

# **INTER-TOWER 6-BELL STRIKING COMPETITION**

(for the J. P. Fidler Trophy)

## **RULES**

1. Each team eligible for entry shall fall into one of the following categories:
  - (a) Affiliated towers of the Guild may enter one or more teams, each containing at least four Guild members who ring regularly for Sunday service at the tower. Other participating ringers will be drawn from Guild members from the same Branch.
  - (b) Branches may each enter one or more teams, each containing at least four members of the branch not attached to a Guild tower. Other participating ringers will be drawn from Guild members who ring regularly within the same branch.
2. Each team may include one ringer who is also ringing for another team; the ringer must not ring the same bell for each team.
3. Teams wishing to enter will, before the advertised date, notify the Guild Secretary, who will allocate the order of ringing.
4. Each team will be allowed a practice lasting no more than five minutes.
5. The treble will sound a warning to the judges; all ringing after this will be marked until the final bell has stood.
6. Each team will ring at one attempt a test piece of 240 to 300 changes in any recognised method or methods of the team's own choice; repeated plain courses are permitted, but not plain hunting.
7. The judges will mark the striking of each test piece and award the trophy to the winning team; their decision is final.