Zone 1			
Name	Health	Speed	Jump
A	83%	93%	94%
B	86%	98%	87%
C	93%	91%	83%
D	96%	99%	83%
E	80%	92%	93%
F	93%	93%	85%
G	96%	91%	84%
H	86%	92%	88%
I	90%	93%	86%
J	93%	91%	87%
K	86%	95%	93%
L	93%	94%	82%
M	93%	94%	82%
N	86%	88%	87%
O	93%	92%	88%
P	90%	98%	89%

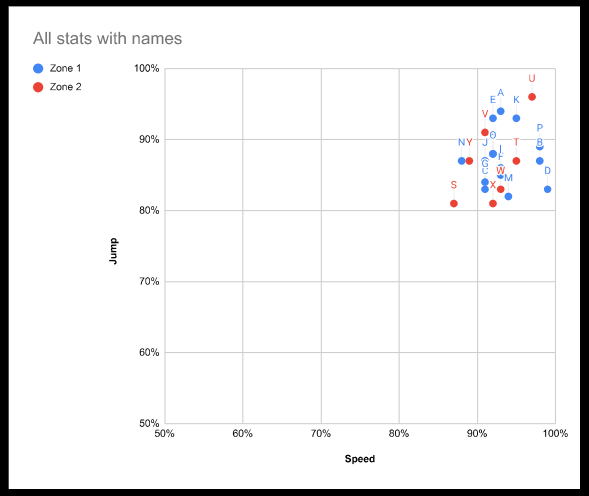
Zone 2			
Name	Health	Speed	Jump
S	93%	87%	81%
T	83%	95%	87%
U	90%	97%	96%
V	90%	91%	91%
W	90%	93%	83%
X	90%	92%	81%
Y	90%	89%	87%
Z			

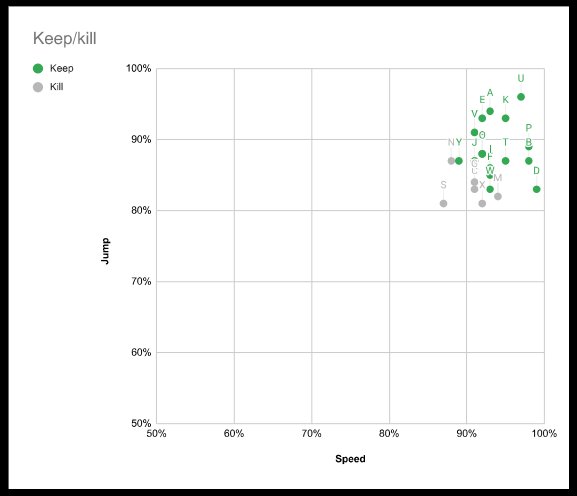
Extra cells for storing temp data			
Blank row:	0%	0%	0%

Computations	
Rank horses	Rank the horses from 1 to 24
Generate merge instructions	Explain how to merge Zone 2 into Zone 1
Generate reorg instructions	Explain how to reorganize Zone 1

Instructions for merge
Kill: C, G, L, M, N
Kill: S, X, Z
Move T to C
Move U to G
Move V to L
Move W to M
Move Y to N

Instructions for reorg
Stash K
Move F to K
Move B to F
Move A to B
Move the stashed horse to A
Swap C and P
Swap G and O





Combined data, data for plotting, and intermediate calculations (rankings)												
Name	Health	Speed	Jump	Zone	Main zone	Jump 1	Jump 2	Combined rank	Zone 1 rank	Keep	Jump keep	Jump kill
A	83%	93%	94%	1	TRUE	94%		5	2	TRUE	94%	
B	86%	98%	87%	1	TRUE	87%		7	6	TRUE	87%	
C	93%	91%	83%	1	TRUE	83%		21	16	FALSE		83%
D	96%	99%	83%	1	TRUE	83%		3	4	TRUE	83%	
E	80%	92%	93%	1	TRUE	93%		6	5	TRUE	93%	
F	93%	93%	85%	1	TRUE	85%		14	11	TRUE	85%	
G	96%	91%	84%	1	TRUE	84%		20	15	FALSE		84%
H	86%	92%	88%	1	TRUE	88%		11	8	TRUE	88%	
I	90%	93%	86%	1	TRUE	86%		12	9	TRUE	86%	
J	93%	91%	87%	1	TRUE	87%		13	10	TRUE	87%	
K	86%	95%	93%	1	TRUE	93%		4	1	TRUE	93%	
L	93%	94%	82%	1	TRUE	82%		17	12	FALSE		82%
M	93%	94%	82%	1	TRUE	82%		18	13	FALSE		82%
N	86%	88%	87%	1	TRUE	87%		19	14	FALSE		87%
O	93%	92%	88%	1	TRUE	88%		10	7	TRUE	88%	
P	90%	98%	89%	1	TRUE	89%		2	3	TRUE	89%	
S	93%	87%	81%	2	FALSE		81%	23	11	FALSE		81%
T	83%	95%	87%	2	FALSE		87%	9	12	TRUE	87%	
U	90%	97%	96%	2	FALSE		96%	1	13	TRUE	96%	
V	90%	91%	91%	2	FALSE		91%	8	14	TRUE	91%	
W	90%	93%	83%	2	FALSE		83%	16		TRUE	83%	
X	90%	92%	81%	2	FALSE		81%	22		FALSE		81%
Y	90%	89%	87%	2	FALSE		87%	15		TRUE	87%	
Z				2	FALSE			24		FALSE		