

## Frontworks

To find out what backworks are available to us, we used the rules which determine Standard regular methods, and worked out every possible backwork.

Exactly the same process will give up the frontworks.

The front work begins when we pass the treble, as it heads for the back in the first half of the lead, and ends when we pass the treble as it heads for the front in the second half of the lead.

They are varying lengths, depending when we pass the treble.

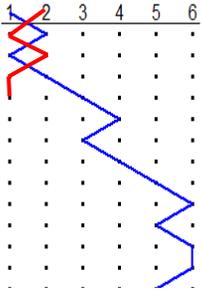
First let's see how much we can vary the front work. To do that we have to see how much of the front work is decided for us by the rules.

Don't forget, you are more than welcome to break the rules, it is just that you will not have a Standard Regular Surprise method if you do.

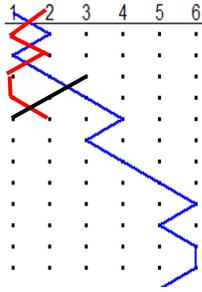
## How much of the lead is Pre-Determined?

Start with 2nds place bell – the first to pass the treble...

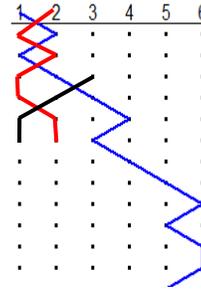
Dodge and Lead  
(4 blows)



Only 2 blows  
allowed at lead  
(5 blows)



Treble and back bells are  
dodging – Must stay in 2nds  
(6 Blows)



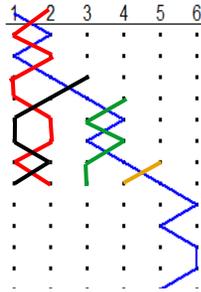
Blow 7 – You are not allowed 3 blows in 2nds, so must lead.

The bell which dodged the treble must make 3rds, as it is a Surprise Method.

If the Red bell makes 2nds, then only the treble and the bell moving from 5 to 4 cross, all other bells will stay still.

This means only a Single Change happens in this row.  
Single Change methods are not included in the Standard 41  
(although there is no reason not to ring them).

This gives 8 Blows which are predetermined.

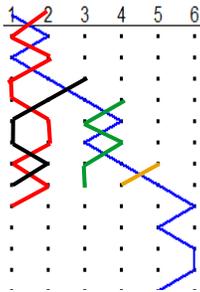




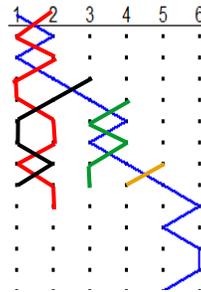
## First Blow with Choice...

The Red bell is able to go back to lead, stay in 2nds or go to 3rds without breaking any rules.

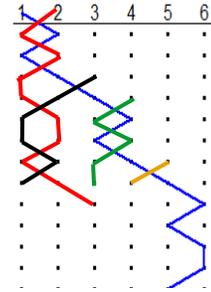
Back to Lead



Stay In 2nds



Up to 3rds

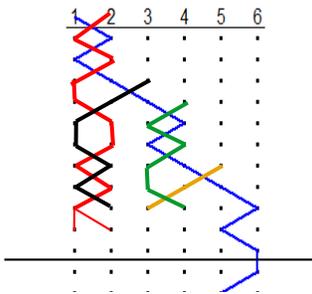




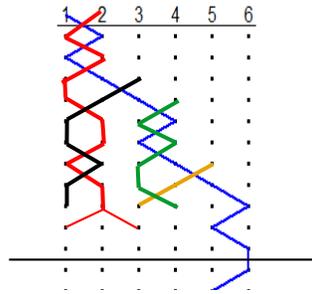
## Second Blow with Choice...

The Red bell is able to go to any place which does not cause it, or another bell to break the rules.  
There are 2 choices for each place.

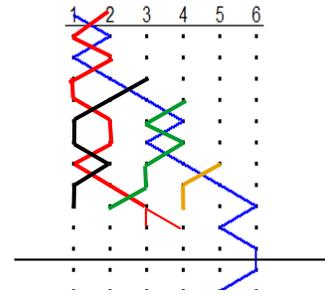
Back to Lead



Stay In 2nds



Up to 3rds



The other bells must fit around these possibilities

### **Third Blow with Choice...**

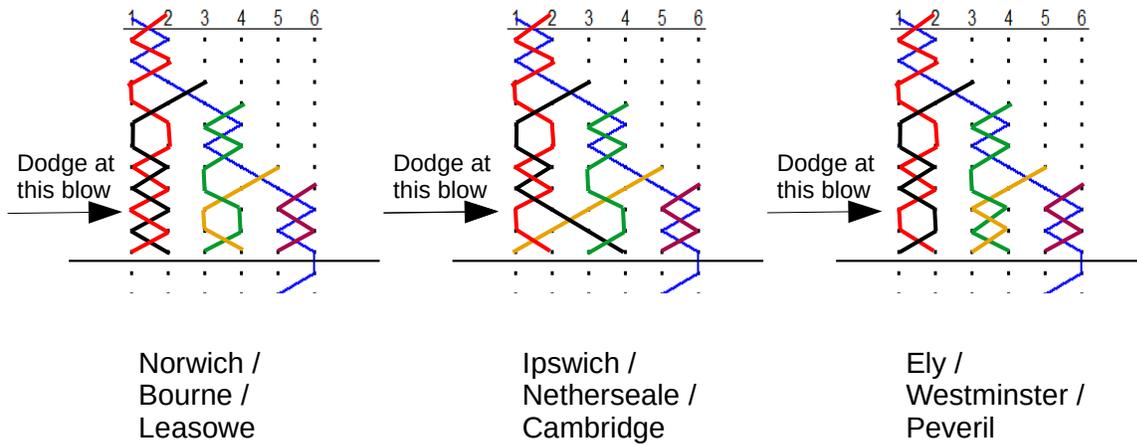
By the time you reach the 3<sup>rd</sup> blow, there are 9 possible frontworks.

These have several different possible half leads, so if we work them all out it will not achieve much, and take a long time.

We will do a few of the options.

Namely those where the Red bell returns to lead in the first blow where there is a choice.

**Methods where Red bell Dodges on Front  
(First Choice blow)**

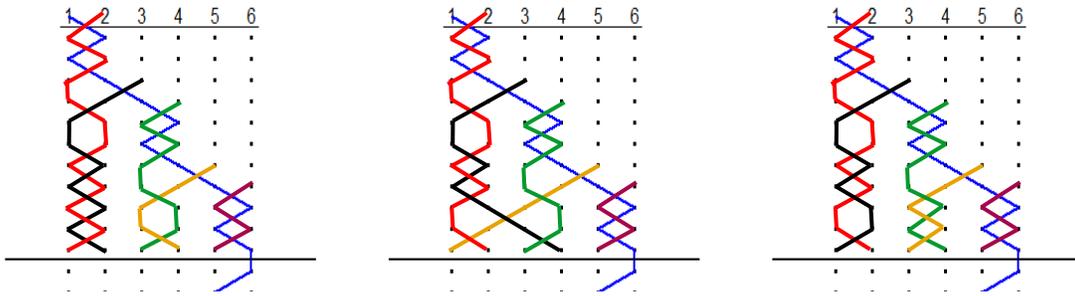


These are the 3 possible frontworks if the Red bell Dodges at Blow 9.

You will notice that each frontwork has three names.

## Half Lead Choices

If you remember, it is possible to make a place in 1, 3 or 5 at the half lead.  
The first name of the 3 is this work, with a 16 half lead, the next is this work with a 36 half lead and the third one is the frontwork with a 56 half lead.



Norwich /  
Bourne /  
Leasowe

Ipswich /  
Netherseale /  
Cambridge

Ely /  
Westminster /  
Peveril

The trouble is, you ring the whole frontwork in a block, without particularly worrying about the half lead.

Because of this is actually easier to think of the frontwork as a block, and pick a pattern to make it memorable.

## How do we remember these methods?

We are going to construct a Grid.

This will be built up in such a way that it contains all the information we need to learn the methods we want to ring.

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- 1) Put in a Column for each Backwork
- 2) Add in the Possible Lead End variations (London can only be 2nds place)
- 3) Add any notes you want to remind you of the starts
- 4) Add Place Notation up to treble arriving in 34 if that helps.

## **Adding the First Line to the Grid**

If you think about London, there is no dodging below the treble.

All work is Plain Hunt (wrong), with places whenever you meet the treble, so that you can get right again to pass it.

Cambridge on the other hand has Places and Dodges below the treble, so is quite different in character.

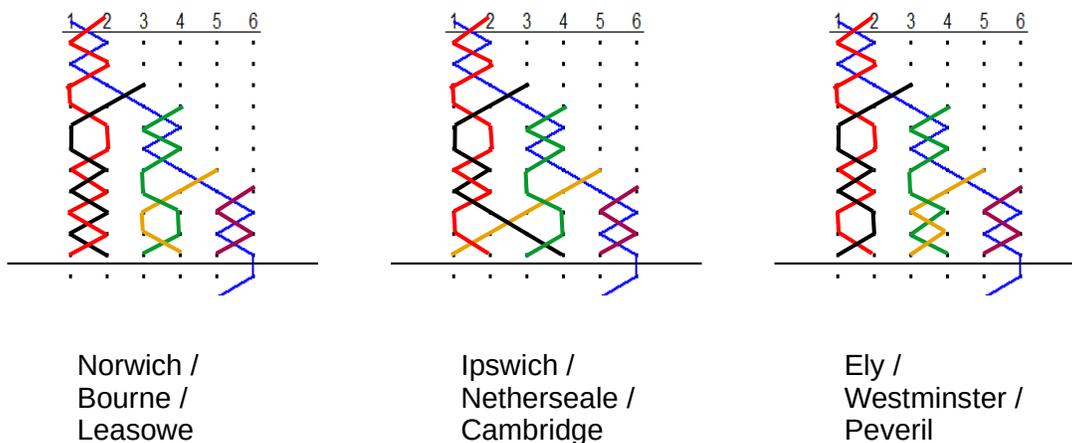
We will Put London at the bottom of our Grid as it is mostly Plain Hunt, and Cambridge towards the top, as it has Places and dodging.

First we will add London, and related methods to the Grid.

We have a possible 36 and a 56 Half Lead, but not 16 as a bell leads for 2 blows just before the half lead and we are not allowed 3 blows at lead.

That gives us 6 methods.

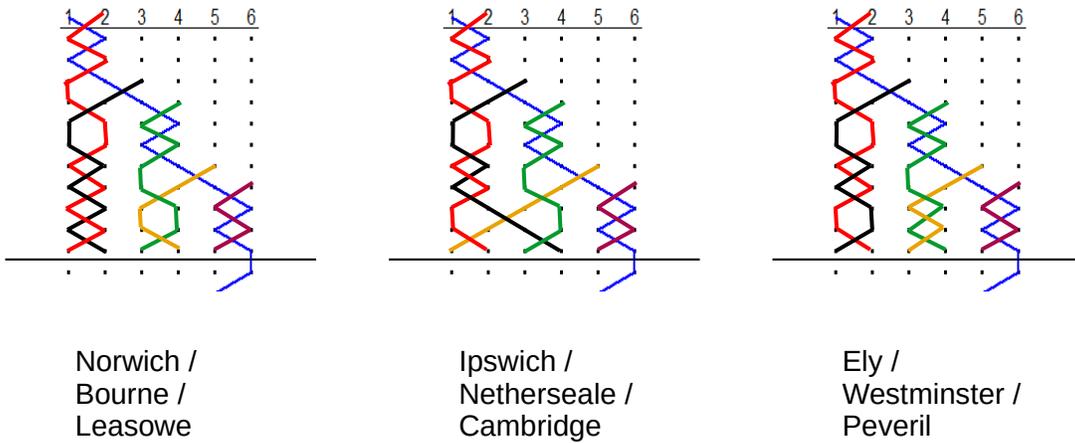
## What about the methods we looked at Earlier?



Norwich type methods have lots of dodging – more than Cambridge, so they are even less like London, so these can go right at the top.

This gives us 5 more methods – 11 in total.

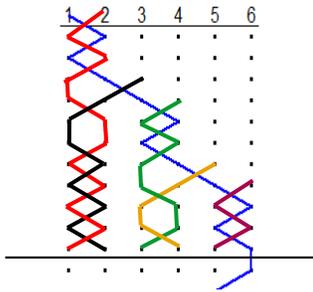
## Cambridge etc



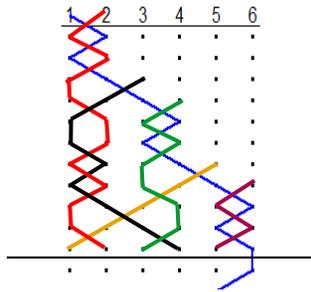
Slightly less dodging in the Cambridge group, so they happily sit next.

10 more methods – 21 in total so far.

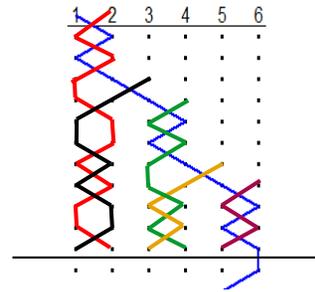
## Westminster etc



Norwich /  
Bourne /  
Leasowe



Ipswich /  
Netherseale /  
Cambridge



Ely /  
Westminster /  
Peveril

I will put these below the Cambridge methods,  
and call them Long Frontwork methods. As you  
can see you stay on the front for the whole lead,  
until the treble returns.

2 more methods – 23 in total so far.

## Gaps in the Grid

It is becoming obvious that the whole grid is not being filled up. There are gaps appearing.

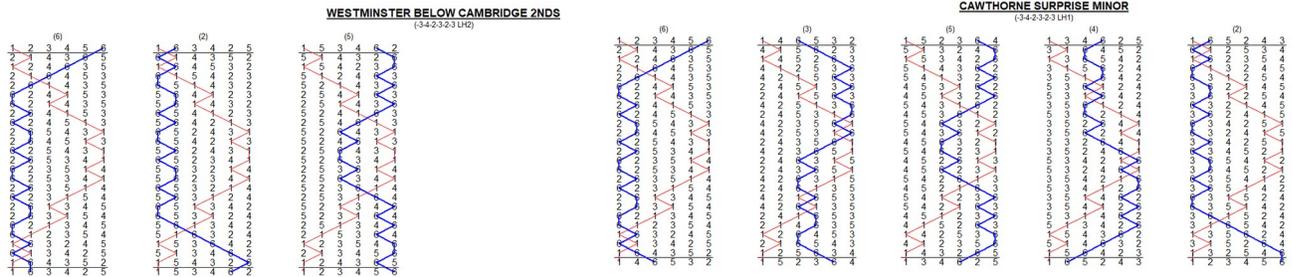
It is worth considering why, and seeing if there is pattern that we can use to simplify the grid.

Consider Westminster front work below each of the possible Backworks and Lead End combinations.

First Cambridge 2<sup>nd</sup> and 6<sup>th</sup>

Cambridge 2 gives an invalid method

Cambridge 6 gives a Valid, but IRREGULAR method



## Gaps in the Grid

It is becoming obvious that the whole grid is not being filled up. There are gaps appearing.

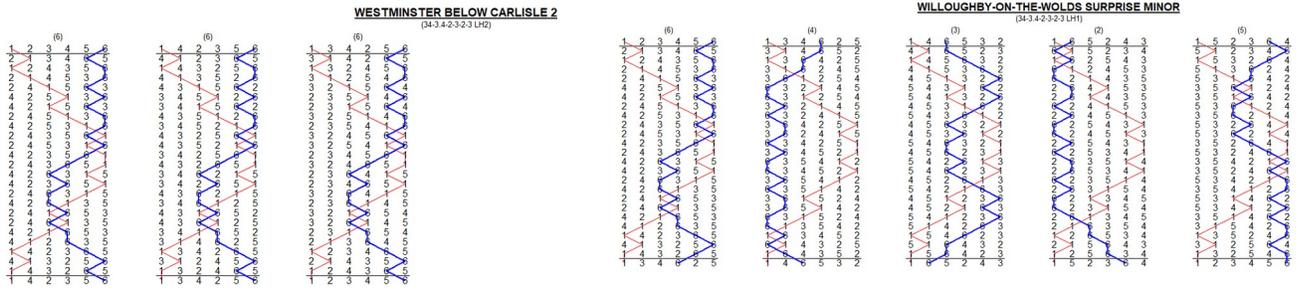
It is worth considering why, and seeing if there is pattern that we can use to simplify the grid.

Consider Westminster front work below each of the possible Backworks and Lead End combinations.

Now Carlisle 2<sup>nd</sup> and 6<sup>th</sup>

Carlisle 2 gives an invalid method

Carlisle 6 gives a Valid, but IRREGULAR method



## Gaps in the Grid

It is becoming obvious that the whole grid is not being filled up. There are gaps appearing.

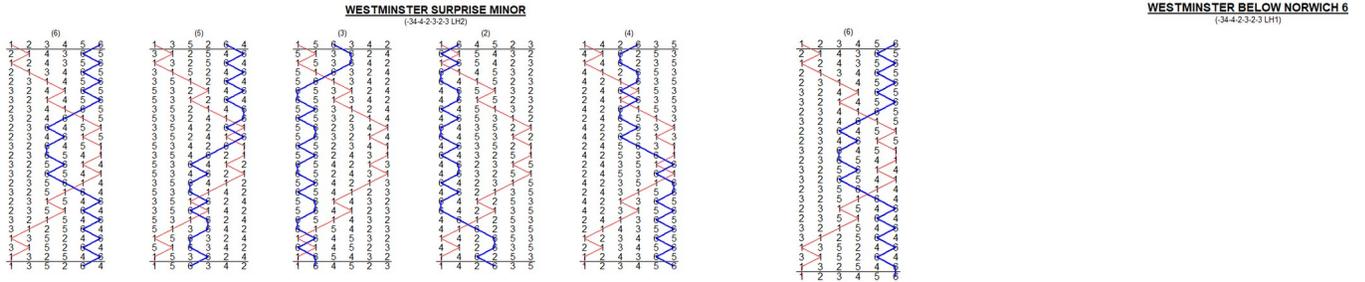
It is worth considering why, and seeing if there is pattern that we can use to simplify the grid.

Consider Westminster front work below each of the possible Backworks and Lead End combinations.

Now Norwich 2<sup>nd</sup> and 6<sup>th</sup>

Norwich 2 gives a Regular Standard method

Norwich 6 gives an invalid method



## Gaps in the Grid

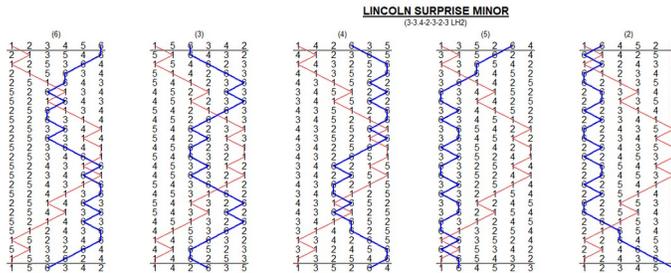
It is becoming obvious that the whole grid is not being filled up. There are gaps appearing.

It is worth considering why, and seeing if there is pattern that we can use to simplify the grid.

Consider Westminster front work below each of the possible Backworks and Lead End combinations.

Now London (2 only)

A Valid Standard regular Method



## **Gaps in the Grid**

There is already the beginnings of a pattern.

With the exception of London, valid methods appear to be grouped with Cambridge and Carlisle, and Norwich and London.

We will use this to make the grid much more readable in a moment.

You have to learn which grid entries do not have a valid entry as part of the learning process.

Some Half Lead variants do not not give valid Surprise methods, but do for 3rds Place Delight Methods.

If there are no Standard Regular SURPRISE methods, I have excluded them from the grid.

## The Rest of the Methods Grid

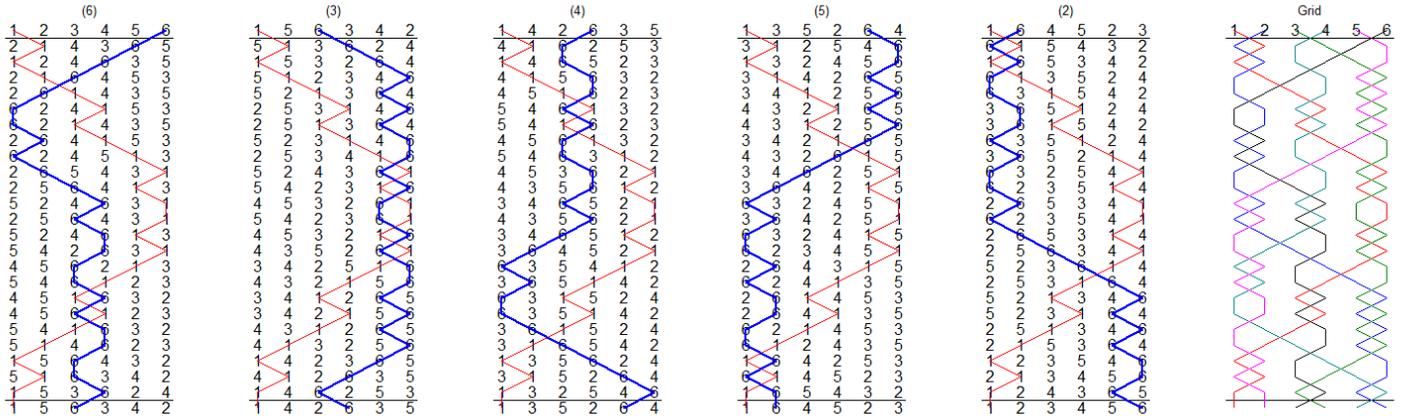
We could derive all of the other methods by working out possibilities which are legal, but that is not how I learn them.

I short cut the learning process.

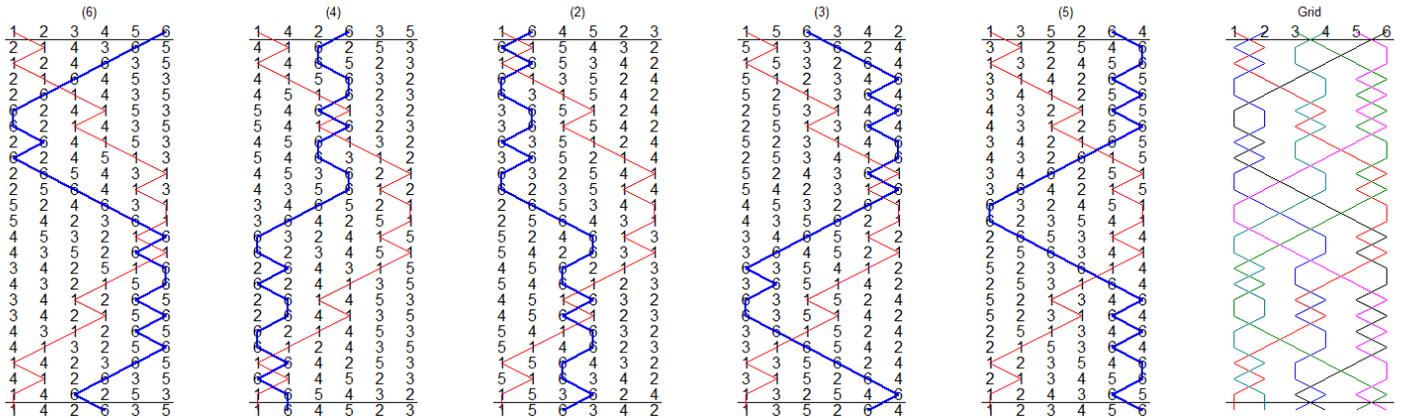
First get used to the type of change that changing the Half Lead place makes.

Look at the difference between Cambridge and Ipswich. This is just the difference between 16 and 56 Half Lead.

### CAMBRIDGE SURPRISE MINOR (-3-4-2-3-4-5 LH2)



### IPSWICH SURPRISE MINOR (-3-4-2-3-4-1 LH2)



## Adapting Methods – London to Wells

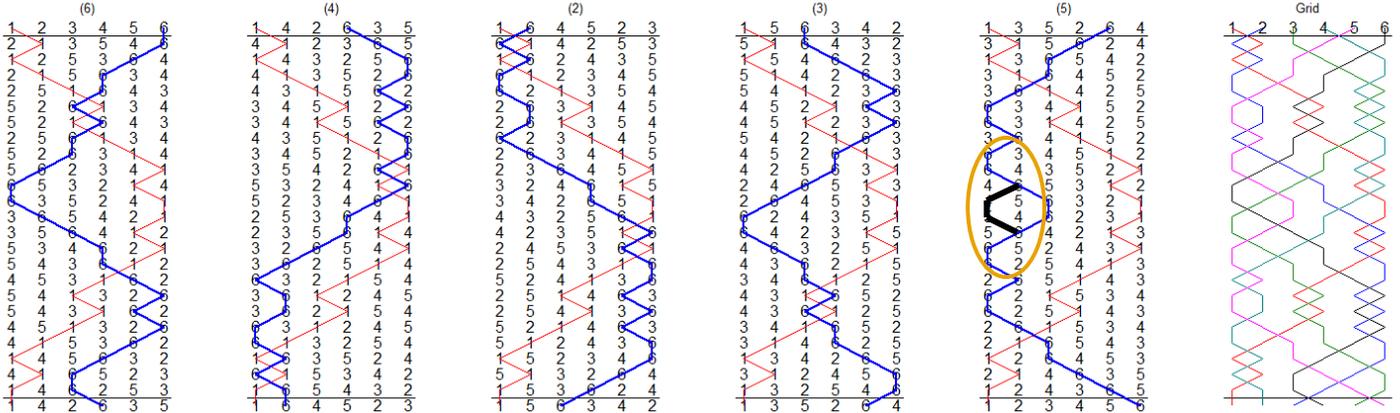
Much more interesting is making a small change to a method you know, and getting lots of methods for free.

Think about London.

Below the treble it is just Plain Hunt (wrong) with places to get right around the treble.

### LONDON SURPRISE MINOR

(3:3.4-2:3.4-4.3 LH2)



Now, instead of pivot bell leaving the front, make it stay for the half lead. (shown in Black)

This will have the effect of making the two bells which lead either side of the lead end only lead for one blow.

They will have to make up this lost blow before passing the treble. All other lines are the same.

## Adapting Methods – London to Wells

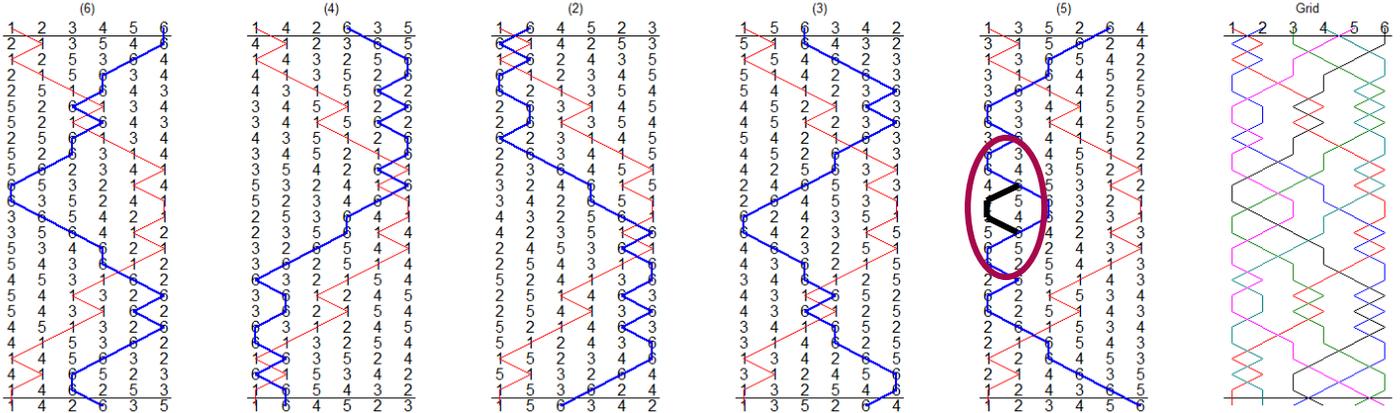
The place is made up by making 3rds as soon as possible, and we have a completely new method – Wells

This almost exactly the same as London, so we will group it with London and add it to the grid.

6 more methods – 29 in all

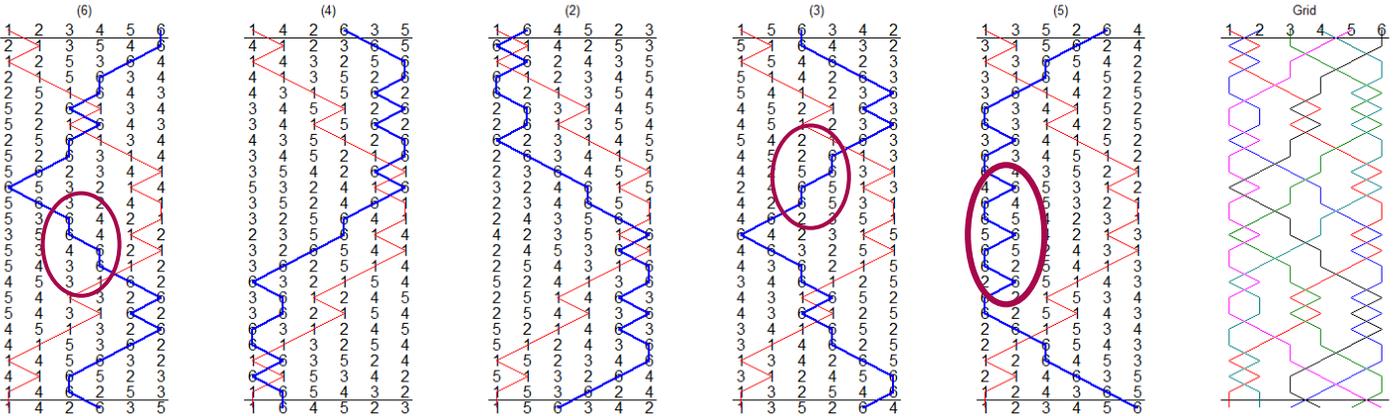
### LONDON SURPRISE MINOR

(3-3-4-2-3-4-4-3 LH2)



### WELLS SURPRISE MINOR

(3-3-4-2-3-4-3-4-1 LH2)



# Adapting Wells

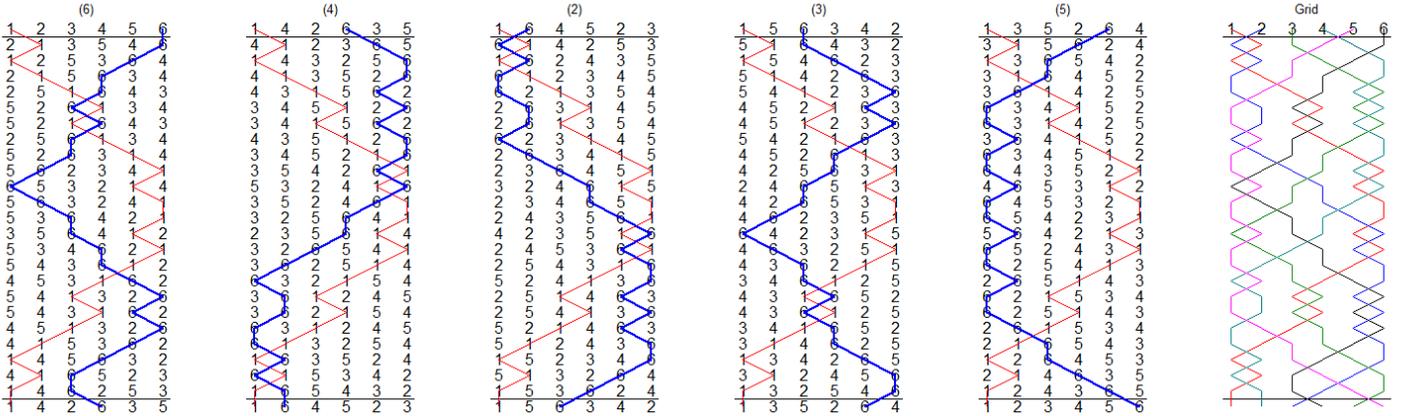
Changing the Half Lead in Wells from 16 to 56 gives us another very distinct method.

Beverley

3 more methods – 32 in all

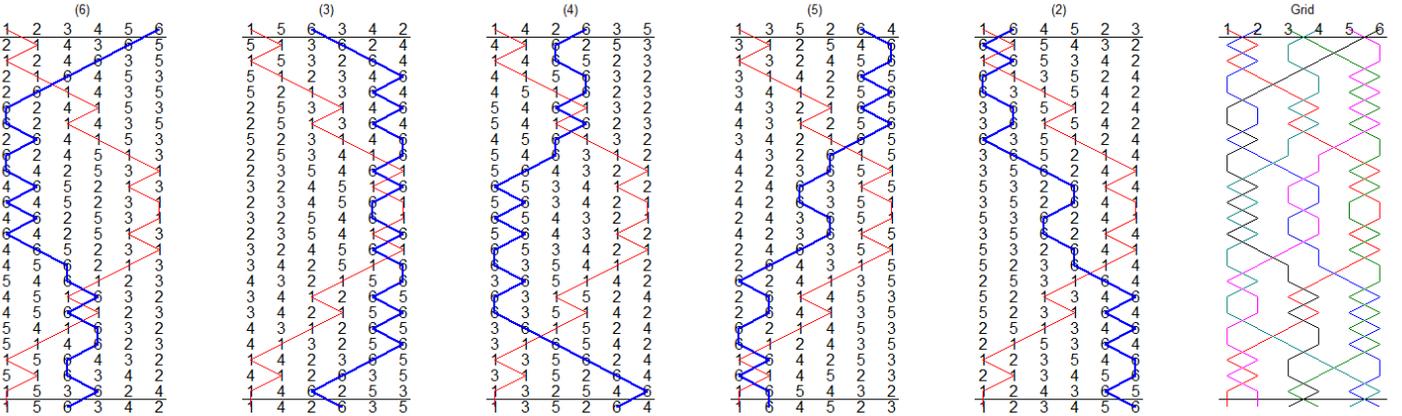
## WELLS SURPRISE MINOR

(3-3-4-2-3-4-3-4-1 LH2)



## BEVERLEY SURPRISE MINOR

(-3-4-2-3-4-3-4-5 LH2)



## Adapting Beverley

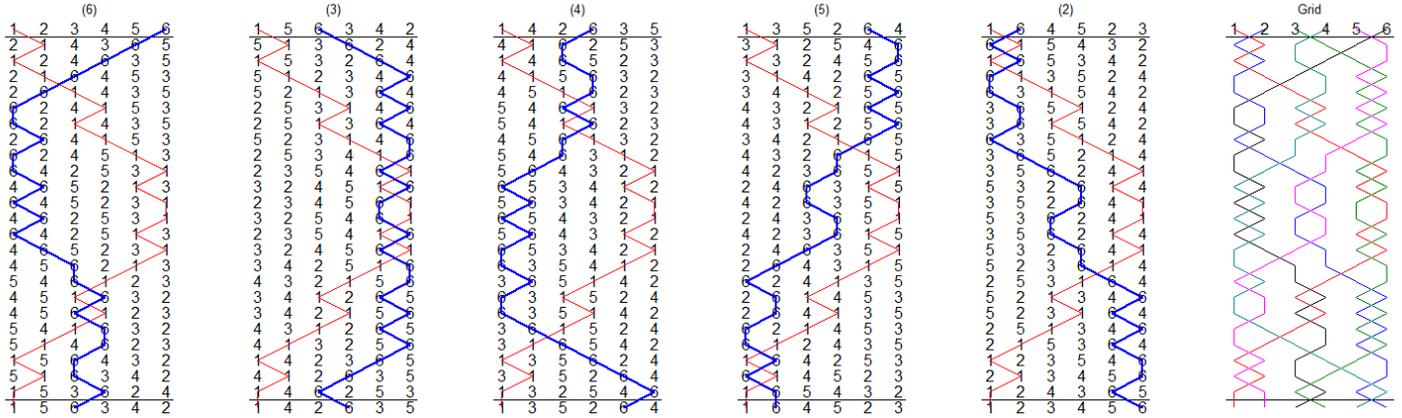
Swapping the dodges on the front and the places in 34 at the half lead gives another valid method

Surfleet

3 more methods – 35 in all

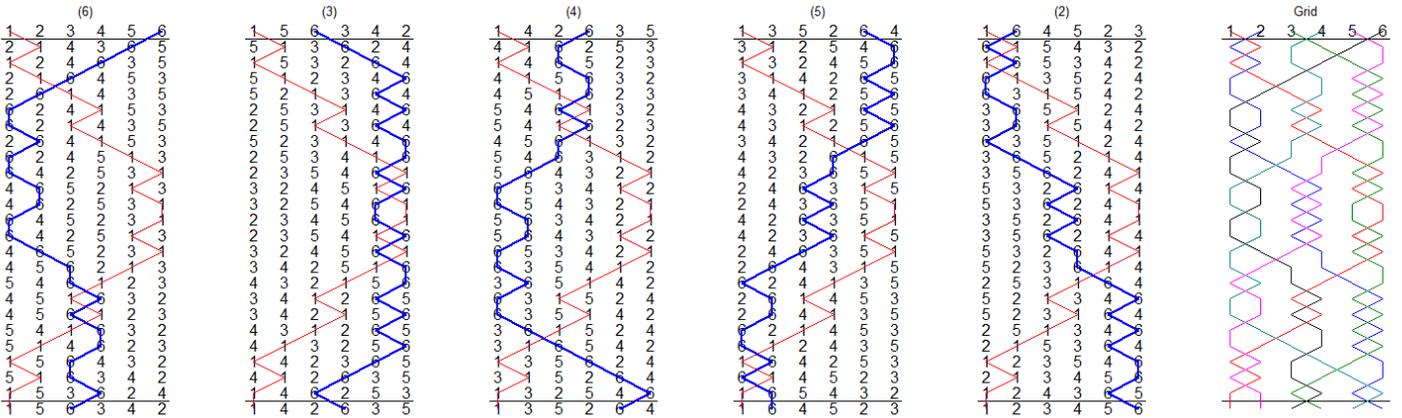
### BEVERLEY SURPRISE MINOR

(-3-4-2-3-4-34-5 LH2)



### SURFLEET SURPRISE MINOR

(-3-4-2-3-4-2-5 LH2)



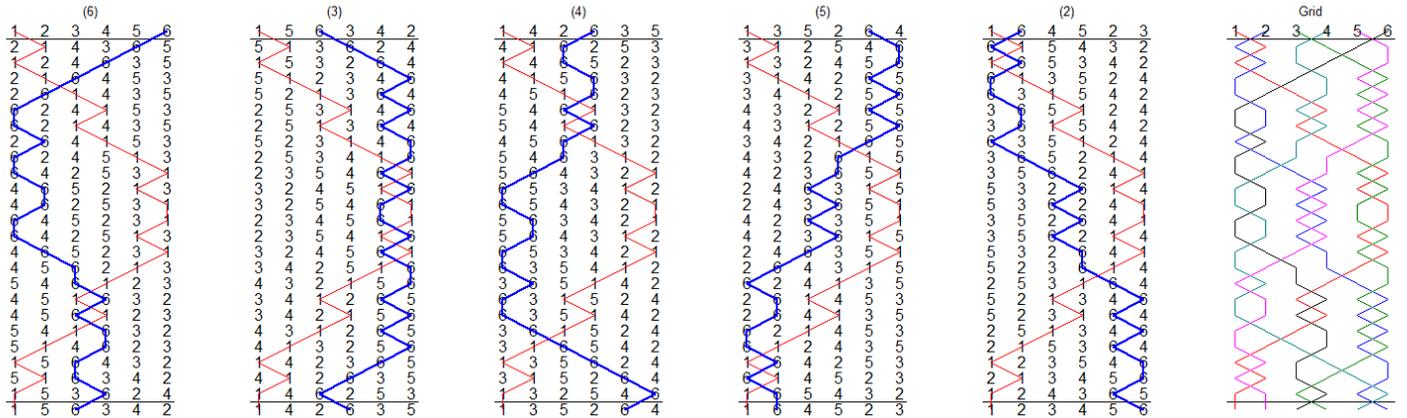
# Adapting Surfleet

Changing the Half Lead from 56 to 36 gives Warkworth

1 more methods – 36 in all

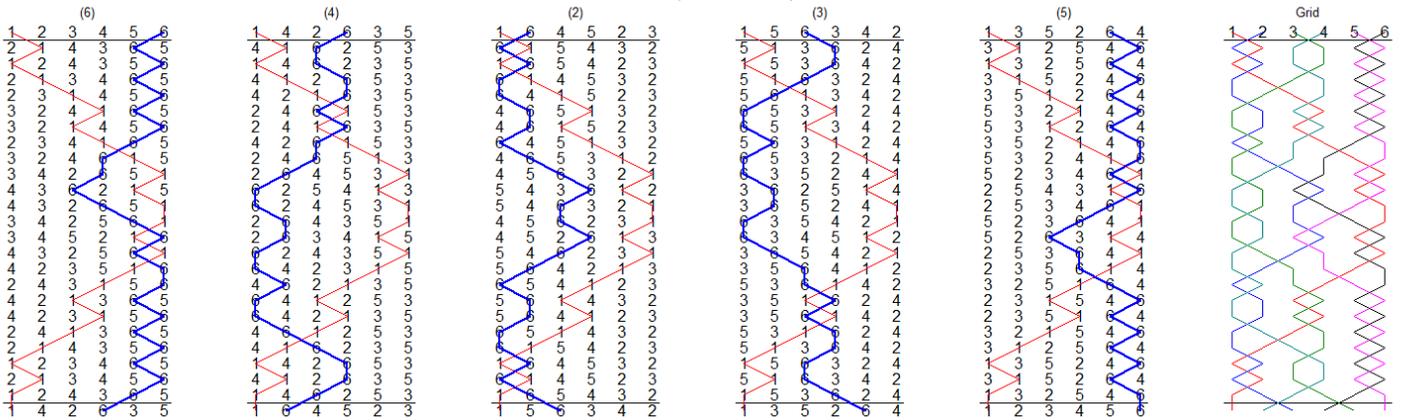
## SURFLEET SURPRISE MINOR

(-3-4-2-3-4-2-5 LH2)



## WARKWORTH SURPRISE MINOR

(-3-4-4-2-3-4-2-3 LH1)



# Adapting Westminster

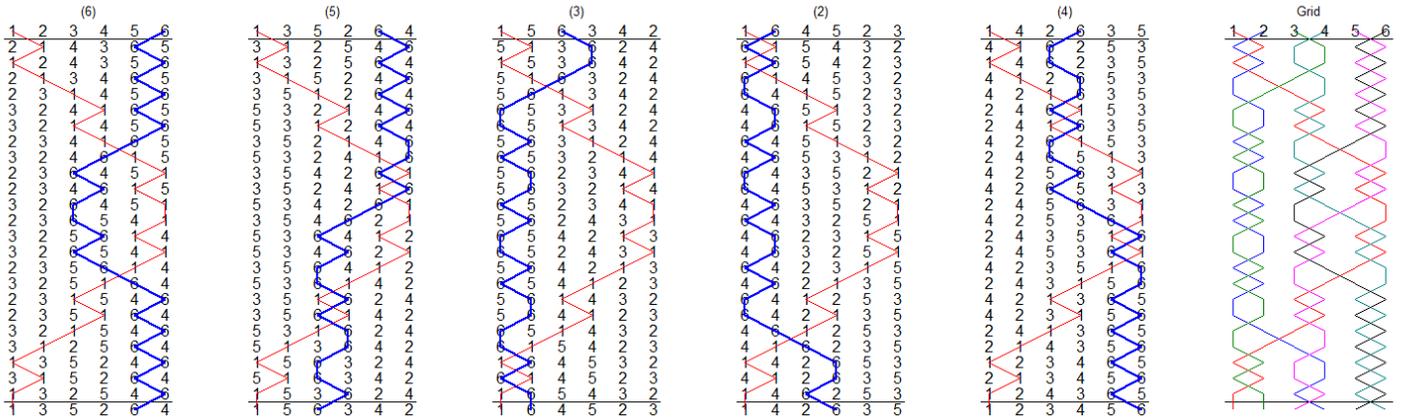
Changing the frontwork in Westminster to another long frontwork gives

Allendale

2 more methods – 38 in all

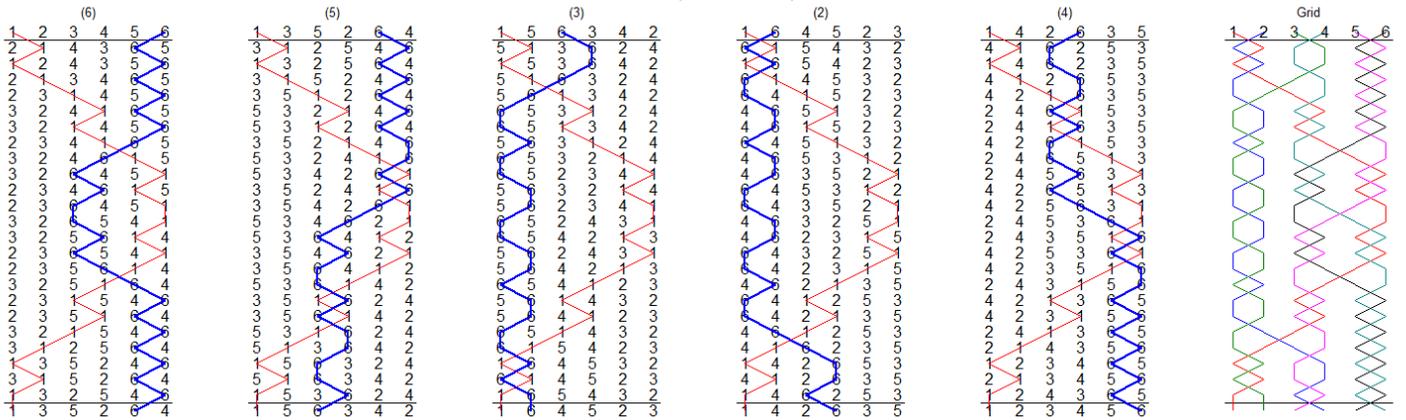
## WESTMINSTER SURPRISE MINOR

(-344-2-3-2-3 LH2)



## ALLENDALE SURPRISE MINOR

(-344-2-3-2-2-3 LH2)



# Adapting Allendale

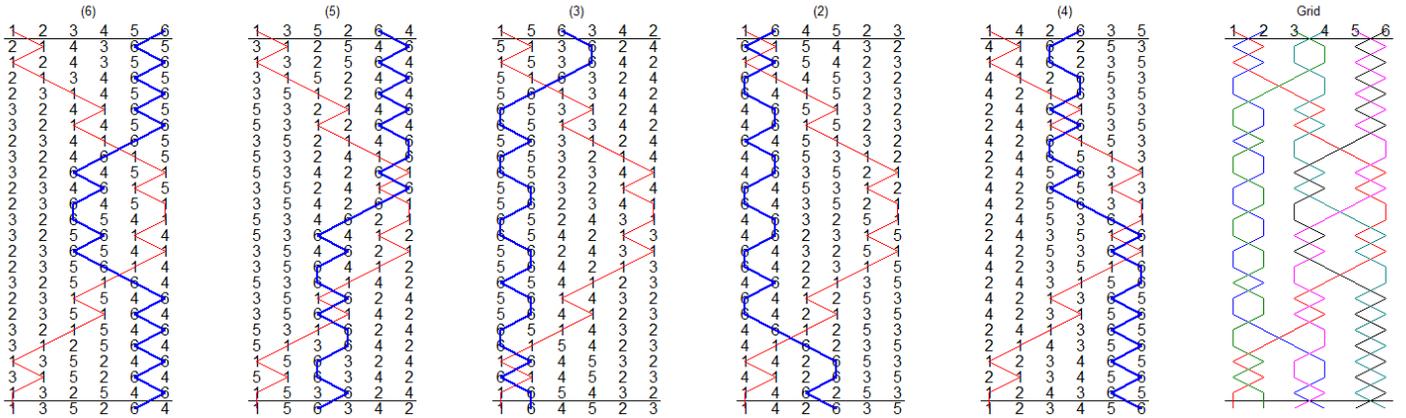
Making a small change to the method makes a 34 dodge into a point, and gives

## Bamborough

3 more methods – 41 in all

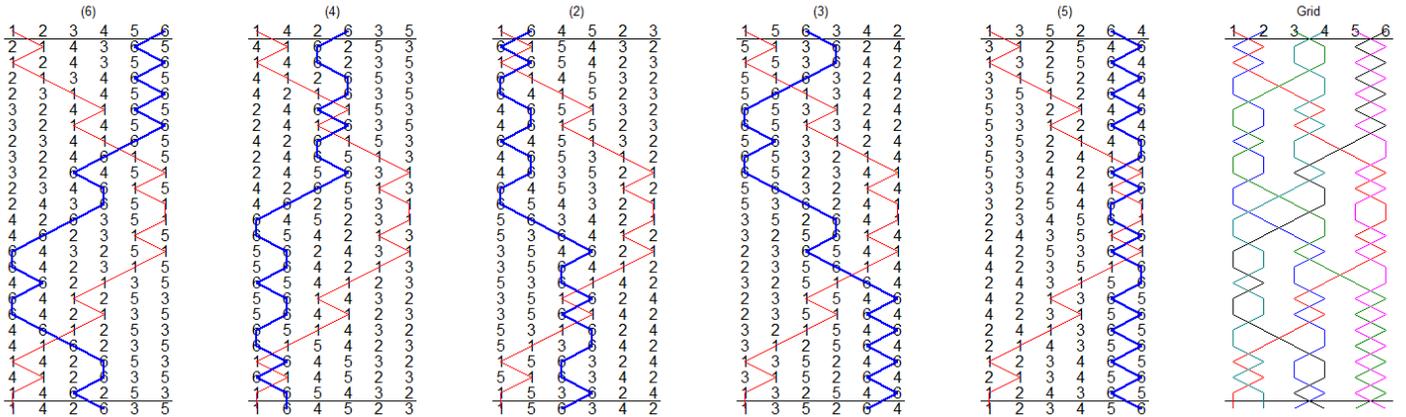
### ALLENDALE SURPRISE MINOR

(-34-4-2-3 2-2 3 LH2)



### BAMBOROUGH SURPRISE MINOR

(-34-4-2-3 2-4 5 LH2)



## **Improving the Grid**

There are half lines and lots of blank space all over the grid, so I suggest, to make it very useful we rearrange it slightly.

We have already seen that Cambridge and Carlisle backworks have the same frontworks, as do Norwich and London, so we can rearrange the grid as shown.

You might see the connections between methods differently, so you may well adapt the order of your grid to reflect this, but this is pretty much how I think of it.