Loop

```
(defun most (fn lst)
  (if (null lst)
      (values nil nil)
      (let* ((wins (car lst))
             (max (funcal fn wins)))
        (dolist (obj (cdr lst))
          (let ((score (funcall fn obj)))
            (when (> score max)
              (setf wins obj)
                    max score))))
        (values wins max))))

(defun most (fn lst)
  (if (null lst)
      (values nil nil)
      (loop with wins = (car lst)
            with max = (funcall fn wins)
            for obj in (cdr lst)
            for score = (funcall fn obj)
            when (> score max)
              do (setf wins obj
                       max score)
            finally (return (values wins max)))))
```