

Calling ½ Course Surprise Major

This crib is intended to allow ringers to quickly look up and learn how to call a half course of Surprise Major at a glance.

Calling the Touch

The minimum you need to know to call the touch:

- There are two ways of calling the half course, actually four leads out of seven. The first makes use of a ‘near miss’ (1**3**245678), the second uses plain hunt to bring the touch round early and is perhaps more elegant.
- Both ways work for Yorkshire (shown), Cambridge and Lincolnshire. Using ‘plain hunt’ to bring the touch round also works for Superlative and Pudsey. Rutland can be brought round this way but it’s 6 leads long. Being one lead shorter than the plain course it is not entirely helpful.
- You do not have to keep the touch right. If it goes wrong, just say ‘stand’ or ‘rounds’ and let the person running the ringing decide what to do next.

Treble Snap

Two changes after the fourth lead end there is a change very close to rounds. Such changes are often called ‘near misses’. In this case, the near miss involves rounds with 2 and 3 swapped (1**3**245678). This is therefore an opportunity to call ‘make that all’ as whilst the ringing is not intended to come round ordinarily, it is close enough that no more than two bells have to ‘scrape’ into rounds.

Over the page, the line on the left shows what this looks like from the fourth in Yorkshire. Call ‘make that all’ one blow *after* the lead end, and the ringing should scrape into rounds one blow later. 2 will ‘run in’ (but not in the normal place of a ‘bob’) after the lead end dodge in 3-4 and instead of doing 3-4 places down. 3 will be dodging with the treble and will have to jump two changes up; hence rounds might not come up cleanly, especially if the call is left a little late.

130
12345678
15738264
18674523
14263857
13527486
31254768
1 3 245678

Natural Finish

To avoid this scrabble for the finish, either use plain hunt (below) or alternatively use the above method and swap 2 and 3 in the rounds before saying ‘go’. Make sure they are expecting to be ringing a different half of the course! One blow *after* the lead end say “that’s all” as it comes round naturally.

Plain Hunt

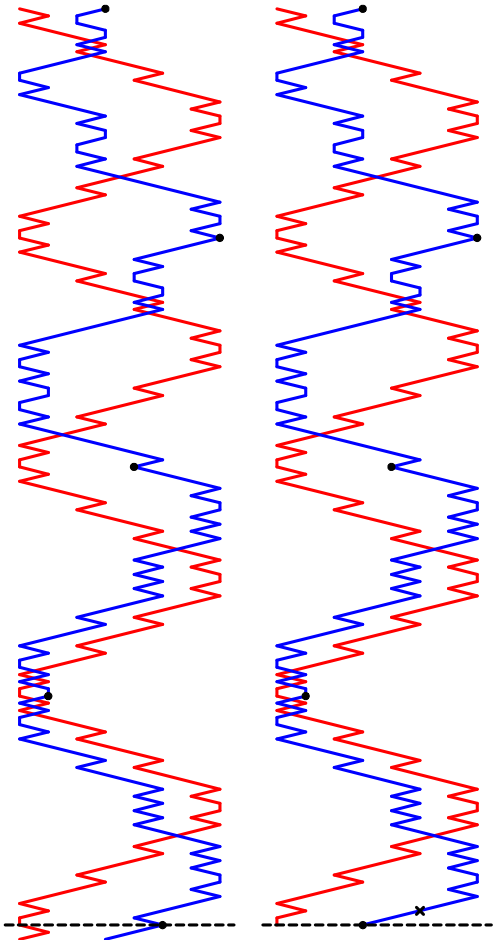
Two changes before the fourth lead end gives the change 31527486. Note that every bell is no more than two blows from rounds, and in fact the change belongs to the course of plain hunt on 8. Happily, two changes of plain hunt will bring the touch round when called two changes before the lead end. The effect is that all the inside bells hunt through the lead end dodge.

128
12345678
15738264
18674523
14263857
13527486

Over the page, the line on the right shows what this looks like from the fourth in Yorkshire. The cross indicates where to call ‘plain hunt’ (backstroke). One blow later at hand-stroke call ‘that’s all’. Note that if you forget to say ‘plain hunt’ before the lead end, you get a second chance to say ‘make that all’ after the lead end as above. Be sure to act like you always intended it to happen this way!

Last Lead – Treble Snap

<u>1</u> 4263857
4 <u>1</u> 628375
<u>1</u> 4682735
4 <u>1</u> 867253
48 <u>1</u> 62735
846 <u>1</u> 7253
48 <u>1</u> 67523
846 <u>1</u> 5732
8645 <u>1</u> 723
68547 <u>1</u> 32
6845 <u>1</u> 723
86547 <u>1</u> 32
685743 <u>1</u> 2
8675342 <u>1</u>
876543 <u>1</u> 2
7856342 <u>1</u>
8765432 <u>1</u>
785634 <u>1</u> 2
7586432 <u>1</u>
576834 <u>1</u> 2
75638 <u>1</u> 42
5736 <u>1</u> 824
57638 <u>1</u> 42
7536 <u>1</u> 824
735 <u>1</u> 6842
37 <u>1</u> 58624
735 <u>1</u> 8264
37 <u>1</u> 52846
3 <u>1</u> 758264
<u>1</u> 3572846
3 <u>1</u> 527486
<u>1</u> 3254768
<u>1</u> 3527486
3 <u>1</u> 254768 make that all
<u>1</u> 3 <u>2</u> 45678



Last Lead – Plain Hunt

<u>1</u> 4263857
4 <u>1</u> 628375
<u>1</u> 4682735
4 <u>1</u> 867253
48 <u>1</u> 62735
846 <u>1</u> 7253
48 <u>1</u> 67523
846 <u>1</u> 5732
8645 <u>1</u> 723
68547 <u>1</u> 32
6845 <u>1</u> 723
86547 <u>1</u> 32
685743 <u>1</u> 2
8675342 <u>1</u>
876543 <u>1</u> 2
7856342 <u>1</u>
8765432 <u>1</u>
785634 <u>1</u> 2
7586432 <u>1</u>
576834 <u>1</u> 2
75638 <u>1</u> 42
5736 <u>1</u> 824
57638 <u>1</u> 42
7536 <u>1</u> 824
735 <u>1</u> 6842
37 <u>1</u> 58624
735 <u>1</u> 8264
37 <u>1</u> 52846
3 <u>1</u> 758264
<u>1</u> 3572846
3 <u>1</u> 527486 plain hunt
<u>1</u> 3254768 that's all
<u>1</u> 2345678

To call half a course from a bell other than the fourth, see the table over the page for details. It is probably best to have a **blue line** to hand.

Calling Bell	Treble Snap When to say '<i>make that all</i>'	Plain Hunt The dodge you must hunt through
2	Two blows after 4 th place bell, but ' <i>run in</i> ' after dodging 3-4 down.	Plain hunt through 3-4 down to become 2 nd s place bell.
3	Dodge with the treble after making 2 nd s at the lead end, ' <i>jump up</i> ' two blows from snap lead to thirds place.	' <i>Run out</i> ' instead of making 2 nd s to become 3 rd s place bell.
4	Two blows after 6 th place bell.	Plain hunt through 5-6 down to become 4 th place bell.
5	Two blows after 3 th place bells.	Plain hunt through 3-4 up to become 5 th place bell.
6	Two blows after 8 th place bell.	Plain hunt through 7-8 down to become 6 th place bell.
7	Two blows after 5 th place bell.	Plain hunt through 5-6 up to become 7 th place bell.
8	Two blows after 7 th place bell.	Plain hunt through 7-8 up to become 8 th place bell.

Philip Abbey
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