

Kaleidoscope Ringing - Stage 3

Here is another piece of kaleidoscope work where the bells involved end up in their original positions, as in Treble Bob work of Stage 2.

Hand	1	2	3	4	5	6
Back	1	2	3	4	5	6
Hand	2	1	3	4	5	6
Back	1	2	3	4	5	6
Hand	2	1	3	4	5	6
Back	1	2	3	4	5	6
Hand	2	1	3	4	5	6
Back	2	1	3	4	5	6
Hand	1	2	3	4	5	6
Back	2	1	3	4	5	6
Hand	1	2	3	4	5	6
Back	2	1	3	4	5	6
Hand	1	2	3	4	5	6

Stage 2 also showed that after a single dodge the bells involved had **swapped places!** This may also happen after certain pieces of kaleidoscope work:

“Yorkshire Places”

Hand	1	2	3	4	5	6
Back	1	2	3	4	5	6
Hand	1	2	4	3	5	6
Back	1	2	3	4	5	6
Hand	1	2	4	3	5	6
Back	1	2	4	3	5	6
Hand	1	2	3	4	5	6
Back	1	2	3	4	5	6
Hand	1	2	4	3	5	6
Back	1	2	3	4	5	6
Hand	1	2	4	3	5	6

This means it is possible to mix elements of kaleidoscope with call changes, like this:

Hand	1	2	3	4	5	6	
Back	1	2	3	4	5	6	
Hand	1	2	4	3	5	6	
Back	1	2	3	4	5	6	"Dodge in 3-4"
Hand	1	2	4	3	5	6	
Back	1	2	4	3	5	6	
Hand	1	2	4	5	3	6	
Back	1	2	4	3	5	6	
Hand	1	2	4	5	3	6	"Dodge in 4-5"
Back	1	2	4	3	5	6	

It's more instructive to refer to places, but if this confuses people then refer to the numbers of the bells instead, e.g. call "3 & 5 dodge" instead of "Dodge in 4-5".