Minor Cycles

The table below shows all the possible combinations of cycles that can occur at the Minor stage.

The cycle code always adds up to the stage -- in this case 6 (Minor). Each hunt bell in a method results in a 1 in the cycle code. Cycle code numbers greater than 1 denote working bells, where the number represents the number of plain leads before those working bells return to their starting places. For example, a cycle code number of 3 means there are 3 working bells in the method that together make up a cycle, returning to their starting places after 3 plain leads.

Description of cycle	Cycle code	Example method	Resulting class(es)
All bells are hunt bells	1 1 1 1 1 1	Shakespeare Tower Block Surprise Minor	Hunter
Unequal length working bell cycles with one or more hunt bells	1 2 3	Christ Church Differential Bob Minor	Differential Hunter
Equal length working bell cycles[2] with one or more hunt bells	1 1 2 2	Rainhill Bob Minor	Hunter
Single working bell cycle[1] with one or more hunt bells	1 1 1 1 2	No named Minor methods with these cycles	Hunter
	1 1 1 3	Single St Hilda's Bob Minor	
	1 1 4	St Simon's Bob Minor	
	1 5	Plain Bob Minor	
Unequal length working bell cycles with no hunt bells	2 4	Stedman Differential Minor	Differential Principle
Equal length working bell cycles[2] with no hunt bells	2 2 2	No named Minor methods with these cycles	Principle
	3 3	Tentative Minor	
Single working bell cycle[1] with no hunt bells	6	Shipway Minor	Principle

[1] A method that has exactly one working bell cycle is referred to as a monocyclic method.

[2] A method that has more than one working bell cycle and all the working bell cycles are the same length is referred to as an isocyclic method.