



**THE WINCHESTER AND PORTSMOUTH DIOCESAN
GUILD OF CHURCH BELL RINGERS**

Founded 20 June 1879 as the Winchester Diocesan Guild

Presidents:

THE RIGHT REVD THE BISHOP OF WINCHESTER
THE RIGHT REVD THE BISHOP OF PORTSMOUTH



2022 Inter-Tower 8 Bell Competition – Rules & information

Date:	Saturday 21st May 2022
Location:	St Mary, Eling SO40 9HF (8 bells, 11-3-4 cwt)
Starting time:	14.30
Results:	Will be given at the end of the competition at Eling church where refreshments will be available.
For more info and to enter contact:	Pete Jordan 07583356936 petejordan.wp@talktalk.net
Closing date for entries:	Saturday 8 th May 2022.
Draw:	The draw will be held at the start of the competition. Bands with any legitimate time constraints please advise with your entry.

Rules:

- 1 All ringers in each team must be regular members of the band that is entering the team and must be Guild members.
- 2 Bands may enter more than one team provided that the total number of entries is not excessive.
- 3 Two bands may enter a joint team.
- 4 The following rules of participation apply:
 - a Each participant may ring with one team only.
 - b Each team may contain no more than 2 ringers that are taking part in the 6 bell competition.
- 5 Each team may have four minutes ringing in which to prepare for the test piece. The treble bell shall then be rung several times to indicate that the team is about to start the test piece.
- 6 The competition ringing will comprise either:
 - a Not less than 224 changes in any Triples or Major method(s) of the team's own choice. All of the changes (but not the rounds before or after) will be judged.
 - b Call changes. The team may choose the changes to be rung but all the bells except the tenor are to take a turn at leading. The opening rounds and the stand will not be judged. Teams must ring for at least seven minutes after the first change is called.
- 7 The decision of the Committee shall be final in any matter concerning the conduct of the competition and the interpretation of these rules.