

## Sgurr a'Chaorachain Surprise Royal

This method has a similar structure to Zanussi Surprise Maximus, which is helpful for learning. It has gained a certain popularity in recent years, and features in several compositions of spliced. These notes include a highlighted grid, but you should also find the line in your favourite reference source.

### 1. Place bell order

The place bell order is 0 2 9 4 7 6 5 8 3. I find it easiest to think of this as “alternate Little Bob”. Another view is “reverse alternate Cambridge”. For me, the place bell order is always the starting point when learning this style of method.

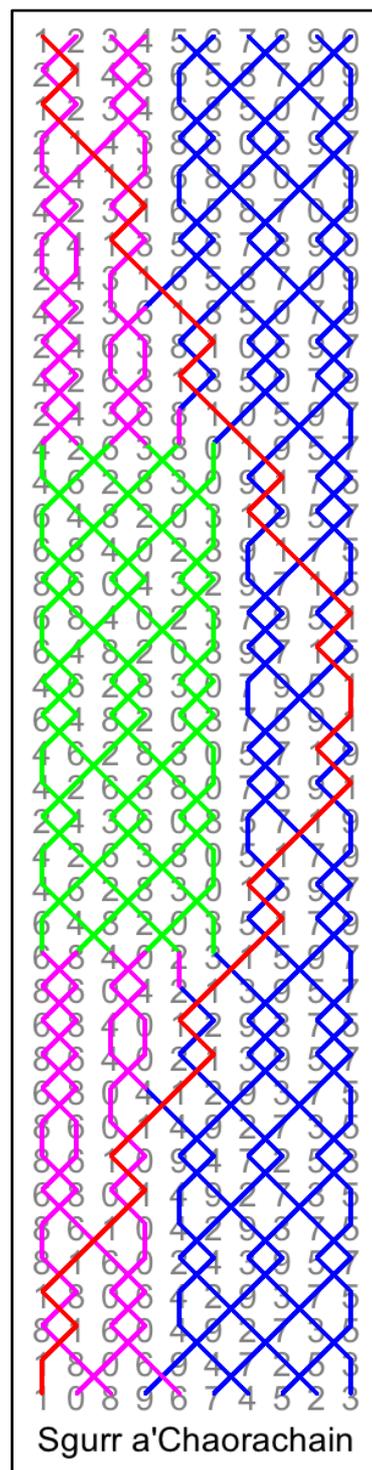
### 2. Backwork

This is the blue part of the grid. It has the same structure as Zanussi: two big points, then treble bob hunting in the back four places, then two big points. 5<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup> place bells are entirely in the backwork. Knowing the place bell order is the key to ringing them, because it tells you where to do the big points towards the end of the lead. The first point is in the dodging position before the place bell that you will hunt into. For example, 7<sup>th</sup> place bell becomes 6<sup>th</sup> place bell, so the points towards the end of the lead are in 7<sup>th</sup> place (because 7-8 is the dodging position before hunting to 6<sup>th</sup> place bell) and 10<sup>th</sup> place.

6<sup>th</sup>, 8<sup>th</sup> and 10<sup>th</sup> place bells start with the big points. 8<sup>th</sup> and 10<sup>th</sup> place bells then do one dodge from the treble bob hunting, but 6<sup>th</sup> place bell doesn't have time.

2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place bells finish with big points. Again, the place bell order is important for remembering how to do the big points after passing the treble on the way up, in these place bells.

The “double Stedmans” at the beginning of 6<sup>th</sup> and 9<sup>th</sup> place bells are pairs of big points, disguised by “folding over” in 6<sup>th</sup> place or 10<sup>th</sup> place. Similarly the double Stedmans at the end of 4<sup>th</sup> and 5<sup>th</sup> place bells.



### **3. Frontwork**

The essential idea of the frontwork is points before and after the half lead, in the same position as in Bristol, which is when the treble is in 9<sup>th</sup> place before or after its 9-10 dodge. There is a dodge at the half lead. This is the same structure as Zanussi. The Bristol part of the frontwork is the green part of the grid.

For each place bell in the frontwork, learn which positions the points around the half lead are in, learn the work from passing the treble on the way down until the first point, and learn the work from the second point until passing the treble on the way up. The place bell order is helpful for working out how to join everything together.

The magenta parts of the grid are the pieces of work that are specific to Sgurr a'Chaorachain. They just have to be learnt.

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2<sup>nd</sup> April 2019