

# BATH & WELLS PATHWAYS

## The Orange Pathway

<b>Ring a bell unaided</b>
Ring a bell up with assistance (no coils)
Ring a bell down with assistance (no coils) Stand 10 times in a row at handstroke
Stand 10 times in a row at backstroke Ring slowly at handstroke and backstroke (enough to be able to change places with a bell accurately) Ring quickly at handstroke and backstroke (enough to be able to change places with a bell accurately)
<b>Ring Rounds</b>
Change places with the bell next to you each time the Conductor says, 'Change' Ring Rounds on another bell Ring Long Places (change places with the bell next to you every 4 blows)
Ring the call change where you move towards the back of the change
Ring the call change where the two bells in front of you change places
<b>Lead</b>
Ring Short Places (change places with the bell next to you every 2 blows) Ring a bell up with assistance letting out coils Ring a bell down with assistance making coils Ring call changes involving both the above call changes
Dodge with the bell ringing behind you Dodge with the bell ringing in front of you
Ring the call change where you move towards the front of the change Ring call changes including all the three different calls

## The Green Pathway

<b>Plain Hunt a bell to Plain Hunt on 5</b>
Plain Hunt a different bell to Plain Hunt on 5 Plain Hunt the first bell that you rang to Plain Hunt on 5, and count the places too Plain Hunt the 2nd bell that you rang to Plain Hunt on 5, and count the places too Ring a bell up unaided Ring a bell down unaided Know the place that you are in when ringing call changes Plain Hunt a 3rd bell to Plain Hunt on 5 Plain Hunt a 3rd bell to Plain Hunt on 5, and count the places too Cover to Plain Hunt on 5 (remember that any bell can be rung as the tenor)
Ring the treble to Plain Hunt on 3 using ropesight
Ring the treble to Plain Hunt on 3 using ropesight, and count places too Ring the treble to a minimus method using ropesight
Ring the treble to a minimus method using ropesight, and count places too
Cover to a minimus method (preferably one that does not have dodging in 34)
Ring the treble to a doubles method using ropesight.
Ring the treble to a doubles method using ropesight, and count places too
Cover to Plain Bob or Reverse Canterbury Doubles Ring the treble to another doubles method Ring the treble to St Martin's or St Simon's Doubles

## The Purple Pathway

<b>Begin Plain Bob Doubles</b>
Make 2nds (use Thingumybob to learn to ring this piece of work) Long 5ths (use Thingumybob) Dodge 34 Down (use Thingumybob) Dodge 34 Up (use Thingumybob) Ring bell 2. Ring the Plain Course Ring bell 2 as the Observation Bell Ring a Plain Course of Bob Doubles on another bell
Practice Running In Ring another bell as the Observation Bell
Practice Running Out
Practice Making the Bob
Ring a touch of Bob Doubles including Running In, Running Out and Making the Bob
Ring a touch of Bob Doubles on at least one other bell Ring a bell up in peal Ring a bell down in peal
Call the bells into Queens and back to Rounds Reverse Canterbury - Use Thingumy Reverse Canterbury to practice Places Down Places Up (Use Thingumy Reverse Canterbury)
Ring Plain Courses of Reverse Canterbury Ring Reverse Canterbury as the Observation Bell Practice Running In Practice Running Out Practice Making the Bob Ring a touch of Reverse Canterbury – including running in, running out and making the bob
Ring a touch of Reverse Canterbury on another bell