

## LEWIS CLASS

The Lewis class scoring system is a way for every one of different shooting classes and levels to compete against each other. The way it works is as follows. You take all of the scores from the people that are playing and list them from highest score to lowest score. Then you take the number of competitors and divided that by the number of classes you want to pay out. That will give you the number of competitors in each class. You start from the top and count down the number of competitors for each class and then draw a line at that spot. If there is a tie at the cut off line and there are more tied players below the line the line will move to the top of the tied players. If there is more tied player above the line the line will move to the end of the tied players. The number of players will determine the pay out. If we have 10 or fewer players we will pay 1<sup>st</sup> (70%) and 2<sup>nd</sup> (30%) in two classes. If we have 11 to 20 players we will pay out 1<sup>st</sup> (70%) and 2<sup>nd</sup> (30%) in 3 classes. If we have more than 20 players we will pay out 1<sup>st</sup> (60%), 2<sup>nd</sup> (25%), and 3<sup>rd</sup> (15%) in 3 classes. The number of 10's will break ties. If there is still a tie we will start counting 10's from the first target and the person with the longest string of 10's will win. Please ask if you have any questions or look at the examples on the next page.