

Value the Answer

Meeting Room Distractions

Actions, amplifier feedback, ants, audio glitch

Behavior malfunction, babies (2), broken chair

Coolers, coughing (3), crying babies

Drafts, doodlers, dogs barking, dress of speaker/platform person/
staff, doors squeaking

Essence, entrance open, earthquake, electricity

Fish smell, flickering lights, frigid, fireplace logs crackling

Getting up, gum smacking, grime inside, going long (speaker and/
or service)

Hyperactive children, halitosis, hair grooming, hot, hard seats

Insufficient information/preparation, insects, interruptions, idiosyn-
crasies of speaker

Jokes (too many, inappropriate, not funny), jingling coins or keys

Knowledge overload, kicking my chair, kitchen smells

Lights, lack of attention, laughter

Munching, mumbling, mice

Value the Answer

Meeting Room Distractions

Nodding off, no sound, nasal problems

Odors (2), oddities of the speaker/platform person

PDA, phones, problem campers

Quirks of the platform, quads in river bottom, quiet sound system

Rain, radio (2)

Snooring, screen obstructions, schedule problems, snakes

Temperature (2), tired

Un-fun topic, ummm's, un-tuned piano, unprepared

Very hot, vents, vomiting (2), vehicles

Wandering, whisperers, worries, window blinds

Xiting (not closing well), Xcuses without solutions

Yawns, your cell phone, yucky smells

Zipper down, zzzzz's