



Ozarko Invitational Marching Band Festival

Maroon and White Preliminary Recaps

October 12, 2013

	Music Effect			Visual Effect			Music Ensemble			Visual Ensemble			Percussion			Auxiliary			Pen	TOTAL	RANK
	K. Singleton			C. Duggan			J. Robken			K. Green			K. Lineberry			M. Matthews					
	Rep	Per	Total	Rep	Per	Total	Tech	Mus	Total	Comp	Exc	Total	Tech	Mus	Total	Cont	Exc	Total			
Maroon - Prelims																					
Ava	47	52	99.0	60	58	118.0	76	76	152.0	78	71	149.0	65	60	125.0	34	34	68.0	0.0	61.05	5
Sherwood	35	37	72.0	55	59	114.0	70	70	140.0	70	62	132.0	50	55	105.0	38	38	76.0	0.0	54.00	6
Fair Grove	40	43	83.0	64	61	125.0	78	78	156.0	74	69	143.0	55	61	116.0	54	54	108.0	0.0	61.18	4
Hollister	32	45	77.0	68	66	134.0	75	75	150.0	76	70	146.0	76	70	146.0	65	65	130.0	0.0	63.18	3
School of the Osage	46	38	84.0	71	69	140.0	88	90	178.0	71	69	140.0	76	73	149.0	53	53	106.0	0.0	66.50	2
St. James	45	44	89.0	76	74	150.0	86	84	170.0	70	68	138.0	74	78	152.0	55	55	110.0	0.0	67.08	1
White - Prelims																					
Sullivan	44	49	93.0	58	60	118.0	86	88	174.0	81	82	163.0	67	63	130.0	48	48	96.0	0.0	65.75	5
Reeds Spring	46	50	96.0	60	62	122.0	84	80	164.0	77	71	148.0	73	59	132.0	58	57	115.0	0.0	65.10	6
Cassville	60	72	132.0	61	63	124.0	86	89	175.0	79	72	151.0	70	65	135.0	47	45	92.0	0.0	70.35	3
Logan-Rogersville	50	45	95.0	62	61	123.0	87	90	177.0	78	75	153.0	72	70	142.0	58	47	105.0	0.0	67.05	4
Harrisonville	78	85	163.0	72	70	142.0	93	94	187.0	80	81	161.0	81	79	160.0	50	45	95.0	0.0	79.23	2
Aurora	76	84	160.0	85	84	169.0	91	92	183.0	86	85	171.0	81	84	165.0	60	60	120.0	0.0	82.63	1

Caption Awards

Outstanding Hornline

Maroon: School of the Osage

White: Harrisonville

Outstanding Soloist

Maroon: Ava

White: Harrisonville

Outstanding Drum Major

Maroon: Ava

White: Aurora

Outstanding Percussion

Maroon: St. James

White: Aurora

Outstanding Auxiliary

Maroon: Hollister

White: Aurora

Outstanding Visual

Maroon: St. James

White: Aurora

Total Score Calculated as follows:

The sum of:

Music Effect multiplied by 25% (divided by two)

Visual Effect multiplied by 15% (divided by two)

Music Ensemble multiplied by 25% (divided by two)

Visual Ensemble multiplied by 15% (divided by two)

Percussion and Auxiliary multiplied by 10% each (divided by two)