

Lewis Summary - Wednesday League

Week 12 (7/28/2021) - 38 Shooters

Name	Team	16 Yd Score	Handicap Score	Total Score	Handicap Yardage	Lewis Score	Lewis Class	Lewis Place	Lewis Payout
Rylie Pearson	Clay Dusters	25	22	47	26	73	1	1	\$30.00
Dave Goodman	Clay Dusters	24	22	46	26	72	1		
Mark Kumler	Eureka Automotive 2	22	25	47	25	72	1		
John Payne	Morris Granite	24	24	48	24	72	1		
Tom Edwards	Guns-a-blaz'n	22	23	45	25	70	1		
Gary Garrett	Ole Timers	23	21	44	26	70	1		
Butch Jording	Eureka Automotive 2	24	21	45	25	70	1		
John Karl	Guns-a-blaz'n	22	23	45	25	70	1		
Phillip Longstreth	Clay Dusters	25	19	44	26	70	1		
Jim Olsen	Orange Dust	24	22	46	24	70	1		
Dan Riccolo	Morris Granite	24	22	46	24	70	1		
Rod Wolf	Martin	23	22	45	25	70	1		
Ken Baker	Ole Timers	25	18	43	26	69	2	2	\$6.00
Dan Riccolo	Guns-a-blaz'n	24	20	44	25	69	2	2	\$6.00
John Ryan	Eureka Automotive 2	23	21	44	25	69	2	2	\$6.00
Brian Wierenga	Eureka Automotive 3	21	24	45	24	69	2	2	\$6.00
Ron Armstrong	52 Pull Tab	24	19	43	25	68	2		
Mark Ewert	Bob's Fast Five	23	22	45	23	68	2		
Jim Taylor	Orange Dust	21	23	44	24	68	2		
Bob Bachtold	Guns-a-blaz'n	23	19	42	25	67	2		
Karen Jording	Eureka Automotive 3	22	21	43	24	67	2		
Nate Kloter	Eureka Automotive 2	22	20	42	25	67	2		
Bill Longstreth	Clay Dusters	21	20	41	26	67	2		
Zeke Yergler	Shooting Blanks	25	17	42	25	67	2		
Tom Edwards	Eureka Automotive 2	22	19	41	25	66	2	3	\$6.00
Gary Mundschenk	Orange Dust	21	21	42	24	66	3	3	\$6.00
Steve Robbins	Morris Granite	21	21	42	24	66	3	3	\$6.00
Ian Wilkey	Bob's Fast Five	23	20	43	23	66	3	3	\$6.00
Bob Bachtold	Morris Granite	23	18	41	24	65	3		
Bill Kinsella	Shooting Blanks	21	18	39	25	64	3		
JD Olsen	Orange Dust	24	16	40	24	64	3		
Jaiden Snodgrass	Shooting Blanks	25	14	39	25	64	3		
Landon Wierenga	Eureka Automotive 3	22	18	40	24	64	3		
Bob Wilkey	Bob's Fast Five	18	23	41	23	64	3		
Lisa Jording	Eureka Automotive 3	21	18	39	24	63	3		
Steve Payne	Morris Granite	18	21	39	24	63	3		
Barb Mundschenk	Orange Dust	20	18	38	24	62	3		
Trish Wierenga	Eureka Automotive 3	21	17	38	24	62	3		