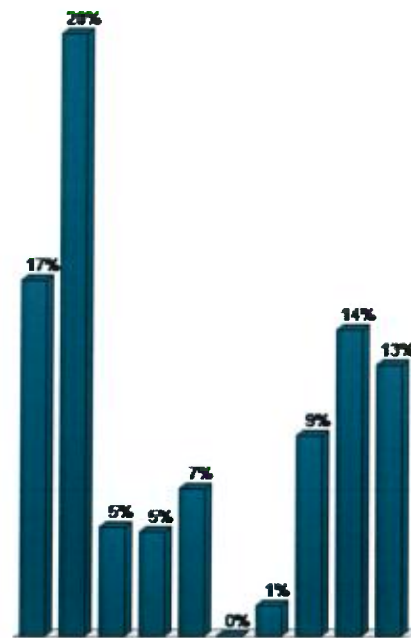


## 2.) Which do you prefer? Rank your top 3 choices, press enter. (Priority Ranking)

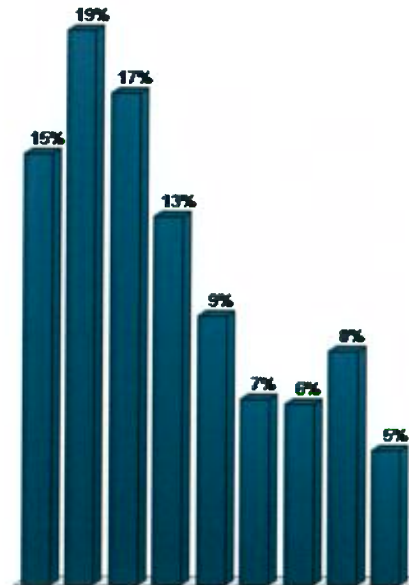
	Responses	
	Percent	Weighted Count
Beach	16.73%	92
Mountains	28.36%	156
Rock Concert	5.09%	28
Country Concert	4.91%	27
Rodeo	6.91%	38
Bicycling	0%	0
NASCAR	1.45%	8
BBQ with Friends	9.45%	52
Hunting	14.36%	79
0. Camping	12.73%	70
<b>Totals</b>	<b>100%</b>	<b>550</b>



1 of 2 test questions to help them learn to use the clickers, ranking top 3 choices in order.

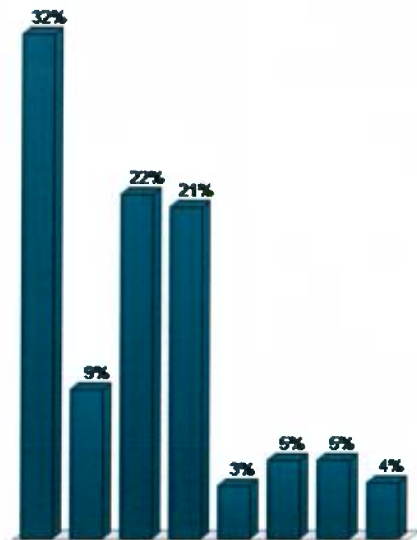
**3.) Goal #1. Educate and equip people and communities to manage and utilize natural resources to improve economic sustainability. (Priority Ranking)**

	Responses	
	Percent	Weighted Count
1. Youth Development-ecosystem/financial impact	15.09%	83
2. Educate & profitably optimize use of NR eg: 4 FRI thinning firebreaks	19.45%	107
3. Thin off forest to reduce fire hazards=Financial gain	17.27%	95
4. Promote learning opportunities-collaborating & cooperate with agencies, optimize	12.91%	71
5. Drought planning & education, re-use of H2o, reclaim stations homes	9.45%	52
6. Human resources-kids & tourism	6.55%	36
7. Alternative energy-wind + solar + wind +fossil to provide remote areas	6.36%	35
8. Gardening skills to be more sufficient	8.18%	45
9. H2O harvesting-reuse of H2O10.	4.73%	26
<b>Totals</b>	<b>100%</b>	<b>550</b>



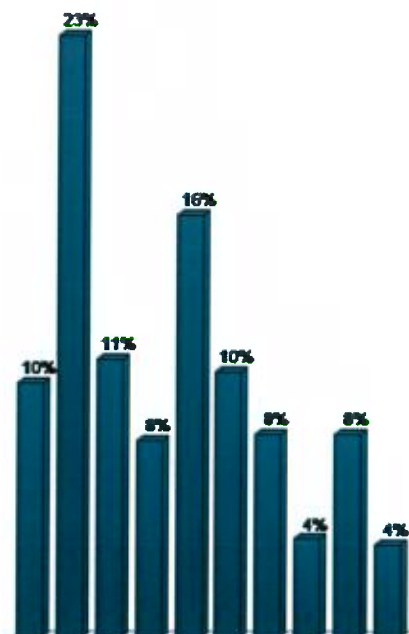
**5.) Goal #2. Promote safe, profitable, and sustainable plant and animal systems. (Priority Ranking)**

	Responses	
	Percent	Weighted Count
1, Evidence based education for the consumer, rancher & public from the "pasture to the plate" (government & USDA)	31.62%	160
2. Improve free trade & commerce	9.29%	47
3. Educate & collaborate-working field trips on ranches & mines for middle school student; gardening for youth; septic system education; community gardening (coop); fair a& farmer's market; USFS & collaborations	21.54%	109
4. Forest & land management for better grazing & return water to the streams (through thinning)	20.75%	105
5. Create opportunity with tribal communities	3.36%	17
6. H2o reuse	4.94%	25
Entice/educate benefits to vegetables for youth	4.94%	25
8. Educate recreationalists about cattle grazing	3.56%	18



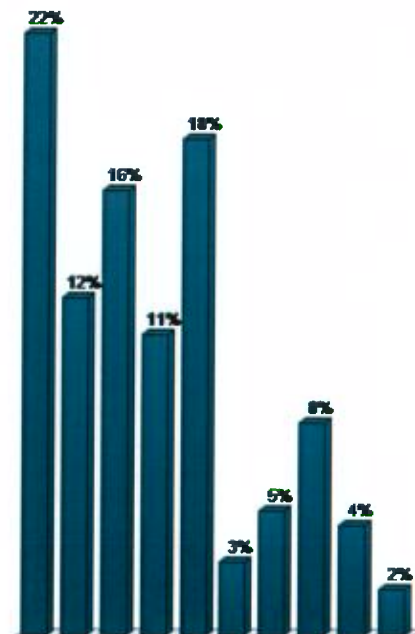
**6.) Goal #3. Strengthen economic vitality of communities by developing leadership, workplace skills and life skills of youth and adults to assist them to be contributing community members (Priority Ranking)**

Responses	
Percent	Weighted Count
Working with early childhood education 0-5/school preparation, 4-H Cloverbuds	9.73% 44
Promote & enhance existing programs w/ an emphasis on life skills	23.01% 104
3. Adult role modeling-family & volunteering opportunities, retirement mentoring; using the farmer's market as a tool for management skills	10.62% 48
4. Community assessment for basic skills (example: San Carlos-career planning)	7.52% 34
5. Increase opportunities for collaboration on issues that cause barriers to existing programs	16.15% 73
6. Examine State policies & regulations that might impact programs (example: JTEC)	10.18% 46
7. Multi generational opportunities (workshop/interviews)	7.74% 35



**8.) Goal #4. Enhance the growth and development of Arizona children and youth so that young people will contribute positively to the community. (Priority Ranking)**

	Responses	
	Percent	Weighted Count
1. Parent education (what their role is, education of their child mentoring) leading by example	21.89%	130
2. Reconnect to the land	12.29%	73
3. Volunteerism (parents & caring adults, giving back to the community)	16.16%	96
4. Adults working with youth to sustain themselves (skills + protection + jobs, community non-profits)	10.94%	65
5. Engage youth in relevant learning activities	18.01%	107
6. Engage (cause & effect) leadership	2.69%	16
7. Promote early childhood programming & collaboration 0-5	4.55%	27
8. Offer programming during school hours (program to student not student to program)	7.74%	46
9. Educate middle school children (career killers)	4.04%	24
10. Libraries as a resource	1.68%	10



**9.) Goal #5. Improve the physical, mental, emotional, and financial health of individuals and families.  
(Priority Ranking)**

	Responses	
	Percent	Weighted Count
1. Focus on family support (what resources are available)	17.48%	93
Increase connections (eg: chefs to kids, community culture centers)	9.77%	52
Teach life skills through family education using volunteers, instill values, project based learning (emphasis on record keeping)	20.86%	111
4. Early childhood literacy	19.55%	104
5. Multi lingual/cultural to #1 priority	3.2%	17
6. Lead by example (patriotism, healthy living)	8.27%	44
7. Model positive peer groups	6.39%	34
Teach the cultural history to everyone in the community (eg: mining history, primitive Indian history)	6.58%	35
Goal oriented living (understand and adopt)	7.89%	42
<b>Totals</b>	<b>100%</b>	<b>532</b>

