



Salisbury Diocesan Guild of Ringers

6 & 8 Bell and 'Novice' Rounds Striking Competitions

Saturday 9th September 2017

at

ZEALS (6) (BA12 6NL) & MERE (8) (BA12 6DS)

Parking: Zeals Village Hall (BA12 6NY) or in Mere (both free) - Castle Street Car Park (BA12 6JA) or Salisbury Street Car Park (BA12 6HB)

Toilets: Zeals Church/ Village Hall/ Mere –Salisbury Street Car Park

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*CENTRE FOR THE DAY: ZEALS VILLAGE HALL (BA12 6NY)*

*(a few yards walk from the church)*

*Tea from 4.pm*

*De-brief and Results to be announced here (timing dependent on total number of teams entered)*

*Draws (allotted time slots for ringing can be arranged on request)*

*3.30 pm prompt at Zeals for the Novice Competition and 4 pm prompt at Zeals for the 6 bell competition for those teams with no members participating in the 8 Bell competition*

*4 pm prompt at Mere for all teams for the 8 bell competition*

*(Times may vary according to number of teams entering)*

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*Number of teams and tea numbers to be notified AS EARLY AS POSSIBLE and by Sat 26 August at the latest to A.C.D.Lovell-Wood 01747 – 871121 *e-mail to:* guild.secretary@sdgr.org.uk*



P.T.O. for the Rules

Rules

Guild 6 and 8 Bell Competitions

1. *The aim of the 6-bell and 8-bell Competitions is to promote and improve the standard of Sunday Service ringing and those participating in each competition must be members of the Guild.*

2. *(6-bell) Each branch may enter up to two teams.*

(8-bell) Each branch may enter up to two teams.

At the joint discretion of the President and the Master in advance of the competition, a team may be entered into either the 6 bell or 8 bell competitions that are comprised of members from two or more branches.

3. *The draws for the order of ringing will take in accordance with the instruction overleaf.*

4. ***Length of practice -***

Practice time is 5 minutes, the time to run from the start of practice ringing to the treble striking its two blows. This includes time to adjust ropes. Exceeding this time may incur penalties.

A Guild Steward to be at the ringing chamber to record the time from when the band starts its practice ringing to when the treble strikes its two blows and to give that information to the judges.

5. *(6-bell) The competition test piece will consist of 120 changes of a Doubles or Minor method, or at least 5 minutes of call-changes with at least 5 bells leading during the test piece. The complete length will be judged.*

(8-bell) The competition test piece will consist of not less than 168 changes of a Triples or Major method¹, or at least 7 minutes of call-changes with at least 7 bells leading during the test piece. The complete length will be judged.

6. *Competing bands are to ring at least*

(6-bell) 6 rounds (3 whole pulls) / (8-bell) 10 rounds (5 whole pulls)

before and after the test piece, all rounds will be subject to marking. Additional penalties, as determined by the judge, will be given for failure to ring the set number of rounds.

7. *Before starting the test piece the treble will strike two blows to warn the judge that the test piece is about to begin.*

8. *Bands ringing with closed handstroke leads must notify this intention with their entry.*

¹ Note: (not part of the rules) for an experiment in 2017 a 'set test piece', being a composition of 168 changes of Grandsire Triples, will be set by the President and Master in advance of the eight bell competition for those teams planning to ring changes in this competition.

Eight Bell competition 'test piece':

Grandsire Triples - 168 Changes

	<u>234567</u>	
B	752634	1
B	237546	3
B	742365	3
B	267453	3
	234567	2

Guild Novice Rounds Competition

For purpose of this competition a 'novice ringer' is a ringer who has not rung a quarter peal on the treble or an inside bell and an 'experienced ringer' has.

- 1. The aim of the Guild Novice Competition is to encourage and support novice ringers to improve their striking and to gain in confidence.*
- 2. Each team shall be made up of six ringers. Ringers need to be Guild members (includes probationary members). Each team can be drawn from one branch or more than one branch. A ringer may be a member of more than one team.*
- 3. IT IS HOPED THAT TEAMS OF ALL NOVICE RINGERS WILL ENTER, if not at least three of the ringers in each team must be novice ringers and if experienced ringers are included in a team these must be notified to the judges and a handicap system (details below) will be applied.*
- 4. The draws for the order of ringing will take in accordance with the instruction overleaf.*
- 5. **Length of practice** - Practice time is 5 minutes, the time to run from the start of practice ringing to the treble striking its two blows. This includes time to adjust ropes. Exceeding this time may incur penalties.*

A Guild Steward to be at the ringing chamber to record the time from when the band starts its practice ringing to when the treble strikes its two blows and to give that information to the judges. If requested, the Guild Steward may also assist the band with timing the test piece.

- 6. The test piece will consist of at least 4 minutes continuous ringing of rounds, all the ringing to be judged.*
- 7. Before starting the test piece the treble will strike two blows to warn the judge that the test piece is about to begin.*
- 8. Bands ringing with closed handstroke leads must notify this intention with their entry.*

Handicap system (rule 3)

- (a) If a team includes one experienced ringer then the team's ringing faults will be increased by one-third.*
- (b) If a team includes two experienced ringers then the team's ringing faults will be increased by two-thirds.*
- (c) If a team includes three experienced ringers then the team's ringing faults will be doubled.*

