Neosho County

County#

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neosho County	14	100.0	100.0	100.0

2: Check the program development committee on which you serve locally:

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Agriculture and Natural Resources	4	28.6	28.6	28.6
	Community Development	1	7.1	7.1	35.7
	Family and Consumer Science	6	42.9	42.9	78.6
	4-H Youth Development	3	21.4	21.4	100.0
	Total	14	100.0	100.0	

3.1: Develop animal and crop production systems that thrive in the variable conditions of the Great Plains

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Somewhat Unimportant	1	7.1	7.1	7.1
	Somewhat Important	4	28.6	28.6	35.7
	Important	9	64.3	64.3	100.0
	Total	14	100.0	100.0	

3.2: Develop horticulture, forestry and alternative green enterprises that thrive in the variable conditions of the Great Plains

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	2	14.3	14.3	14.3
	Somewhat Important	6	42.9	42.9	57.1
	Important	6	42.9	42.9	100.0
	Total	14	100.0	100.0	

3.3: Advance new and improved systems of agricultural production to meet the needs of producers and consumers

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	2	14.3	14.3	14.3
	Somewhat Important	5	35.7	35.7	50.0
	Important	7	50.0	50.0	100.0
	Total	14	100.0	100.0	

3.4: Enhance the value of agricultural products

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Somewhat Unimportant	1	7.1	7.1	7.1
	Somewhat Important	6	42.9	42.9	50.0
	Important	7	50.0	50.0	100.0
	Total	14	100.0	100.0	

4.1: Improve life-long money management skills to create financial security

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	3	21.4	21.4	28.6
	Important	10	71.4	71.4	100.0
	Total	14	100.0	100.0	

4.2: Build harmonious relationships to create resilient families

		F	Damasat	Valid Dansant	Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	3	21.4	21.4	21.4
	Somewhat Important	4	28.6	28.6	50.0
	Important	7	50.0	50.0	100.0
	Total	14	100.0	100.0	

4.3: Help children and youth develop competence, confidence, integrity, compassion and a sense of belonging

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Somewhat Important	3	21.4	21.4	21.4
	Important	11	78.6	78.6	100.0
	Total	14	100.0	100.0	

4.4: Engage youth in the sciences to improve life for a sustainable world

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	7	50.0	50.0	57.1
	Important	6	42.9	42.9	100.0
	Total	14	100.0	100.0	

4.5: Assist people to successfully live in their homes as long as possible

		F	Daniel	V-P-I D	Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Somewhat Unimportant	1	7.1	7.1	7.1
	Neutral	2	14.3	14.3	21.4
	Somewhat Important	3	21.4	21.4	42.9
	Important	8	57.1	57.1	100.0
	Total	14	100.0	100.0	

5.1: Identify and assess opportunities for economic development through alternative energy

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	3	21.4	21.4	21.4
	Somewhat Important	1	7.1	7.1	28.6
	Important	10	71.4	71.4	100.0
	Total	14	100.0	100.0	

5.2: Increase science-based knowledge on energy resources and technologies

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	2	14.3	14.3	14.3
	Somewhat Important	4	28.6	28.6	42.9
	Important	8	57.1	57.1	100.0
	Total	14	100.0	100.0	

5.3: Enhance knowledge and skills about efficient energy practices

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	4	28.6	28.6	28.6
	Important	10	71.4	71.4	100.0
	Total	14	100.0	100.0	

6.1: Improve access to high quality foods, including local foods, especially for consumers with limited resources

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	6	42.9	42.9	50.0
	Important	7	50.0	50.0	100.0
	Total	14	100.0	100.0	

6.2: Increase food variety and value by developing new and enhanced food products

		Fraguenay	Doroont	Valid Percent	Cumulative
		Frequency	Percent	valid Percent	Percent
Valid	Somewhat Unimportant	1	7.1	7.1	7.1
	Neutral	4	28.6	28.6	35.7
	Somewhat Important	6	42.9	42.9	78.6
	Important	3	21.4	21.4	100.0
	Total	14	100.0	100.0	

6.3: Enhance the safety of our food supply by reducing or eliminating hazards from food production to consumption

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Somewhat Important	6	42.9	42.9	42.9
	Important	8	57.1	57.1	100.0
	Total	14	100.0	100.0	

6.4: Improve protection and defense strategies to safeguard the food supply

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	4	28.6	28.6	35.7
	Important	9	64.3	64.3	100.0
	Total	14	100.0	100.0	

7.1: Improve and protect soil and water quality in agricultural, rural, and urban landscapes and watersheds

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Somewhat Important	4	28.6	28.6	28.6
	Important	10	71.4	71.4	100.0
	Total	14	100.0	100.0	

7.2: Conserve and prolong the life of the Ogallala Aquifer and other important surface and groundwater resources while sustaining communities dependent on those water resources

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	5	35.7	35.7	42.9
	Important	8	57.1	57.1	100.0
	Total	14	100.0	100.0	

7.3: Improve understanding of sources, fate, and transport of air emissions from confined animal feeding, agricultural burning and tillage, soil erosion, and other activities

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	8	57.1	57.1	64.3
	Important	5	35.7	35.7	100.0
	Total	14	100.0	100.0	

7.4: Improve understanding of natural resources, environmental, economic, and social impacts of changing climate and energy needs

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	6	42.9	42.9	50.0
	Important	7	50.0	50.0	100.0
	Total	14	100.0	100.0	

8.1: Grow communities' capacity to identify and meet local needs

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	2	14.3	14.3	14.3
	Somewhat Important	7	50.0	50.0	64.3
	Important	5	35.7	35.7	100.0
	Total	14	100.0	100.0	

8.2: Improve participation of children, youth and adults in the life of the community

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Somewhat Important	4	28.6	28.6	28.6
	Important	10	71.4	71.4	100.0
	Total	14	100.0	100.0	

8.3: Enhance community leadership and entrepreneurship

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	6	42.9	42.9	50.0
	Important	7	50.0	50.0	100.0
	Total	14	100.0	100.0	

8.4: Help residents, organizations, and communities identify opportunities for partnerships

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	2	14.3	14.3	14.3
	Somewhat Important	4	28.6	28.6	42.9
	Important	8	57.1	57.1	100.0
	Total	14	100.0	100.0	

8.5: Partner with communities to facilitate preparation for, response to, and recovery from emergencies and disasters

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	4	28.6	28.6	35.7
	Important	9	64.3	64.3	100.0
	Total	14	100.0	100.0	

9.1: Build capacity of people to optimize their personal health and well-being and to avoid or manage chronic health conditions

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	7	50.0	50.0	57.1
	Important	6	42.9	42.9	100.0
	Total	14	100.0	100.0	

9.2: Promote healthy eating and physical activity in children, youth, and adults

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	3	21.4	21.4	28.6
	Important	10	71.4	71.4	100.0
	Total	14	100.0	100.0	

9.3: Empower individuals and families to adapt to changes associated with the aging process

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Neutral	1	7.1	7.1	7.1
	Somewhat Important	8	57.1	57.1	64.3
	Important	5	35.7	35.7	100.0
	Total	14	100.0	100.0	

9.4: Connect individuals and families to mental and emotional support systems and resources

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Neutral	3	21.4	21.4	21.4
	Somewhat Important	5	35.7	35.7	57.1
	Important	6	42.9	42.9	100.0
	Total	14	100.0	100.0	