

## Lewis Class Description

The Lewis Class is based on final scores posted when the event is over. Prior to the event, the Shoot Promoter decides the number of classes and the payout per class, i.e. 1 class per 15 shooters, 2 or 3 payouts per class. At the shoot's end, scores are listed numerically from highest to lowest. Then, they are divided into as many groups as there are classes. For example; if there are 30 entries and five classes, there will be six scores in each class. The highest score in each class is the winner. Because there will be an odd number of entrants and tie scores on the dividing line between classes, several rules have been established.

- 1) When a short class is necessary, due to an odd number entry list, the short class or classes shall head the list.
- 2) When the line division falls in a number of tie scores, the contestants are assigned to the class in which the majority of the scores appear.
- 3) When an equal number of tie scores appears on either side of the dividing line, contestants shall be assigned to the head of the lower class.
- 4) When the original division is changed, due to tie scores, this change shall apply only to the classes directly affected, and the original division shall continue in the other class.

For example:

An event has 33 competitors with 5 classes:

Because the short classes are placed first, six shooters will be in classes #1 and #2 and seven shooters in classes #3,4 & 5. Final scores are arranged from highest to lowest and lines drawn in between classes. In the event of tie scores, follow rules 2 and 3.