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. <u>All money in groups will stay intact</u>, 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.

1) Compute *Total Money*   =   Total Entries x Lewis Class Price
            $ 320   =   32   x   10

2) Compute *Group Money* = Total Money / Number of Groups
            $ 64   = $320   /   5

3) Compute *Base Numbers* = Total Entries / Number of Groups
            6.4   =   32   /   5

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

    Now Compute: *Add Rest* = (*Remainder Base Number* * 10) / 2
                      2   =   (.04 * 10) / 2

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 <u>thru</u> Group 5 entry counter
- If *Add Rest* = 3, then Add 1 to Group 3 <u>thru</u> Group 5 entry counter
- If *Add Rest* = 4, then Add 1 to Group 2 <u>thru</u> 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 <u>originally</u> drawn with the following amount of Entries

	Name	Score	
	Name	**Score**	
	Jim	100	
	Jan	99	
Group 1	John	99	
	Terry	98	
	Eric	96	
	<u>Susie</u>	<u>96</u>	(6 entries)
	Dolly	95	
	Mike	95	
Group 2	Sam	94	
	Dana	94	
	Joshua	93	
	<u>Janie</u>	<u>93</u>	(6 entries)
	Debbie	93	
	Lucy	92	
Group 3	Patty	92	
	Zelda	91	
	George	91	
	<u>Paul</u>	<u>90</u>	(6 entries)
	Rita	90	
	Ofelia	90	
	Pamela	90	
Group 4	Greg	89	
	Art	89	
	Olga	88	
	<u>Joseph</u>	<u>85</u>	(7 entries)
	Mary	85	
	Will	84	
	Lee	80	
Group 5	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		
	Jim	100	Winner Group 1 - $64.00	
	Jan	99		
Group 1	John	99		
	Terry	98		
	Eric	96		
	Susie	96		
	Dolly	95	Co-Winner Group 2 - $32.00	
	Mike	95	Co-Winner Group 2 - $32.00	
	Sam	94		
Group 2	Dana	94		
	Joshua	93		
	Janie	93		
	Debbie	93	←Note that Debbie headed to Group 3, but because of Joshua & Janie's 93's, Debbie moved to where the Majority was.	
	Lucy	92	Co-Winner Group 3 - $32.00	←After Debbie moved to Group 2
Group 3	Patty	92	Co-Winner Group 3 - $32.00	Lucy and Patty now head Group Group 3 with 92's
	Zelda	91		
	George	91		
	Paul	90	Co-Winner Group 4 - $16.00	←Paul moves from the bottom of
	Rita	90	Co-Winner Group 4 - $16.00	Group 3 to the head of Group 4
	Ofelia	90	Co-Winner Group 4 - $16.00	to Join the majority of 90's
Group 4	Pamela	90	Co-Winner Group 4 - $16.00	
	Greg	89		
	Art	89		
	Olga	88		
	Joseph	85	Co-Winner Group 5 - $32.00	←Joseph now heads Group 5. The
	Mary	85	Co-Winner Group 5 - $32.00	Rules state that if there is the
	Will	84		same number of alike scores,
	Lee	80		then Joseph moves down to
Group 5	Renee	79		head the next group.
	Jonathon	75		
	Lisa	74		
	Bart	70		

Figure 1 – Class Purse
High Gun – 3 places per Class – Split 50/30/20

Class A - 23 entries (@ $10 ea) - $230.00

Situation 1:	Score	Payout	% Split	
John Dansforth	96	$115.00	(50%)	
Eric Johnson	95	$69.00	(30%)	
Jim Quentin	94	$23.00	(10%)	**The Last Place (20%) is split**
Kim Neeman	94	$23.00	(10%)	**evenly amongst the 94's.**

Situation 2:	Score	Payout	% Split	
John Dansforth	100	$57.50	(25%)	**All three places to be paid**
Eric Johnson	100	$57.50	(25%)	**(50% + 30% + 20%) are**
Jim Quentin	100	$57.50	(25%)	**consumed and evenly split**
Kim Neeman	100	$57.50	(25%)	**amongst the 100's**

The following example IS NOT figured using the High Gun System

Situation 3:	Score	Payout	% Split	
John Dansforth	100	$115.00	(50%)	**All 99's evenly split the 30%**
Eric Johnson	99	$17.25	(7.5%)	**portion of the money.**
Jim Quentin	99	$17.25	(7.5%)	
Kim Neeman	99	$17.25	(7.5%)	**This lone 98 took the entire**
John McMahon	99	$17.25	(7.5%)	**20% place, thereby actually**
Betty Hines	98	$46.00	(25%)	**winning more than the 99's**

Figure 2 – Oklahoma Options (50's)
High Gun – 2 places per class – Split 60/40

Class B – 7 entries (@ $15 ea) = $105.00 ($35 per group of 50)

		1st 50			2nd 50			3rd 50		
		Score	payout	%split	Score	payout	%split	Score	payout	%split
Allen John	96	46			49	$4.67	13%	50	$21.00	60%
Bechham, Jim	98	50	$11.67	33%	49	$4.67	13%	48		
Carter, Beth	99	50	$11.67	33%	50	$21.00	60%	49	$14.00	40%
Davidson, Marc	94	48			47			46		
Ericson, Henry	98	50	$11.67	33%	49	$4.67	13%	48		
Foust, Jane	90	41			46			42		
Hines, Betty	94	45			45			48		
			$35.00			$35.00			$35.00	

Note that entrants of this purse are not always listed by high
Score. Entrants may do well in the 1st group of 50 targets, but
Not as well in the following groups of 50.

Figure 3 – Lewis Class Purse
High Gun – 3 places per class – Split 50/30/20
22 Entries (@ $10 ea) - $220.00 – 3 classes - $73.34/class

		Score	Payout	%split
Class 1	Eric Johnson	100	$36.67	(50%)
	John Dansforth	99	$9.17	(12.5%)
	Kim Neeman	99	$9.17	(12.5%)
	Dave Johnson	99	$9.17	(12.5%)
	John McMahon	99	$9.17	(12.5%)
	Jim Quentin	98		
	Betty Hines	98		
	Beth Carter	98		
Class 2	John Allen	97	$24.45	(33%)
	Jane Foust	97	$24.95	(33%)
	Mark Davidson	97	$24.45	(33%)
	Jim Beckham	96		
Class 3	Judy McMahon	95	$18.34	(25%)
	Dana Nemeth	95	$18.34	(25%)
	Sam Mauer	95	$18.34	(25%)
	Bart McGregor	95	$18.34	(25%)
	Carl Hines	91		
	Diana Rosen	91		
	Mike Kenny	91		
	Dave Bemer	90		
	Mark Riley	82		
	Debbie Radley	78		

Figure 4 – Handicap Options Table

The following is an example of a Handicap Option
Table which might be used. These values, according
to your class, are added to your raw score. The
maximum score is 100 with all money returned to
high score. Ties will usually divide with no shoot-
offs necessary.

Skeet Calculations

Class	.410	28	20	12
AAA	0	0	0	0
AA	4	2	2	1
A	7	3	3	2
B	9	5	4	3
C	11	7	5	4
D	13	9	6	5
E	-	-	-	6

The Lewis Class Purse

The purse is very common, yet misunderstood by many. This purse <u>does not</u> use the NSSA or NSCA classification and has winners in multiple classes. Before the shoot begins, shoot management should determine how many classes there will be and how many places in each class. If this is too difficult to determine, an example program might read "there will be one class for every 10 entries". When all shoting is complete, rank the scores in descending order from highest to lowest. Then divide them into as many groups as there are classes.

For example, if there were 30 entries and 3 classes, there would be 10 scores in each class. Lines <u>should now be drawn</u> to show these classes. Because there will almost always be odd numbers of entries and tied scores, the following rules have been established:

Rule 1 – When a short class is necessary because of an odd entry list, the short class shall head the list. The figure 3 example shows that 22 entries and three classes create class 1 with seven scores, class 2 with seven scores, and class 3 with eight scores.

Rule 2 – If the original class division line falls between a number of tied scores, the participants are assigned to the class in which the majority of scores appear. Notice that in the example, Beth Carter's score of 98 moved her from the top of class 2 to the bottom of class 1 because there were two 98s (Jim & Betty) on the other side of the original class line.

Rule 3 – If an equal number of tied scores appear on either side of the line, participants are assigned to the top of the lower class. In the Figure 3 example notice that Judy and Dana's 95 moved from the bottom of class 2 to the top of class 3 because of this rule.

Rule 4 – When the original lines have changed because of tied scores, the change shall apply <u>only</u> to that class. The original lines will remain intact for all other classes unless they are adjusted because of Rule 2 or Rule 3. After all rules have been applied, the places are awarded according to the program and monies are distributed.

If you have any questions regarding any purses, or if you just want more information, please don't hesitate to call us here at headquarters at 210-688-3371! We'll do our best to answer any questions you may have. Until then, keep your head down and your sights high!