Speaker Excellence Awards – 2006 Spring Conference

Gold Medal Sessions

Richard Dolewski
- Conducting a Successful DR Test

Randall Munson
- How to Deliver a GREAT Technical Presentation!
- Success through CREATIVITY and INNOVATION!
- Magic of SELLING Technology!

Trevor Perry
- Get a Life!

Silver Medal Sessions

Al Barsa
- Everything You Wanted to Know about System Values (But Were Afraid to Ask)

Michael Cain
- The Science and the Art of Query Optimization

Richard Dolewski
- V5R4: Installing a New Release to Your iSeries

Kyle Gilbertson
- V5R4: Sail Through Database Tasks with iSeries Navigator

Randall Munson
- Overcoming the Fear of Speaking!

Trevor Perry
- Overcoming the Fear of Speaking!

Larry Youngren
- High Availability on a Shoestring

Bronze Medal Sessions

Michael Cain
- Intro to the Query Optimizer and DataBase Engine for DB2 UDB for iSeries
- Application Modernization: DB2 UDB Style
- Preparing to Get the Best Performance out of DB2 UDB for iSeries V5R4
- The Science and Art of Indexes and Statistics for DB2 UDB for iSeries

Jim Chambers
- Transformational Leadership and the IT Professional

Richard Dolewski
- Case Study: Is Your H/A Truly High Availability?

George Farr
- IBM's Investment in RPGIV Past, Present and Future

Kevin Forsythe
- Intro to CL: Part 3 of 4

Skip Marchesani
- DB2 UDB iSeries Introduction to SQL

Dave Owen
- High Availability on a Shoestring

Robert Tipton
- Breaking Out of Your Comfort Zone
- Untangling IT: Insights on Effective IT Leadership
- Healing the Angel Within

Paul Tuohy
- RPG Tricks and Techniques

Claus Weiss
- RPG and COBOL Tools in WDSC: RSE Advanced

Larry Youngren
- Introduction to iSeries Journaling

Best New Speaker Award

Kyle Gilbertson
- V5R4: Sail Through Database Tasks with iSeries Navigator

Best New Session Award

Dave Owen and Larry Youngren
- High Availability on a Shoestring

Best Traditional Lab Award

Kevin Forsythe
- Intro to CL, Part 4 of 4

Best Open Lab Award

Susan Gantner, Jon Paris, and Paul Tuohy
- Web Applications using RPG IV and CGI