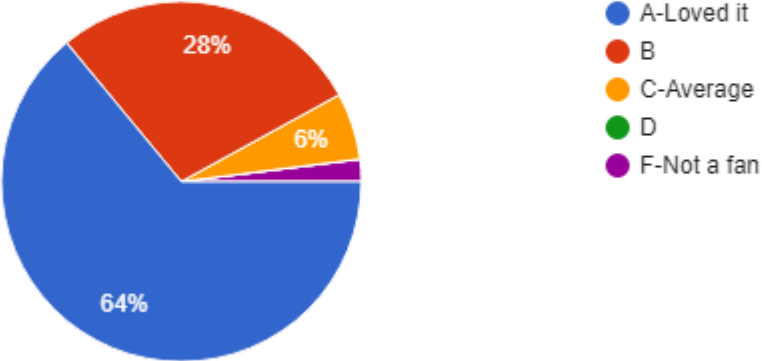


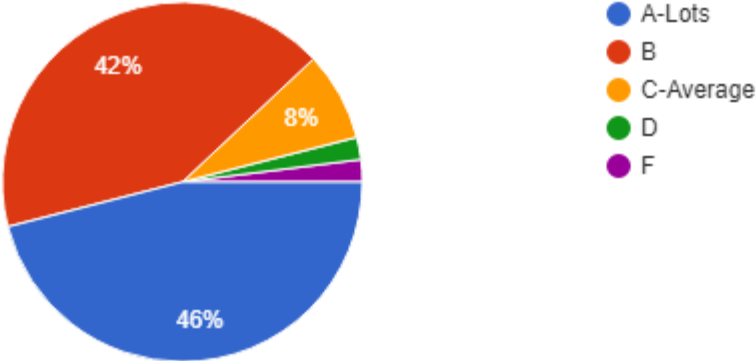
Did you like the location, TradeWinds @ St. Pete Beach

50 responses



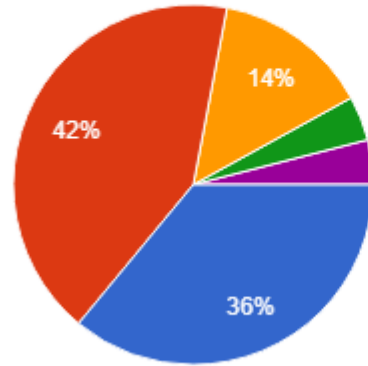
Did you learn Emerging Leader skills at this conference?

50 responses



Did we meet your expectations?

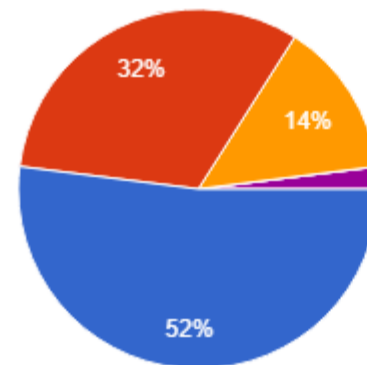
50 responses



- A-More than I expected
- B
- C-Average, what I thought it would be
- D
- F-did NOT meet expectations

How would you rate Friday evening AFTER Helping Hands?

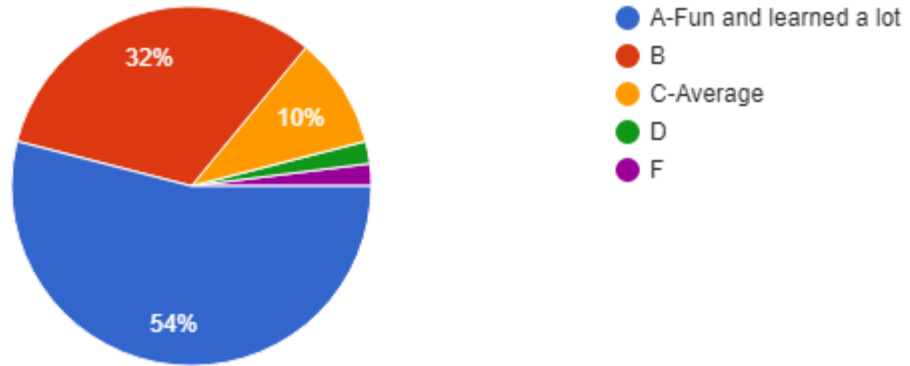
50 responses



- A-very valuable
- B
- C-Average
- D
- F-Not impressed.

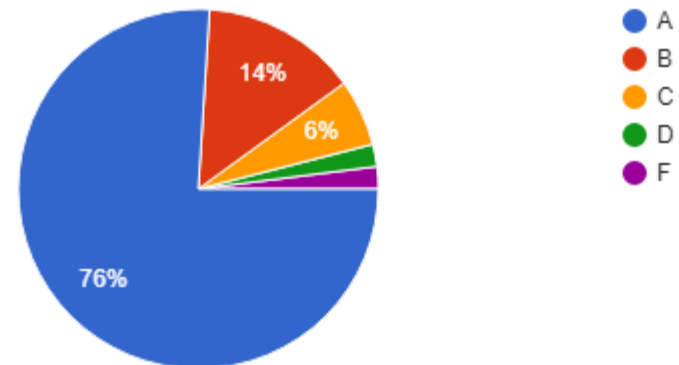
How would you rate the Saturday morning sessions Ready for Teamwork and Ready for Creativity?

50 responses



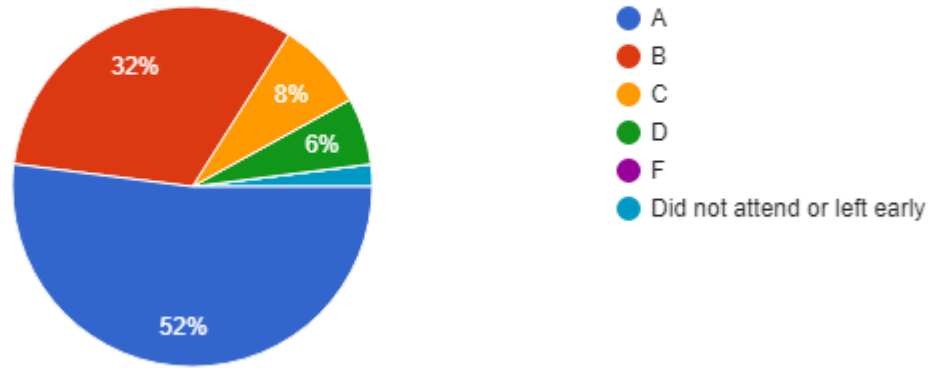
Going and spending time at Busch Gardens

50 responses



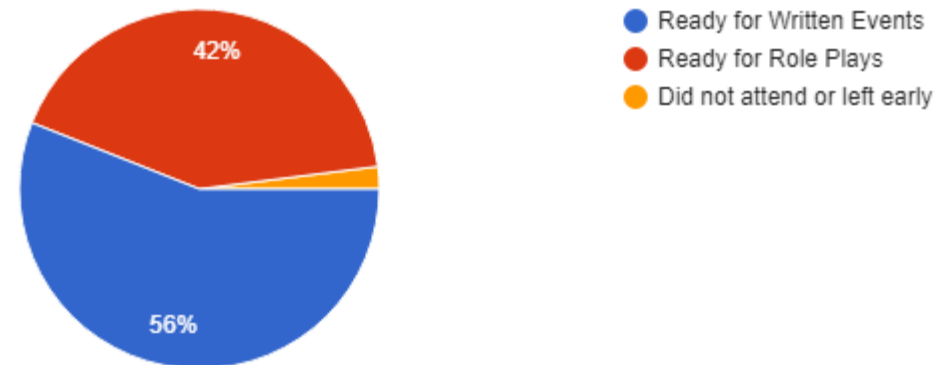
How would you rate the Team 61 Workshops on Saturday Night

50 responses



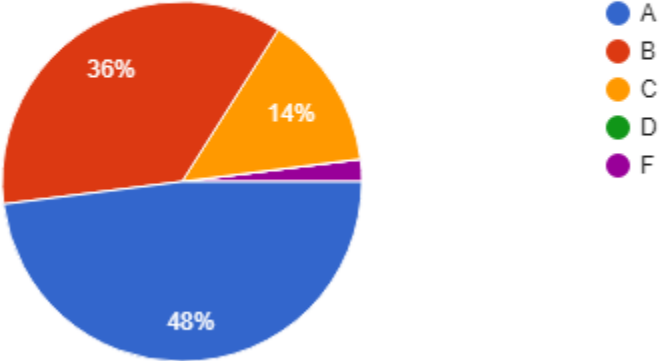
Which competition session did you attend on Sunday?

50 responses



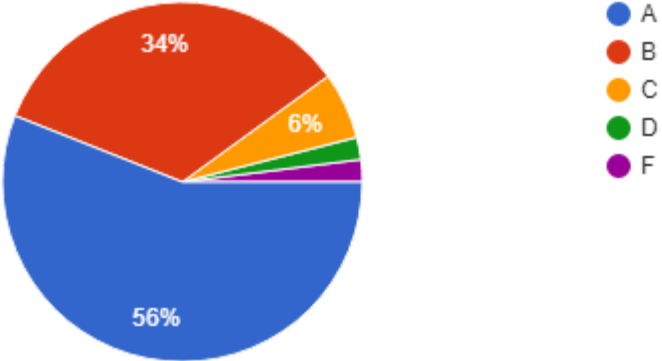
How would you rate the competition session on Sunday?

50 responses



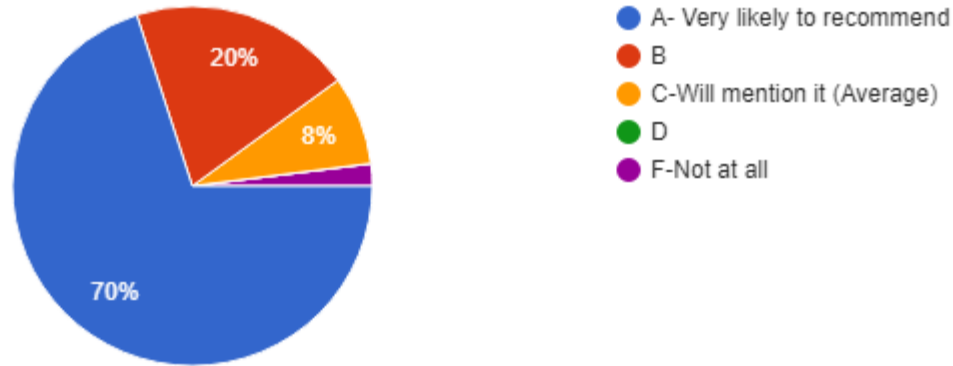
How would you rate Team 61 final workshop on Sunday?

50 responses



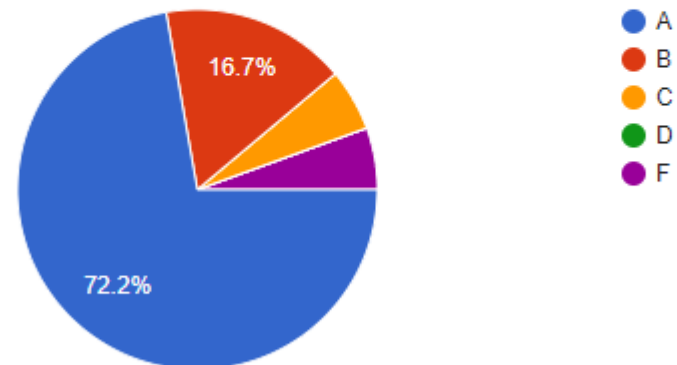
How likely are you to recommend other students from your chapter to attend FL DECA ELS next fall?

50 responses



CHAPTER OFFICERS ONLY: did you attend the Meet and Greet with Team 61 on Sunday Morning? If so, how would you rate your interaction and the session with Team 61?

18 responses



Comment Group

Add FL DECA officers

Add: Better organized events

Add: Breakfast

Add: Business People

Add: Chapter Officer Session

Add: community service activity

Add: competition prep

Add: Engage members more

Add: faster games/activities

Add: Information on Events

Add: more activities and games

Add: more days

Add: more fun activities

Add: more networking activities

Add: more presentations

Add: more projects

Add: more time at park

Add: more with Help[ing] Hands

Add: Role Play Practice

Add: rotating host locations

Add: Schedule Handout

Add: Testing overview

Add: time between workshops

Cut: formal dress during activities

Cut: sessions too long

Cut: so much group stuff

Cut: too many games

Cut: toolbox metaphor