

Meade County

County#

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Meade County	8	100.0	100.0	100.0

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

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Family and Consumer Science	5	62.5	62.5	62.5
	4-H Youth Development	3	37.5	37.5	100.0
	Total	8	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 Important	5	62.5	62.5	62.5
	Important	3	37.5	37.5	100.0
	Total	8	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	Somewhat Unimportant	1	12.5	12.5	12.5
	Neutral	1	12.5	12.5	25.0
	Somewhat Important	3	37.5	37.5	62.5
	Important	3	37.5	37.5	100.0
	Total	8	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	Somewhat Important	5	62.5	62.5	62.5
	Important	3	37.5	37.5	100.0
	Total	8	100.0	100.0	

3.4: Enhance the value of agricultural products

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	1	12.5	12.5	12.5
Somewhat Important	2	25.0	25.0	37.5
Important	5	62.5	62.5	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	1	12.5	12.5	12.5
Somewhat Important	1	12.5	12.5	25.0
Important	6	75.0	75.0	100.0
Total	8	100.0	100.0	

4.2: Build harmonious relationships to create resilient families

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	1	12.5	12.5	12.5
Somewhat Important	3	37.5	37.5	50.0
Important	4	50.0	50.0	100.0
Total	8	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	37.5	37.5	37.5
Important	5	62.5	62.5	100.0
Total	8	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	12.5	12.5	12.5
Somewhat Important	4	50.0	50.0	62.5
Important	3	37.5	37.5	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	3	37.5	37.5	37.5
Somewhat Important	2	25.0	25.0	62.5
Important	3	37.5	37.5	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	3	37.5	37.5	37.5
Somewhat Important	3	37.5	37.5	75.0
Important	2	25.0	25.0	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	2	25.0	25.0	25.0
Somewhat Important	3	37.5	37.5	62.5
Important	3	37.5	37.5	100.0
Total	8	100.0	100.0	

5.3: Enhance knowledge and skills about efficient energy practices

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Somewhat Unimportant	1	12.5	12.5	12.5
Neutral	3	37.5	37.5	50.0
Somewhat Important	1	12.5	12.5	62.5
Important	3	37.5	37.5	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Somewhat Unimportant	1	12.5	12.5	12.5
Neutral	3	37.5	37.5	50.0
Somewhat Important	2	25.0	25.0	75.0
Important	2	25.0	25.0	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Somewhat Unimportant	1	12.5	12.5	12.5
Neutral	5	62.5	62.5	75.0
Somewhat Important	1	12.5	12.5	87.5
Important	1	12.5	12.5	100.0
Total	8	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 Neutral	2	25.0	25.0	25.0
Somewhat Important	4	50.0	50.0	75.0
Important	2	25.0	25.0	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	1	12.5	12.5	12.5
Somewhat Important	3	37.5	37.5	50.0
Important	4	50.0	50.0	100.0
Total	8	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 Unimportant	1	12.5	12.5	12.5
Neutral	2	25.0	25.0	37.5
Somewhat Important	4	50.0	50.0	87.5
Important	1	12.5	12.5	100.0
Total	8	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	12.5	12.5	12.5
Somewhat Important	4	50.0	50.0	62.5
Important	3	37.5	37.5	100.0
Total	8	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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Somewhat Unimportant	2	25.0	25.0	25.0
Neutral	3	37.5	37.5	62.5
Somewhat Important	2	25.0	25.0	87.5
Important	1	12.5	12.5	100.0
Total	8	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 Somewhat Unimportant	2	25.0	25.0	25.0
Somewhat Important	5	62.5	62.5	87.5
Important	1	12.5	12.5	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	1	12.5	12.5	12.5
Somewhat Important	5	62.5	62.5	75.0
Important	2	25.0	25.0	100.0
Total	8	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 Neutral	2	25.0	25.0	25.0
Somewhat Important	1	12.5	12.5	37.5
Important	5	62.5	62.5	100.0
Total	8	100.0	100.0	

8.3: Enhance community leadership and entrepreneurship

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	3	37.5	37.5	37.5
Somewhat Important	2	25.0	25.0	62.5
Important	3	37.5	37.5	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	4	50.0	50.0	50.0
Somewhat Important	2	25.0	25.0	75.0
Important	2	25.0	25.0	100.0
Total	8	100.0	100.0	

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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	3	37.5	37.5	37.5
Somewhat Important	1	12.5	12.5	50.0
Important	4	50.0	50.0	100.0
Total	8	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

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid Neutral	4	50.0	50.0	50.0
Somewhat Important	3	37.5	37.5	87.5
Important	1	12.5	12.5	100.0
Total	8	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	12.5	12.5	12.5
Somewhat Important	5	62.5	62.5	75.0
Important	2	25.0	25.0	100.0
Total	8	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 Somewhat Unimportant	1	12.5	12.5	12.5
Neutral	3	37.5	37.5	50.0
Somewhat Important	3	37.5	37.5	87.5
Important	1	12.5	12.5	100.0
Total	8	100.0	100.0	

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

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Somewhat Unimportant	1	12.5	12.5	12.5
	Neutral	2	25.0	25.0	37.5
	Somewhat Important	4	50.0	50.0	87.5
	Important	1	12.5	12.5	100.0
	Total	8	100.0	100.0	