	6	7

We create this just like we created Grandsire from Plain Bob (but different 'fill in' rules).

# Twin hunt methods

## In Grandsire (unlike in Plain Bob)...

there are two hunt bells (not one),

thirds is made wrong over the  
hunt bells (not seconds, right),

dodges are in 4-5, 6-7... and are  
wrong (not 3-4, 5-6... and right),

the backwards step of dodges is  
made just after the treble lead  
(not during), which means that...

bells start with dodges or places  
(rather than having to wait until  
the first lead end).



# Twin hunt methods

~~St Clement's Triples~~

~~In Grandsire~~ (unlike in ~~Plain Bob~~)...

~~St C Minor~~

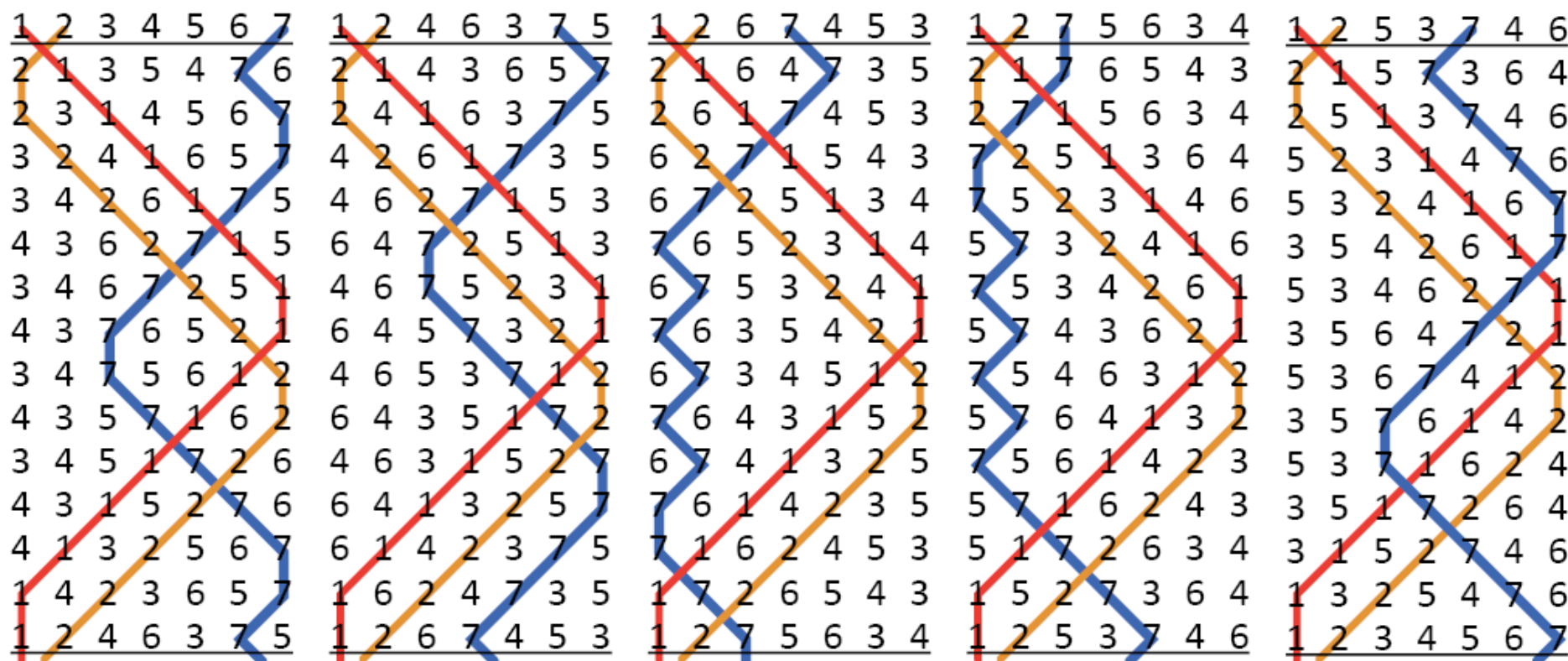
there are two hunt bells (not one),  
thirds is made wrong over the  
hunt bells (not seconds, right),  
dodges are in 4-5, 6-7... and are  
wrong (not 3-4, 5-6... and right),

the backwards step of dodges is  
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bells start with dodges or places  
(rather than having to wait until  
the first lead end).



# St Clement's Triples



1	2	3	4	5	6	7
2	1	3	5	4	7	6
2	3	1	4	5	6	7
3	2	4	1	6	5	7
3	4	2	6	1	7	5
4	3	6	2	7	1	5
3	4	6	7	2	5	1
4	3	7	6	5	2	1
3	4	7	5	6	1	2
4	3	5	7	1	6	2
3	4	5	1	7	2	6
4	3	1	5	2	7	6
4	1	3	2	5	6	7
1	4	2	3	6	5	7
1	2	4	6	3	7	5

1	2	4	6	3	7	5
2	1	4	3	6	5	7
2	4	1	6	3	7	5
4	2	6	1	7	3	5
4	6	2	7	1	5	3
6	4	7	2	5	1	3
4	6	7	5	2	3	1
6	4	5	7	3	2	1
4	6	5	3	7	1	2
6	4	3	5	1	7	2
4	6	3	1	5	2	7
6	4	1	3	2	5	7
6	1	4	2	3	7	5
1	6	2	4	7	3	5
1	2	6	7	4	5	3

1	2	6	7	4	5	3
2	1	6	4	7	3	5
2	6	1	7	4	5	3
6	2	7	1	5	4	3
6	7	2	5	1	3	4
7	6	5	2	3	1	4
6	7	5	3	2	4	1
7	6	3	5	4	2	1
6	7	3	4	5	1	2
7	6	4	3	1	5	2
6	7	4	1	3	2	5
7	6	1	4	2	3	5
7	1	6	2	4	5	3
1	7	2	6	5	4	3
1	2	7	5	6	3	4

1	2	7	5	6	3	4
2	1	7	6	5	4	3
2	7	1	5	6	3	4
7	2	5	1	3	6	4
7	5	2	3	1	4	6
5	7	3	2	4	1	6
7	5	3	4	2	6	1
5	7	4	3	6	2	1
7	5	4	6	3	1	2
5	7	6	4	1	3	2
7	5	6	1	4	2	3
5	7	1	6	2	4	3
5	1	7	2	6	3	4
1	5	2	7	3	6	4
1	2	5	3	7	4	6

1	2	5	3	7	4	6
2	1	5	7	3	6	4
2	5	1	3	7	4	6
5	2	3	1	4	7	6
5	3	2	4	1	6	7
3	5	4	2	6	1	7
5	3	4	6	2	7	1
3	5	6	4	7	2	1
5	3	6	7	4	1	2
3	5	7	6	1	4	2
5	3	7	1	6	2	4
3	5	1	7	2	6	4
3	1	5	2	7	4	6
1	3	2	5	4	7	6
1	2	3	4	5	6	7

Notice that places & dodges are RIGHT below the trebles, WRONG above them.

# St Clement's Triples

234567  
– 342567  
s 243567  
236475  
– 362475  
s 263475  
237654  
– 372654  
s 273654  
235746  
– 352746  
s 253746  
234567

Bobs and Singles are exactly  
like Grandsire.

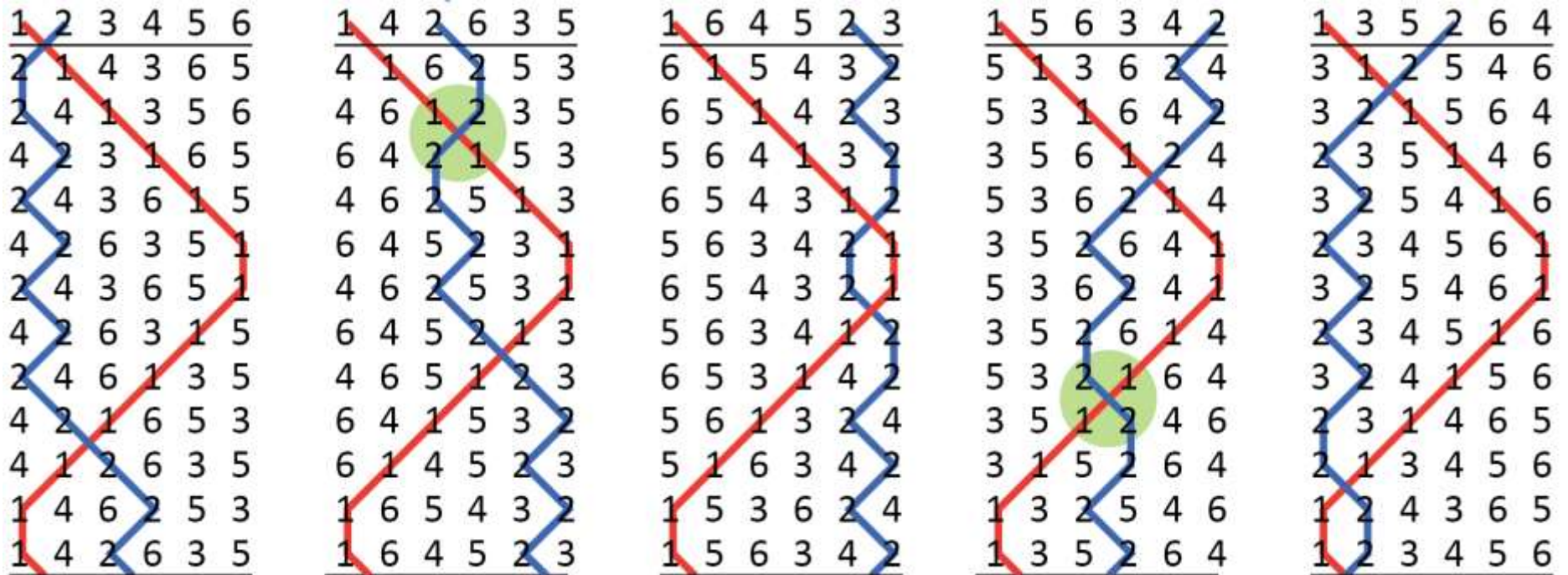
A good touch is (Bob, Single Plain)x4

2 comes out of the hunt at each Bob,  
back in at each Single.

3 is the only other hunt bell.

Other bells get stuck dodging in the  
same place for three leads.

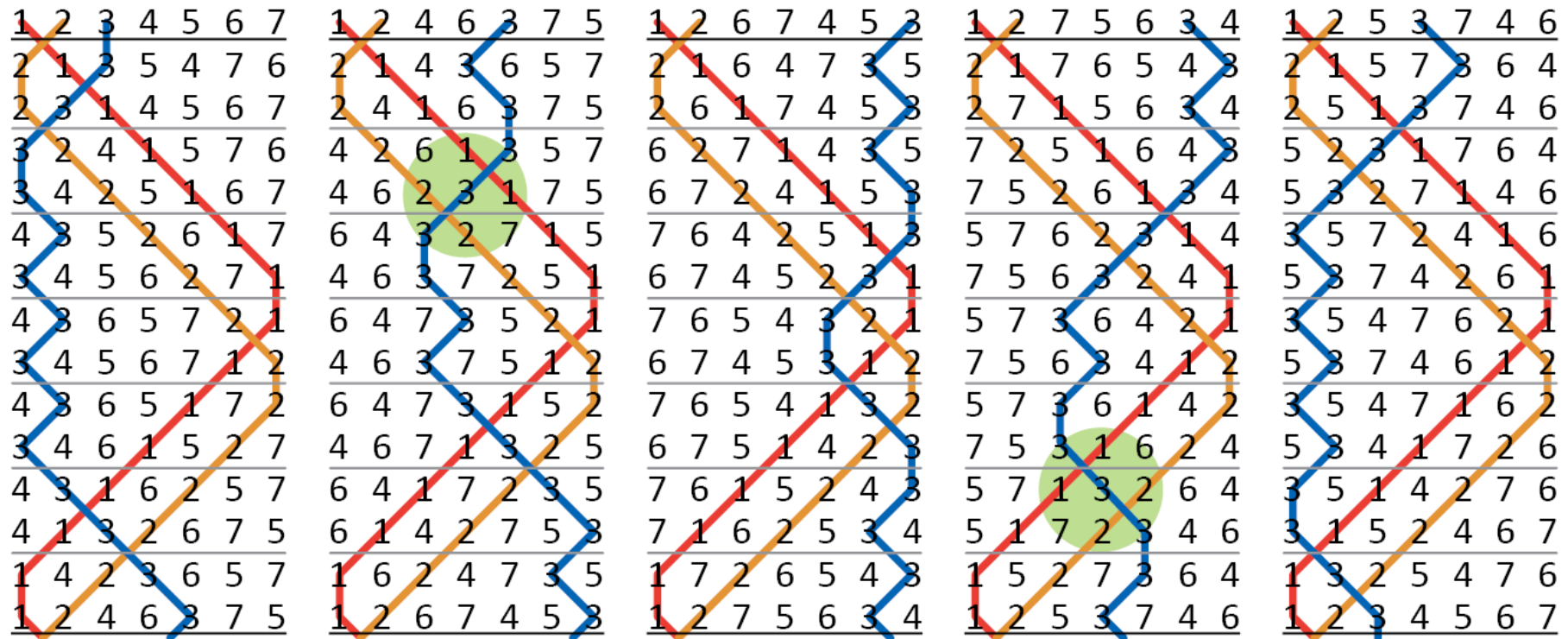
# Extending Double Oxford



Lastly we'll look briefly at extending Double Oxford.

Rule: St Clement's frontwork, and reflected at back.  
 Middle: dodge+places either side of crossing treble.

# Double Oxford Triples



Notice how both hunt bells pass through in middle.

Dodges & places right below, wrong above trebles.

# The end

Do try...

Plain course of All Saints Doubles

Touch of Poyle Doubles

St Clement's Triples