

CLASS	SCHOOL	MARCHING MANEUVER	MARCHING MANEUVER	MARCHING MANEUVER	M & M TOTAL	GENERAL EFFECT	GENERAL EFFECT	GENERAL EFFECT	GE TOTAL	PRCSN TOTAL	PRCSN	PRCSN	PRCSN	MUSIC TOTAL	MUSIC	MUSIC	MUSIC	MUSIC TOTAL	FIELD COMMAND	FLAG	RIFLE	MJRTT	OTHER	AUX. AVG.	* AVG. GE & AUX	FINAL SCORE	SCHOOL	FINAL RANK	
Junior High	T.S. Hill	8.00	7.00	8.00	23.00	9.00	8.50	9.00	26.50	8.00	8.00	6.00	22.00	9.00	9.00	8.00	8.50	34.50	26.00	18.00	NA	NA	NA	18.00	22.25	79.75	T.S. Hill	1	
	S. Pemiscot	8.00	5.00	7.00	20.00	8.50	8.00	8.00	24.50	5.00	6.00	5.00	16.00	7.00	6.50	6.00	7.00	26.50	24.00	NA	NA	22.00	NA	22.00	23.25	69.75	S. Pemiscot	2	
	Advance	8.50	8.00	9.00	25.50	8.50	8.00	8.00	24.50	5.00	6.00	6.00	17.00	6.00	5.00	6.00	7.00	24.00	23.00	NA	NA	15.00	NA	15.00	19.75	69.25	Advance	3	
	Charleston	7.00	7.00	8.00	22.00	7.00	6.00	7.00	20.00	5.00	6.00	8.00	19.00	5.00	7.00	6.00	7.00	25.00	NA	NA	NA	NA	NA	0.00	20.00	67.00	Charleston	4	
	Caruthersville	4.00	4.00	5.00	13.00	5.00	7.00	7.00	19.00	6.00	7.00	8.00	21.00	7.00	6.50	7.00	8.00	28.50	22.00	NA	NA	8.00	NA	8.00	13.50	55.00	Caruthersville	5	
	Richland	7.00	7.00	6.00	20.00	5.00	6.00	6.00	10.00	7.00	6.00	6.00	19.00	5.00	5.00	5.00	8.00	23.00	25.00	NA	NA	NA	NA	0.00	10.00	53.00	Richland	6	
	OUTSTANDING GUARD					SCORE			22.00	S. Pemiscot																			
	OUTSTANDING MARCHING					SCORE			25.50	Advance																			
	OUTSTANDING FIELD COMMAND					SCORE			26.00	T.S. Hill																			
	OUTSTANDING PERCUSSION					SCORE			22.00	T.S. Hill																			
	OUTSTANDING MUSIC					SCORE			34.50	T.S. Hill																			
Blue	Richland	7.00	7.00	7.00	21.00	9.00	8.50	9.00	26.50	9.00	7.00	7.00	23.00	6.50	6.00	6.00	6.00	24.50	25.00	15.00	NA	25.00	NA	20.00	23.25	68.75	Richland	1	
	Scott Co. Central	4.00	4.00	5.00	13.00	8.00	7.50	7.50	23.00	8.00	8.00	8.00	24.00	6.00	5.00	6.00	6.00	23.00	24.00	NA	NA	NA	NA	0.00	23.00	59.00	Scott Co. Central	2	
	Delta C-7	6.00	6.00	5.00	17.00	6.50	6.00	7.00	19.50	8.00	5.00	6.00	19.00	6.00	5.50	5.00	6.00	22.50	24.00	9.00	NA	23.00	NA	16.00	17.75	57.25	Delta C-7	3	
	Delta R-5	4.00	4.00	4.00	12.00	6.00	7.00	7.00	20.00	8.00	7.00	7.00	22.00	6.50	6.00	6.00	7.00	25.50	26.00	14.00	NA	NA	NA	14.00	17.00	54.50	Delta R-5	4	
	Bell City	4.00	3.00	3.00	10.00	7.00	6.00	6.00	19.00	7.00	7.00	7.00	21.00	6.50	6.00	6.00	6.00	24.50	23.00	11.00	NA	NA	NA	11.00	15.00	49.50	Bell City	5	
		OUTSTANDING GUARD					SCORE			20.00	Richland																		
	OUTSTANDING MARCHING					SCORE			21.00	Richland																			
	OUTSTANDING FIELD COMMAND					SCORE			26.00	Delta R-5																			
	OUTSTANDING PERCUSSION					SCORE			24.00	Scott Co. Central																			
	OUTSTANDING MUSIC					SCORE			25.50	Delta R-5																			
Gold	Puxico	8.00	9.50	8.50	26.00	9.00	9.00	9.00	27.00	8.00	9.00	9.00	26.00	7.50	6.00	8.00	7.00	28.50	26.00	18.00	NA	NA	NA	18.00	22.50	77.00	Puxico	1	
	Advance	9.00	8.50	9.00	26.50	9.00	9.00	9.00	27.00	9.00	7.00	7.00	23.00	7.00	6.00	7.00	7.50	27.50	25.00	NA	NA	19.00	NA	19.00	23.00	77.00	Advance	2	
	S. Pemiscot	8.50	8.00	8.00	24.50	8.50	9.00	8.50	26.00	8.00	8.00	8.00	24.00	7.00	6.50	7.00	7.00	27.50	25.00	13.00	NA	22.00	NA	17.50	21.75	73.75	S. Pemiscot	3	
	Bloomfield	7.00	8.50	8.50	24.00	8.00	6.00	6.00	19.00	9.00	6.00	5.00	20.00	6.50	6.50	6.50	7.50	27.00	24.00	23.00	NA	NA	NA	23.00	21.00	72.00	Bloomfield	4	
	Campbell	6.00	6.50	7.00	19.50	5.00	5.00	5.00	15.00	7.00	7.00	6.00	20.00	6.50	7.00	6.50	7.00	27.00	25.00	9.00	NA	NA	NA	9.00	12.00	58.50	Campbell	5	
	Greenville	5.00	4.00	5.00	14.00	5.00	6.00	6.00	17.00	7.00	7.00	7.00	21.00	5.00	5.00	5.00	6.00	21.00	22.00	NA	NA	NA	NA	0.00	17.00	52.00	Greenville	6	
	OUTSTANDING GUARD					SCORE			23.00	Bloomfield																			
	OUTSTANDING MARCHING					SCORE			26.50	Advance																			
	OUTSTANDING FIELD COMMAND					SCORE			26.00	Puxico																			
	OUTSTANDING PERCUSSION					SCORE			26.00	Puxico																			
	OUTSTANDING MUSIC					SCORE			28.50	Puxico																			
Red	New Madrid Co. Central	7.00	8.00	7.00	22.00	9.00	9.00	9.00	27.00	7.00	8.00	8.00	23.00	8.50	8.00	8.00	8.50	33.00	26.00	24.00	NA	NA	NA	24.00	25.50	80.50	New Madrid Co. Central	1	
	Charleston	6.50	7.00	6.50	20.00	8.50	8.50	8.50	25.50	8.00	7.00	7.00	22.00	7.50	8.50	8.00	7.50	31.50	27.50	16.00	NA	NA	NA	16.00	20.75	72.25	Charleston	2	
	Woodland	6.50	7.50	7.00	21.00	7.50	7.00	6.50	21.00	7.00	7.00	6.00	20.00	7.00	6.50	7.50	7.50	28.50	27.00	13.00	NA	NA	NA	13.00	17.00	66.50	Woodland	3	
	E. Prairie	4.00	4.00	4.00	12.00	9.00	9.00	8.50	26.50	7.00	6.00	6.00	19.00	7.00	6.50	7.00	7.00	27.50	26.00	17.00	NA	24.00	NA	20.50	23.50	63.00	E. Prairie	4	
	Caruthersville	5.00	4.00	4.00	13.00	7.00	7.00	7.00	21.00	7.00	7.00	7.00	21.00	7.00	6.00	7.00	7.00	27.00	25.00	11.00	NA	15.00	NA	13.00	17.00	57.00	Caruthersville	5	
	Malden	4.00	3.00	4.00	11.00	6.50	7.00	7.50	21.00	6.00	6.00	6.00	18.00	6.00	6.50	6.00	6.00	24.50	24.00	NA	NA	NA	17.00	17.00	19.00	54.50	Malden	6	
	OUTSTANDING GUARD					SCORE			24.00	New Madrid Co. Central																			
	OUTSTANDING MARCHING					SCORE			22.00	New Madrid Co. Central																			
	OUTSTANDING FIELD COMMAND					SCORE			27.50	Charleston																			
	OUTSTANDING PERCUSSION					SCORE			23.00	New Madrid Co. Central																			
	OUTSTANDING MUSIC					SCORE			33.00	New Madrid Co. Central																			
Green	Fredricktown	6.50	6.00	9.50	22.00	9.30	9.00	9.00	27.30	6.00	9.00	6.00	21.00	8.50	8.00	8.50	8.50	33.50	0.00	NA	NA	NA	NA	0.00	27.30	82.80	Fredricktown	1	
	Dexter	8.00	7.00	7.50	22.50	9.40	9.10	9.30	27.80	7.00	7.00	6.00	20.00	8.50	8.50	8.50	9.00	34.50	27.00	16.00	NA	NA	NA	16.00	21.90	78.90	Dexter	2	
	OUTSTANDING GUARD					SCORE			16.00	Dexter																			
	OUTSTANDING MARCHING					SCORE			22.50	Dexter																			
	OUTSTANDING FIELD COMMAND					SCORE			27.00	Dexter																			
	OUTSTANDING PERCUSSION					SCORE			21.00	Fredricktown																			
	OUTSTANDING MUSIC					SCORE			34.50	Dexter																			

Average Scores for the day					18.98				22.42				20.84					27.20	23.81					13.20	19.76	65.94		
					M & M				GE				PRCSN					Music	FC				Guard	*Avg	Final			

Note: The rules state that the auxiliary units score will be averaged with the general effect points to obtain one score. This combined score will then be added to the music and marching/maneuvering scores to derive a final cumulative total.