

# The Lewis Class System

The Lewis Class system can be used for calculating winners of an event (for awards), or winners of the Lewis Purse (money). The normal Rules for Lewis system are as follows:

1. When all shooting is completed, list all scores in descending score order.
2. They are then divided into as many groups as are dictated. Methods are:
  - A preset number of groups – regardless of entry amount.
  - A computed group amount, for example: 1 group for every 10 entries.
3. Since there will often be an odd number of entries and tie scores on the original dividing lines between the groups, the following rules have been established:
  - Where a Short group is necessary due to an odd entry list, the short group (or groups) will always be the upper group(s).
  - When an original line is drawn between a number of tied scores, the contestants are re-assigned to the group in which the Majority of scores appear.
  - Where an EQUAL number of ties scores appear on either side of the original line, contestants are assigned to the head of the lower group.
  - If contestants are re-assigned to other groups due to tied scores between original lines, ONLY those groups are affected. The original lines in other groups remain. All money in groups will stay intact, regardless of any re-assignment to another group.

On the next page we will see how these rules can be applied to an example shoot. The algorithms are listed so that you can create Macros in spreadsheets, or program lines of code into software you have developed.

## Variables needed:

For our example, the following Data is provided:

Total Entries = 32

Number of Groups = 5

Lewis Class Price = \$10.00

## Determining Original Lines & Amounts:

In Order to draw your original lines, you will need to compute other variables which will aid in determining original group sizes and monies.

$$\begin{array}{l} 1) \text{ Compute } \textit{Total Money} \\ \quad \$ 320 \end{array} = \begin{array}{l} \text{Total Entries} \\ 32 \end{array} \times \begin{array}{l} \text{Lewis Class Price} \\ 10 \end{array}$$

$$\begin{array}{l} 2) \text{ Compute } \textit{Group Money} \\ \quad \$ 64 \end{array} = \begin{array}{l} \text{Total Money} \\ \$320 \end{array} / \begin{array}{l} \text{Number of Groups} \\ 5 \end{array}$$

$$\begin{array}{l} 3) \text{ Compute } \textit{Base Numbers} \\ \quad 6.4 \end{array} = \begin{array}{l} \text{Total Entries} \\ 32 \end{array} / \begin{array}{l} \text{Number of Groups} \\ 5 \end{array}$$

Which Creates: *Whole Base Number* = 6  
*Remainder Base Number* = 0.4

$$\begin{array}{l} \text{Now Compute: } \textit{Add Rest} \\ \quad 2 \end{array} = \begin{array}{l} (\textit{Remainder Base Number} * 10) / 2 \\ (.04 * 10) / 2 \end{array}$$

- 4) At this point, we need to initialize the Basic size of each group, which in our example, is 6 and is contained in *Whole Base Number*. Any group which should be larger because of the odd number of entries will be increased using the *Remainder Base Number*.

Move *Whole Base Number* of 6 to All Group Entry Counters (1 thru 5)

Now increase the entries of the Lower groups according to the rules by using the *Add Rest Variable*:

- If *Add Rest* = 0, then do not add to any Group Entries, Split is perfect.
  - If *Add Rest* = 1, then Add 1 to Group 5 entry counter
  - If *Add Rest* = 2, then Add 1 to Group 4 thru Group 5 entry counter
  - If *Add Rest* = 3, then Add 1 to Group 3 thru Group 5 entry counter
  - If *Add Rest* = 4, then Add 1 to Group 2 thru Group 5 entry counter
- NOTE: The *Add Rest* variable will never be more than (*Number of Groups* – 1)

5) In our example, *Add Rest* was equal to 2, so the groups are now originally drawn with the following amount of Entries

	<b>Name</b>	<b>Score</b>	
<b>Group 1</b>	Jim	100	
	Jan	99	
	John	99	
	Terry	98	
	Eric	96	
	<u>Susie</u>	<u>96</u>	(6 entries)
<b>Group 2</b>	Dolly	95	
	Mike	95	
	Sam	94	
	Dana	94	
	Joshua	93	
	<u>Janie</u>	<u>93</u>	(6 entries)
<b>Group 3</b>	Debbie	93	
	Lucy	92	
	Patty	92	
	Zelda	91	
	George	91	
	<u>Paul</u>	<u>90</u>	(6 entries)
<b>Group 4</b>	Rita	90	
	Ofelia	90	
	Pamela	90	
	Greg	89	
	Art	89	
	Olga	88	
	<u>Joseph</u>	<u>85</u>	(7 entries)
<b>Group 5</b>	Mary	85	
	Will	84	
	Lee	80	
	Renee	79	
	Jonathon	75	
	Lisa	74	
	Bart	70	(7 entries)

# Adjusting Groups

Now that you have drawn your original lines, you must look at the scores on either side of the lines to determine whether or not contestants will remain in that group, or move to another group. The following table shows the results of applying the last few Lewis class rules.

Note that the Original lines are still shown, but contestants have been shifted.

	Name	Score		
<b>Group 1</b>	Jim	100	Winner Group 1 - \$64.00	
	Jan	99		
	John	99		
	Terry	98		
	Eric	96		
	<u>Susie</u>	<u>96</u>		
Group 2	Dolly	95	Co-Winner Group 2 - \$32.00	
	Mike	95	Co-Winner Group 2 - \$32.00	
	Sam	94		
	Dana	94		
	Joshua	93		
	<u>Janie</u>	<u>93</u>		
	Debbie	93		← Note that Debbie headed to Group 3, but because of Joshua & Janie's 93's, Debbie moved to where the Majority was.
<b>Group 3</b>	Lucy	92	Co-Winner Group 3 - \$32.00	← After Debbie moved to Group 2 Lucy and Patty now head Group 3 with 92's
	Patty	92	Co-Winner Group 3 - \$32.00	
	Zelda	91		
	George	91		
<b>Group 4</b>	<u>Paul</u>	<u>90</u>	Co-Winner Group 4 - \$16.00	← Paul moves from the bottom of Group 3 to the head of Group 4 to Join the majority of 90's
	Rita	90	Co-Winner Group 4 - \$16.00	
	Ofelia	90	Co-Winner Group 4 - \$16.00	
	Pamela	90	Co-Winner Group 4 - \$16.00	
	Greg	89		
	Art	89		
	Olga	88		
Group 5	<u>Joseph</u>	<u>85</u>	Co-Winner Group 5 - \$32.00	← Joseph now heads Group 5. The Rules state that if there is the same number of alike scores, then Joseph moves down to head the next group.
	Mary	85	Co-Winner Group 5 - \$32.00	
	Will	84		
	Lee	80		
	Renee	79		
	Jonathon	75		
	<u>Bart</u>	<u>70</u>		