



Ozarko Invitational Marching Band Festival

Silver and Gold Preliminary Recaps

October 11, 2014

	Music Effect			Visual Effect			Music Ensemble			Visual Ensemble			Percussion			Auxiliary			Pen	TOTAL	RANK
	R. Barrett			F. Tracz			K. Green			R. Brooks			C. Schaedler			S. Farthing-Brooks					
	Rep	Per	Total	Rep	Per	Total	Tech	Mus	Total	Comp	Exc	Total	Tech	Mus	Total	Cont	Exc	Total			
Silver - Prelims																					
Rolla	92	91	183.0	87	87	174.0	78	80	158.0	80	79	159.0	70	72	142.0	70	67	137.0	0.0	81.55	2
Parkview	77	75	152.0	81	85	166.0	73	75	148.0	74	76	150.0	73	71	144.0	68	67	135.0	0.0	75.15	6
Parkway Central	78	75	153.0	84	85	169.0	75	74	149.0	75	72	147.0	68	70	138.0	66	64	130.0	0.0	74.85	7
Republic	87	85	172.0	78	77	155.0	74	76	150.0	79	74	153.0	72	73	145.0	75	71	146.0	0.0	77.90	5
Branson	89	89	178.0	81	80	161.0	75	76	151.0	80	75	155.0	79	77	156.0	73	68	141.0	0.0	79.68	3
Parkway North	84	83	167.0	85	84	169.0	74	75	149.0	79	75	154.0	75	74	149.0	72	65	137.0	0.0	78.03	4
Willard	94	92	186.0	90	90	180.0	87	88	175.0	81	82	163.0	81	83	164.0	72	65	137.0	0.0	85.90	1
Gold - Prelims																					
Joplin	76	74.0	150.0	72	70	142.0	76	76	152.0	77	74	151.0	72	71	143.0	65	66	131.0	0.0	73.43	5
Francis Howell	90	90	180.0	81	79	160.0	86	85	171.0	85	83	168.0	85	81	166.0	78	72	150.0	0.0	84.28	3
Ozark	88	87	175.0	89	90	179.0	87	86	173.0	82	80	162.0	80	78	158.0	72	64	136.0	0.0	83.78	4
Truman	89	88	177.0	91	90	181.0	89	87	176.0	81	79	160.0	81	74	155.0	73	71	144.0	0.0	84.65	2
Nixa	88	88	176.0	91	91	182.0	86	86	172.0	84	82	166.0	79	77	156.0	76	70	146.0	0.0	84.70	1

Caption Awards

Outstanding Music

Silver: Willard
Gold: Truman

Outstanding Soloist

Silver: Republic Soprano Sax
Gold: Truman Flute

Outstanding Drum Major

Silver: Willard
Gold: Ozark

Outstanding Percussion

Silver: Willard
Gold: Francis Howell

Outstanding Auxiliary

Silver: Republic
Gold: Francis Howell

Outstanding Visual

Silver: Willard
Gold: Nixa

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)