

## Walking through Plain Hunt

This is a short activity that may be useful to explain the pattern of Plain Hunt, particularly if any of your ringers prefer to learn things in a physical way. It does not involve remembering theory or writing anything out.

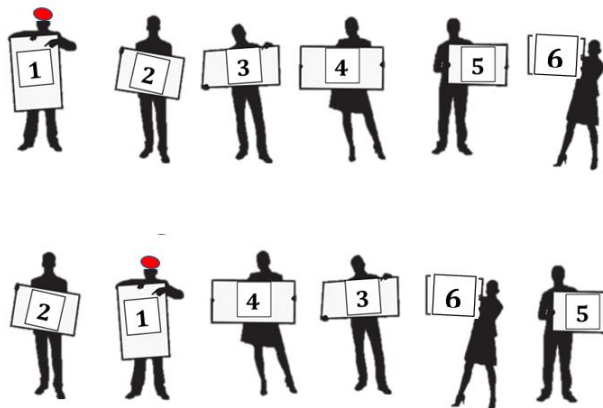
No prior knowledge of Plain Hunt is required by any of the participants. In addition, participants can just concentrate on the concept of hunting without also having to concentrate on handling a bell.

Ask the group of six ringers to stand in a line to walk through Plain Hunt Minor, or five if you are aiming to ring Plain Hunt Doubles.

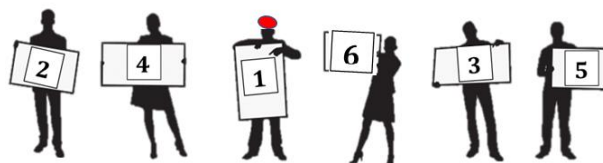
Give each person a bell number. You could use a sticker, or they could simply hold a card with their number written on it for the duration of the game.

### Plain Hunt on six bells

Start from rounds and call 'change', so that pairs of bells (1-2, 3-4 and 5-6) cross – those with an odd number move one place *up* the row, and those with an even number move *down* one place. Those moving *down* should walk in front of those going up, to avoid collisions! Everyone should now be in their new place.



Call 'change' again. The bells in first and sixth place will stay still this time, marking their second blow in lead and at the back, whilst the middle bells swap to their new places.



Continue calling 'change' with everyone moving through Plain Hunt.

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## Plain Hunt on five bells

If you're doing this with five ringers, the ringer in fifth place will have to stay in place for the first change. On the second 'change', the bell in the lead stays put, but the other four bells swap.

### Concept of place

Ringers can understand from this the concept of *place*, which is changing continually throughout the exercise. You can occasionally ask everyone to think for a moment about which place they are in.

When rounds comes up again, you can call *go again* and repeat the exercise until everyone becomes more confident. Try swapping start bell numbers each time, so that it becomes apparent the same pattern is rung, just starting from a different point.

### Handstroke and backstroke

Once walking through Plain Hunt has been mastered, ringers should have a concept of place and how the bells swap. There is an opportunity to expand on this by introducing the idea of handstroke and backstroke.

As bells will change at both hand and back when ringing Plain Hunt, ask ringers to hold their hands in the air when their bell would be ringing at backstroke, but hold their hands down when they would be ringing the handstroke.

As well as moving and counting places, everyone will now be imitating the physical action of ringing Plain Hunt.

### Other methods

This technique of walking through Plain Hunt can be used to explain other methods as ringers progress.

**Tip:** When walking through a method, give the treble ringer a special hat or colourful jumper so that the inside ringers can spot their position in the row and understand treble signposts.