
**Descriptive Framework
And
Requirements
For
Method Ringing**

Version 6.6

September 27th 2015

This document is a proposed replacement for sections D, E, F, G, I and J of the 2014 version of the Central Council's Decisions. It is intended to be read in conjunction with a companion document that provides further explanation, including how and why this document came to be developed. This document and the companion document are available at <https://goo.gl/JhLyMc>.

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Section I: Descriptive Framework

A	Rows	
A.1	Row	A finite sequence of two or more bells in which each bell rings once and only once
A.2	Rounds	A Row in which the bells ring in the order from the highest note to the lowest note
A.3	Place	A position where an individual bell can ring within a Row, referenced in the order of the first bell to ring to the last bell to ring, with one position in a Row for every bell in that Row

B	Changes	
B.1	Change	A transposition of two or more bells from the Places of a first Row to the Places of a second Row, where both Rows are composed of the same set of bells
B.2	Identity Change	A Change that transposes each bell to the same Place in the second Row as it occupied in the first Row
B.3	Adjacent Change	A Change that transposes each bell either to the same Place in the second Row as it occupied in the first Row, or to a Place in the second Row that is immediately adjacent to the Place it occupied in the first Row, but which is not an Identity Change
B.4	Jump Change	A Change that is not an Identity Change or an Adjacent Change

C	Methods	
C.1	Method	A sequence of one or more Changes, all applying to the same set of bells, that is used to produce a sequence of resulting Rows from an initial Row.
C.2	Static Method	A Method whose sequence of Changes is fixed and finite
C.3	Dynamic Method	A Method that is not a Static Method
C.4	Stage	The number of bells on which a Method's changes operate
C.5	Stage Name	Names that are given to Stages: 3 = Singles; 5 = Doubles; 7 = Triples; 9 = Caters; 11 = Cinques; 13 = Sextuples; 15 = Septuples; etc 2 = Two; 4 = Minimus; 6 = Minor; 8 = Major; 10 = Royal; 12 = Maximus; 14 = Fourteen; 16 = Sixteen; etc

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D	Cover Bells	
D.1	Cover Bell	<p>A Cover Bell:</p> <ol style="list-style-type: none"> 1. Occupies a Place in a Row that is not one of the Places included in the Stage of the Method being rung; 2. Rings in a Place after the Places included in the Method's Stage, or in a Place before the Places included in the Method's Stage; and 3. Remains in the same Place unless affected by a Call (see Section E), or affected by a change to a higher Stage Method whose Places include the Cover Bell's Place

E	Calls	
E.1	Call	<ol style="list-style-type: none"> 1. An instruction to replace a sequence of zero or more consecutive Changes from a Method with a different sequence of zero or more consecutive Changes; and/or 2. An instruction, taking effect between a single, consecutive pair of Rows, for one or more Cover Bell(s) to exchange Places with bells that are ringing a Method; and/or 3. An instruction, taking effect between a single, consecutive pair of Rows, for two or more Cover Bells to exchange Places with each other

F	Blocks	
F.1	Block	A sequence of Rows, all composed of the same set of bells, that is produced from an initial Row using one or more Methods, zero or more Calls, and zero or more Cover Bells. A single instance of a single Method is used in the generation of each Row in a Block
F.2	Round Block	A Block where the final Row is the same as the initial Row
F.3	Plain Lead	A Block produced by applying a Method's sequence of Changes to an initial Row once, without using any Calls. This term applies to all Static Methods, but does not necessarily apply to Dynamic Methods
F.4	Plain Course	The minimum set of successive Plain Leads that produces a Round Block. Unless otherwise stated, the Plain Course is rung from an initial Row of Rounds. This term applies to all Static Methods, but does not necessarily apply to Dynamic Methods
F.5	Composition	An arrangement of one or more Methods and zero or more Calls that, when applied to an initial Row, defines a Block
F.6	Length	The number of Changes in a Composition
F.7	Fixed Cover Place	A Place in a Block in which the same Cover Bell rings in all Rows of that Block

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		When two or more Blocks are joined together by using the final Row of one Block as the initial Row of the next Block, thereby forming a longer, combined Block, the determination of whether a Place is a Fixed Cover Place is assessed on the combined Block
F.8	Variable Cover Place	A Place in a Block in which a Cover Bell rings for at least one Row of that Block, but which is not a Fixed Cover Place
F.9	Extent	The complete set of distinct Rows possible at a particular Stage
F.10	Effective Stage	The number of Places remaining in a Block when any Fixed Cover Places are excluded
F.11	True	<p>A Block is True if each Row in the Extent of the Block's Effective Stage occurs within the Block at most one more time than every other Row in the Extent of the Block's Effective Stage</p> <p>In a Round Block, either the initial Row or the final Row (but not both) is excluded when determining whether the Block is True</p> <p>In a non-Round Block, both the initial Row and the final Row are included when determining whether the Block is True</p> <p>When two or more Blocks are joined together by using the final Row of one Block as the initial Row of the next Block, thereby forming a longer, combined Block, the determination of whether the Block is True is assessed on the combined Block</p>

G	Method Classification
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G.1	Method Classification Terms	
G.1.1	Method Class	A group of Methods whose Plain Lead and/or Plain Course contain the same, defined structural features
G.1.2	Hunt Bell	A bell that ends a Plain Lead in the same Place as it started. This term does not apply to those Dynamic Methods where the term Plain Lead does not apply
G.1.3	Working Bell	A bell that ends a Plain Lead in a different Place from where it started. This term does not apply to those Dynamic Methods where the term Plain Lead does not apply
G.1.4	Path	The sequence of Places a given bell rings in when ringing a Method
G.1.5	Plain Hunting	Ringling a Path that is formed by progressing from an earlier Place to a later Place, or vice versa (but not a combination of both), at the rate of one Place per Row. (Alternative form: a bell Plain Hunts)

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G.1.6	Place-Making	Ringling in the same Place for two or more successive Rows
G.1.7	Make a Place	Ringling in the same Place for exactly two successive Rows
G.1.8	Make an Internal Place	The Making of a Place that occurs in neither the first Place nor the last Place of the Stage of the Method being rung
G.1.9	Dodging Places	Successive pairs of adjacent Places within a Row. Places 1 and 2 form the first pair of dodging Places, 3 and 4 the second, and so on. If the Row contains an odd number of Places, the last Place is considered to be its own Dodging Place
G.1.10	Cross Section	A Change at which the Hunt Bell in question crosses from one pair of Dodging Places to the next

G.2	Classification of Static Methods that do not use Jump Changes	
G.2.1	Principle	A Static Method that does not use Jump Changes, that has no Hunt Bells, and in which all the Working Bells first return to their starting Places after the same number of Plain Leads
G.2.2	Hunt Method	A Static Method that does not use Jump Changes, that has one or more Hunt Bells, and in which either (a) all the Working Bells first return to their starting Places after the same number of Plain Leads, or (b) there are no Working Bells
G.2.3	Differential Principle	A Static Method that does not use Jump Changes, that has no Hunt Bells, and in which not all the Working Bells first return to their starting Places after the same number of Plain Leads
G.2.4	Differential Hunt Method	A Static Method that does not use Jump Changes, that has one or more Hunt Bells, and in which not all the Working Bells first return to their starting Places after the same number of Plain Leads

G.3	Classification of Hunt Methods and Differential Hunt Methods with One Hunt Bell	
G.3.1	Plain Method	A Hunt Method or Differential Hunt Method in which: <ol style="list-style-type: none"> 1. The Path of the Hunt Bell is the same if it is rung backwards; and 2. The Hunt Bell rings exactly two times in each Place during a Plain Lead
G.3.1.1	Place Method	A Plain Method in which the Paths of the Working Bells consist only of Plain Hunting and Place-Making, and in which a change in the direction of Plain Hunting is separated by Place-Making
G.3.1.2	Bob Method	A Plain Method that is not a Place Method

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G.3.2	Treble Dodging Method	A Hunt Method or Differential Hunt Method in which: <ol style="list-style-type: none"> 1. The Path of the Hunt Bell is the same if it is rung backwards; 2. The Hunt Bell rings more than two times but the same number of times in each Place during a Plain Lead; and 3. The Hunt Bell Makes a Place exactly twice within a Plain Lead
G.3.2.1	Treble Bob Method	A Treble Dodging Method none of whose Working Bells Makes an Internal Place at any Cross Section, or which does not have any Cross Sections
G.3.2.2	Surprise Method	A Treble Dodging Method in which one or more of the Working Bells Makes an Internal Place at every Cross Section
G.3.2.3	Delight Method	A Treble Dodging Method that is neither a Treble Bob Method nor a Surprise Method
G.3.3	Treble Place Method	A Hunt Method or Differential Hunt Method in which: <ol style="list-style-type: none"> 1. The Path of the Hunt Bell is the same if it is rung backwards; 2. The Hunt Bell rings the same number of times in each Place during a Plain Lead; and 3. The Hunt Bell Makes a Place more than twice within a Plain Lead
G.3.4	Alliance Method	A Hunt Method or Differential Hunt Method in which: <ol style="list-style-type: none"> 1. The Path of the Hunt Bell is the same if it is rung backwards; and 2. The Hunt Bell does not ring the same number of times in each Place within a Plain Lead
G.3.5	Hybrid Method	A Hunt Method or Differential Hunt Method that is not Plain, Treble Dodging, Treble Place or Alliance

G.4	Classification of Little Methods with One Hunt Bell	
G.4.1	Little Method	<p>A Hunt Method or Differential Hunt Method in which the Path of the Hunt Bell is restricted to fewer Places than the Stage of the Method</p> <p>When determining a Little Method's classification under Section G.3, the requirements to ring a certain number of times in each Place only apply to the Places in which the Little Method's Hunt Bell rings</p> <p>In addition for a Little Method, only the range of Places in the Hunt Bell's Path are considered when determining which are the Method's Dodging Places, and therefore which are the Cross Section Changes</p>

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G.5	Classification of Hunt Methods and Differential Hunt Methods with More than One Hunt Bell
G.5.1	<p>If a Hunt Method or Differential Hunt Method has more than one Hunt Bell, it has the classification of the first Method Class found, when inspecting each of the hunt bells, using the order: Plain Method, Treble Dodging Method, Treble Place Method, Alliance Method, Hybrid Method</p> <p>If the Path(s) of the Hunt Bell(s) of the first Method Class found above are all restricted to fewer Places than the Stage of the Method, then the Hunt Method or Differential Hunt Method is also classified as a Little Method</p> <p>When the first Method Class found above is a Plain Method or a Treble Dodging Method, the Method is further classified in accordance with Section G.3, also taking the following into consideration:</p> <p>For a Treble Dodging Method with more than one Treble Dodging Hunt Bell, the Cross Section Changes are all the Changes in which any Treble Dodging Hunt Bell crosses from one pair of Dodging Places to the next</p> <p>If a Plain Method has additional Hunt Bells that are Treble Dodging, Treble Place, Alliance and/or Hybrid, these additional Hunt Bells are considered to be Working Bells for the purposes of Sections G.3.1.1 and G.3.1.2</p> <p>If a Treble Dodging Method has additional Hunt Bells that are Treble Place, Alliance and/or Hybrid, these additional Hunt Bells are considered to be Working Bells for the purposes of Sections G.3.2.1 and G.3.2.2</p>

G.6	Methods that are Currently Unclassified
G.6.1	Dynamic Methods, and Static Methods that use Jump Changes, are not currently incorporated in the classification system as defined in Sections G.2, G.3, G.4 and G.5. For the avoidance of doubt, this does not restrict these types of Methods from being used to produce Blocks under Section F.1

G.7	Construction of Class Name		
G.7.1	<table border="1"> <tr> <td>Class Name</td> <td> <p>Class Name is constructed by concatenating up to three terms as follows:</p> <ol style="list-style-type: none"> 1. Add the term "Differential" for a Differential Principle or a Differential Hunt Method; 2. Add the term "Little" for a Little Method; and 3. Add one of the following Hunt Method classification terms if it applies: Place, Bob, Treble Bob, Surprise, Delight, Treble Place, Alliance, Hybrid. <p>If none of these terms apply, the Method has no Class Name</p> </td> </tr> </table>	Class Name	<p>Class Name is constructed by concatenating up to three terms as follows:</p> <ol style="list-style-type: none"> 1. Add the term "Differential" for a Differential Principle or a Differential Hunt Method; 2. Add the term "Little" for a Little Method; and 3. Add one of the following Hunt Method classification terms if it applies: Place, Bob, Treble Bob, Surprise, Delight, Treble Place, Alliance, Hybrid. <p>If none of these terms apply, the Method has no Class Name</p>
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H	Performances	
H.1	Performance	The successful ringing of a Block
H.2	Standard Performance	A Performance with the characteristics listed in Section K
H.3	Short Touch	A Standard Performance whose Length is 2 to 1,249 Changes
H.4	Quarter Peal	A Standard Performance whose Length is 1,250 to 2,499 Changes
H.5	Half Peal	A Standard Performance whose Length is 2,500 to 4,999 Changes
H.6	Peal	A Standard Performance whose Length is 5,000 or more Changes
H.7	Long Length	A Peal whose Length is 10,000 or more Changes
H.8	Date Touch	A Standard Performance whose Length corresponds to a year being commemorated
H.9	Record Length	A Long Length that is the longest Length yet rung in a single Method or the same group of Methods, and that is also rung as described in Section L
H.10	Performance Report	A report that includes the contents specified in Section M

I	Method Naming	
I.1	Named Method	A Method that has met the requirements of Section N for being given a unique name
I.2	Central Council Method Library	A collection, maintained by the Central Council, of all Named Methods recognized by the Council
I.3	Method Name	The name of a Named Method
I.4	Rotation	The transformation of a sequence of changes considered as a cycle to start at a different point in the cycle but preserve the cycle
I.5	Method Title	The full description of a Method formed by concatenating Method Name, Class Name (omitted when the Method has no Class Name) and Stage Name

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J	Method Extension and Contraction	
J.1	Method Extension and Contraction	The process of deriving a Method at one Stage from a related Method at another Stage and determining, under the requirements of Section O , whether the two Methods should share a name
J.2	Parent Method	An existing Method at a given Stage for which related Methods at other Stages exist or are being sought
J.3	Extension	A Method at a higher Stage than a Parent Method that is related to the Parent Method
J.4	Contraction	A Method at a lower Stage than a Parent Method that is related to the Parent Method

Section II: Requirements

K	Standard Performances	
K.1	The Performance is of a True Round Block	
K.2	The Performance is rung without interval	
K.3	Each bell is rung continuously by the same person or persons	
K.4	No assistance in the execution of the ringing, such as making calls and detecting or correcting errors, is given to any ringer by any person not ringing in the Performance	
K.5	Physical aids to memory in ringing and conducting are not used	
K.6	On handbells, the bells are retained in hand throughout the Performance	
K.7	Tower bells (or simulations thereof) are rung full circle-style, and handbells (or simulations thereof) are rung in alternating up-strokes and down-strokes	
K.8	An umpire is present during any Performance by a single ringer	
K.9	The band strives to maintain a high standard of ringing, and errors in ringing or calling are corrected as quickly as possible	

L	Record Lengths	
L.1	On handbells, every ringer rings at least two bells	
L.2	Arrangements are made for interested people to be able to listen to the Performance	

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L.3	The ringing is heard, and the figures of the Composition are checked throughout, by a competent umpire or umpires
L.4	The organizer of a Record Length provides notice of the attempt to The Ringing World such that the notice may be published at least 14 days prior to the attempt. The notice states the location, date and start time of the attempt, and the number of Changes and the Method(s) to be rung. A copy of this notice is provided to the Central Council's Peal Records Committee

M	Performance Reporting
M.1	<p>A Performance Report includes the following information, as applicable:</p> <ol style="list-style-type: none"> 1. The society for which the Performance was rung 2. The location where the Performance was rung 3. The date on which the Performance was rung 4. The time the Performance took to ring 5. The weight of the tenor for full circle-style ringing, or the number of the tenor for handbell ringing 6. The Length rung 7. The number of Methods rung (if greater than one) 8. The Method Title(s) of the Method(s) rung 9. The number of Changes rung of each Method 10. The number of Identity Changes rung (if greater than zero) 11. The number of Jump Changes rung (if greater than zero) 12. The number of changes of Method (if greater than zero) 13. The number of changes of Stage (if greater than zero) 14. The number of changes of bells in Variable Cover Places that were not due to changes of Stage (if greater than zero) 15. The name(s) of the composer(s) of the Composition(s) used in the Performance 16. The names of the ringers in the Performance and the number(s) of the bell(s) each rang 17. The names of any umpires present 18. Dedications and other footnotes <p>When a Performance comprises two or more True Round Blocks that are joined together by using the final Row of one Round Block as the initial Row of the next Round Block, the number of Changes in each True Round Block is also stated, and the information in 8 and 9 above is provided separately for each True Round Block, instead of being provided for the Performance as a whole, if this provides information that otherwise would not be given</p>
M.2	Performances comprising any True Round Blocks that use more than one Method are described as Spliced
M.3	Reports of Performances using any electronically-generated bell sounds state this
M.4	Reports of Performances that are not Standard Performances state this, and state the features of the Performance that are outside Section K
M.5	Reports of Record Lengths include a report by the umpire(s)

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M.6	Reports of Record Lengths include the Composition that was rung. For other Performances, submitters are encouraged to include the Composition rung (of a reference thereto) when Performance Reports are submitted electronically
M.7	Performance Reports of Record Lengths are sent to both The Ringing World and the Central Council's Peal Records Committee
M.8	Performances Reports include the specification of any previously unnamed Methods rung in the Performance. If the Method Naming requirements of Section N have been met by the Performance, the proposed name(s) for the previously unnamed Method(s) are also included in the Performance Report

N	Method Naming
N.1	An unnamed Method is rung in a Standard Performance that either comprises at least 1,250 Changes, or contains the Extent of the unnamed Method, in order to be eligible to be named
N.2	A Static Method that is a rotation of an existing Named Static Method is not given a separate name
N.3	A name given to a Method is unique for its Class Name and Stage, including being unique for Methods that don't have a Class Name.
N.4	A Method Name may not include a Class Name term such that the resulting Method Title is misleading as to the Class of the Method
N.5	A name given to a Method meets the requirements for Method Extension and Contraction shown in Section O

O	Method Extension and Contraction
O.1	The Central Council's Methods Committee maintains and publishes an advisory collection of techniques for extending and contracting existing Methods to other Stages
O.2	Once a given technique has been used to name an Extension or Contraction of a Parent Method at a different Stage, a band is encouraged to use the same technique in the naming of Extensions or Contractions of that Parent Method at all other Stages
O.3	A band naming an Extension or Contraction after a Parent Method using a technique that is not included in the Central Council Method Committee's collection should disclose the technique used in the Performance Report where the new Method is named
O.4	In exceptional circumstances, the Central Council may use its authority under Section Q.4 to question the proposed naming of an Extension or Contraction if it considers the naming to be inappropriate

Section III: Related Ringing World Roles

P.1	<p>The Ringing World publishes reports of Standard Performances of at least 1,250 Changes that it receives, categorizing them according to the Standard Performance Lengths in Section H [providing any required payment has been received]</p> <p>The Ringing World publishes reports of other Performances that it receives at its discretion</p> <p>The Ringing World may also abbreviate Performance Reports as commercial considerations necessitate</p>
P.2	<p>The Ringing World publishes notices of Record Length attempts at least 14 days prior to the attempt, providing the notice is received in sufficient time for such publication</p>
P.3	<p>The Ringing World refers Performance Reports of claimed new Record Lengths to the Central Council’s Peal Records Committee before publication, and waits for this Committee’s determination of whether a new Record Length has been rung before publication</p>
P.4	<p>The Ringing World publishes umpires reports of Record Lengths it receives</p>

Section IV: Related Central Council Roles

Q.1	<p>The Central Council produces an analysis for each calendar year of all Performances that were published in The Ringing World. This analysis separately identifies Standard Performances and other Performances, and also separately identifies the various Standard Performance Lengths that are defined in Section H</p>
Q.2	<p>The Central Council maintains records of the Record Length rung to date in each Method or group of Methods. Single Stage and Multi-Stage Record Lengths are maintained separately, as are Variable Cover and non-Variable Cover Record Lengths. Tower bell and handbell Record Lengths are also maintained separately</p>
Q.3	<p>The Central Council maintains the Central Council Method Library of all Methods that have been named under Section N or earlier Central Council Decisions</p>
Q.4	<p>The Central Council reserves the right to change the proposed name for a new Method, or to leave it unnamed, if it considers this necessary</p>
Q.5	<p>The Central Council, through its Methods Committee, will endeavour to provide advice, upon request, on suitable Extensions or Contractions for existing Methods</p>
Q.6	<p>Any Peals as defined under this document that were previously rung but which were not recognized as such under the Decisions in place at the time may be submitted to the Central Council for retroactive recognition. The Central Council will retroactively include these Peals in its analyses and records if it determines, based on good faith assessments of the available information about these Peals, that the requirements for a Peal under this document were met.</p>

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	<p>If such retroactively recognized Peals were not previously published as Peals in The Ringing World, the Central Council will forward the details of these Peals to The Ringing World for publication, with the publication noting their retroactive recognition status</p> <p>If such retroactively recognized Peals were previously published as Peals in The Ringing World, the Central Council will publish a notice in The Ringing World stating that these Peals have now been included in the Central Council's analyses and records, and providing the references to the original publications in The Ringing World</p>
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Section V: Exceptions

R.1	Class Name Exceptions	<p>The Class Name for the following Methods is omitted even though these are Bob Methods under Section G.3: Grandsire, Double Grandsire, Reverse Grandsire, Little Grandsire, Union, Double Union and Reverse Union. These Method Names may not be used again for either new Bob Methods or new Methods with no Class Name</p>
R.2	Method Name Exceptions	<p>The Method known as Little Bob has no Method Name since Little Bob is its Method Class. This Method will continue to be known as Little Bob. The most likely Method Name for this Method, were it to be given one, is 'Plain', and so the name 'Plain' may not be used for any new Little Bob Method</p>
R.3	Peals of Doubles and Minor, etc	<p>Performances comprising:</p> <ol style="list-style-type: none"> 1. Single Extent or Multi-Extent Round Blocks of Doubles; and/or 2. Single Extent or Multi-Extent Round Blocks of Minor; and/or 3. Single Extent or Multi-Extent Round Blocks of Spliced Doubles and Minor that are True when considered at the Minor Stage; <p>with each rung starting from Rounds, with a Cover Bell when ringing Doubles, and where Multi-Extent means integer multiples of Extents, are considered to be True Performances</p> <p>The same exception applies to equivalent Performances of Two and Singles, Singles and Minimus, Minimus and Doubles, and Minor and Triples</p>
R.4	Doubles Variations	<p>Doubles Variations are separate names given to Doubles Methods to indicate a specific Call or Calls with which a Doubles Method is rung</p> <p>Doubles is the only Stage at which Variations are used. At all other Stages, using different Calls does not alter the name of the Method being rung</p> <p>The Central Council maintains a library of Doubles Calls that have been used to name Doubles Variations. A name given to a Doubles Call is unique across all other Doubles Calls</p> <p>The Central Council also maintains a library of Doubles Variations, which cross-references to the underlying Methods Library and Doubles Calls Library</p> <p>A Doubles Variation is capable by itself of producing a single Extent</p>

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	<p>Doubles Variations have the same Method Class as the underlying Doubles Method on which they are based</p> <p>New Doubles Variations may be named by ringing them to at least an Extent</p> <p>A name given to a Doubles Variation is unique across both Doubles Methods and Doubles Variations of its Class Name, including being unique for Doubles Methods and Doubles Variations that don't have a Class Name</p> <p>A name given to a Doubles Variation also meets the requirements for Method Extension and Contraction shown in Section O, whereby the Variation's underlying Method is assessed versus other Stages</p> <p>Doubles Variations are incorporated into Blocks in the same way as Methods</p> <p>Doubles Variations are included in Performance Reports in the same way as Methods</p>
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