

Excerpt from the President of the Central Council of Church Bell Ringers blog following a visit to review BellSim on the 27<sup>th</sup> August 2021.

## President's Blog #6×9

@ Simon Linford 📅 September 8, 2021

I ought to start with news of the Council's Annual Meeting, being perhaps the most important thing I had to do last week, but I am going to leave it to the end so as to build a sense of anticipation. Instead, I will start with a report on my trip to Whalley.

Whalley is place name I will have said over a thousand times (it is a method in Smith's and Chandler's 23 Spliced compositions) but I have never been there. To be honest I wouldn't have pinned it on the map that precisely although I knew which side of the Pennines it is on. So, when I found myself driving home from a holiday in Northumberland, having dropped my family at Knaresbrough station for onward passage to Headingley, I took the opportunity to divert and see [BellSim](#), in the garage behind Adrian West's house in Whalley.

BellSim is Adrian's prototype simulator which just uses servo motors and industrial automation control to move the rope and simulate the forces of the bell (see articles on it in the Ringing World on pages 732 and 767). I had long ago dreamed of a simulator that didn't use an actual wheel but just had a servo motor driven drum. It would be easier to fit above the ceiling for a start. Adrian has done it, and it exceeded my high expectations.

While the Ringing World article was detailed and factual in terms of how BellSim worked, I can add a bit more of a new user experience. Despite there being no bell or wheel involved (those parts are simulated), it handles exactly like a real bell of any weight – I rang it set at weights from 5cwt to 20cwt. Slow motion mode, ringing up and down, analysing pull force and efficiency percentages, integration with Abel – it was all there. I'll write a longer report otherwise I'll run out of words. Loved it.

For the full blog article, see [here](#).