## GRANDSIRE DOUBLES

|  | 2 | B | 4 | 5 | 3 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 2 | 1 | 3 | 5 | 4 |  |
| 2 | 3 | 1 | 4 | 5 |  |
| 3 | 2 | 4 | 1 | 5 |  |
| 3 | 4 | 2 | 5 | 1 |  |
| 4 | 3 | 5 | 2 | 1 |  |
| 4 | 5 | 3 | 1 | 2 |  |
| 5 | 4 | 1 | 3 | 2 |  |
| 5 | 1 | 4 | 2 | 3 |  |
| 1 | 5 | 2 | 4 | 3 |  |
| 1 | 2 | 5 | 3 | 4 | 4 |
| 2 | 1 | 5 | 4 | 3 |  |
| 2 | 5 | 1 | 3 | 4 |  |
| 5 | 2 | 3 | 1 | 4 |  |
| 5 | 3 | 2 | 4 | 1 |  |
| 3 | 5 | 4 | 2 | 1 |  |
| 3 | 4 | 5 | 1 | 2 |  |
| 4 | 3 | 1 | 5 | 2 |  |
| 4 | 1 | 3 | 2 | 5 |  |
| 1 | 4 | 2 | 3 | 5 |  |
| 1 | 2 | 4 | 5 | 3 | 5 |
| 2 | 1 | 4 | $\underline{2}$ | 5 |  |
| 2 | 4 | 1 | 5 | 3 |  |
| 4 | 2 | 5 | 1 | 3 |  |
| 4 | 5 | 2 | 3 | 1 |  |
| 5 | 4 | 3 | 2 | 1 |  |
| 5 | $\boldsymbol{z}$ | 4 | 1 | 2 |  |
| 3 | 5 | 1 | 4 | 2 |  |
| 3 | 1 | 5 | 2 | 4 |  |
|  | 3 | 2 | 5 | 4 |  |
| 1 | 2 | 3 | 4 | 5 | 3 |
| 2 | 1 | 3 | 5 | 4 |  |
| 2 |  | 1 | 4 | 5 |  |
|  | 2 | 4 | 1 | 5 |  |
| 3 |  | 2 | 5 | 1 |  |
| 4 | 3 | 5 | 2 | 1 |  |
| 4 | 5 | 3 | 1 | 2 |  |
| 5 | 4 | 1 | 3 | 2 |  |
| 5 | 1 | 4 | 2 | 3 |  |
| 1 | 5 | 2 | 4 | 3 |  |
| 1 | 2 | 5 | 3 | 4 | 4 |

## THE PLAIN COURSE CYCLE OF WORK



## AN EXPLANATION OF THE METHOD

In Grandsire regardless of whether its doubles, triples, caters etc there are always 2 bells plain hunting. It's always the treble and in the plain course the other bell is the $2^{\text {nd }}$. In doubles with 2 bells hunting we only have 3 bells to complete the working cycle, the $3^{\text {rd }}, 4^{\text {th }}$ and $5^{\text {th }}$.

With two bells hunting the remaining 3 working bells cannot make 2nds place over the treble as the $2^{\text {nd }}$ will always be in the way, so where we have 2 bells in the hunt, instead of making 2nds when the treble takes you off the lead you make 3rds. Making 3rds means you complete 2 blows in 3rds place and lead again. Look at the Blue line opposite.

The start in Grandsire for the working bells is different. The $4^{\text {th }}$ and $5^{\text {th }}$ bells start the method by dodging with each other, completing their 4-5 dodges down and up. The $3^{\text {rd }}$ bell with nowhere to go completes another blow in 3rds place and, instead of going out to the back as you do in the majority of methods, the $3^{\text {rd }}$ goes into the lead.

With 3 different pieces of work to complete it can become easy to memorise the method. Try not to memorise, instead learn the blue line and the cycle of work. Counting your places and remembering the coursing order 345 (shown in the $6^{\text {th }}$ Column) will also help you now and more so as you progress o more difficult methods.

The plain course finishes here but in this example the method has been extended to show the $3^{\text {rd }}$ bell making 3rds as it does at the start and finish and the $4^{\text {th }}$ and $5^{\text {th }}$ competing their dodaes.

## Grandsire - Touches



Bob is called at
What comes next? trebles handstroke blow in 3rds place

> If making 3rds unaffected

Next time dodge 4/5 down

If about to dodge 4/5
up - make early 3rds
and go into the hunt

If in the hunt
double dodge 4/5
down
If about to dodge 4/5
down -
double dodge 4/5 up

$$
\begin{aligned}
& \text { If about to } \\
& \text { Make 3rds - } \\
& \text { make } 2 \text { nds and go } \\
& \text { into the hunt }
\end{aligned}
$$

## If about to dodge 4/5

up
Make long 3rds
4 blows in 3rds place
If in the hunt double dodge 4/5 down

If about to dodge 4/5
down -
double dodge 4/5 up
Next time dodge $4 / 5$ up

Next time
Make 3rds

IU

Next time
Dodge 4/5 up

Next time
Make $3^{\text {rd }}$

