Statistics

2018

Type	Youth	Young Adult	Adult
Ordeal Members	42	9	19
Brotherhood Members	17	6	52
Vigil Members	1	9	56

2019

Type		Total
Number Of Troops / Teams In Council		49

Type	Youth	Adult
Ordeal Inductions	23	7
Brotherhood Inductions	12	5
Vigil Inductions	1	2
Candidates - Elected Current Year	44	12
Candidates - Still Eligible From Prev. Year	0	0

Type	Youth	Young Adult	Adult
Ordeal Members	45	15	32
Brotherhood Members	25	7	58
Vigil Members	0	6	67

2020

Type		Total
Number Of Troops / Teams In Council		39

Type	Youth	Adult
Ordeal Inductions	39	8
Brotherhood Inductions	8	5
Vigil Inductions	4	3
Candidates - Elected Current Year	41	7
Candidates - Still Eligible From Prev. Year	16	4

Type	Youth	Young Adult	Adult
Ordeal Members	57	13	32
Brotherhood Members	22	11	55
Vigil Members	4	3	58

Item #	Objective	Level		Points	
		Thriving	**High Performing**	**T**	**HP**
Primary Objectives					
1	Unit Elections: Conduct in-person unit elections in all troops, crews, and ships.	Complete unit elections in 50% of troops, crews, and ships.	Complete unit elections in 90% of troops, crews, and ships.	2	

Calculations

Number of elections completed	**34**
Number of units	**39**
Percentage	**88%**

Additional Data For This Requirement

Item	2019	2020
Elections completed (include units with no elig.)	30	34
Number of units that had no eligible Scouts	11	5
Units visited in-person by the lodge	30	11
Units earning the Unit of Excellence award	6	2
Number of camp promotion contacts completed	0	0

Item #	Objective	Thriving	High Performing	T	HP
2	Induction Rate: Induct youth Ordeal candidates.	Induct 60% of youth Ordeal candidates.	Induct 90% of youth Ordeal candidates.	2	

Calculations

Youth ordeal inductions	**39**
Elected youth candidates	**57**
Percentage	**69%**

Additional Data For This Requirement

Item	2019	2020
Number of ordeals held during year	2	2
Total fee charged to ordeal candidates	55	55
Number of callouts held during year	1	4

Item #	Objective	Thriving	High Performing	T	HP
3	Activation: Engage new youth lodge members within the first 6 months of membership.	Achieve 20% activation of youth members.	Achieve 50% activation of youth members.	2	

Calculations

Activated new youth members	**18**
Youth ordeal inductions	**39**
Percentage	**47%**

Additional Data For This Requirement

Item	2019	2020
Activated youth members	14	18

Item #	Objective	Level		Points	
		Thriving	**High Performing**	**T**	**HP**

Primary Objectives

| 4 | Membership Retention: Improve the retention rate of youth lodge members. | Achieve 50% retention of youth members. | Achieve 79% retention of youth members. | 2 | |

Calculations

Current total youth members (minus new inductions)	**71**
Previous total youth membership	**98**
Percentage	**73%**

| 5 | Membership Growth: Experience positive growth in youth membership over the previous year. | Grow total youth membership by at least 1 more member over last year. | Grow total youth membership by at least 4% over last year. | | 4 |

Calculations - Current Year

Total youth members	**110**

Calculations - Previous Year

Total youth members	**98**

Additional Data For This Requirement

Item	2019	2020
Lodge annual dues (per member)	11	10
Number of OA chapters in the lodge	0	0
Number of districts in the council	4	4

Secondary Objectives

| 6 | Lodge Event Participation: Improve lodge membership participation at full lodge events. | Average at least 10% of lodge membership at all lodge-wide events. | Average at least 30% of lodge membership at all lodge-wide events. | | 2 |

Calculations

Average attendance at lodge events	**96**
Total members	**255**
Percentage	**38%**

Additional Data For This Requirement

Item	Event name	Event type	2019	2020
1	Winter Awards Banquet	Lodge Banquet	51	93
2	Spring Fellowship	Induction Weekend (Lodge or Chapter)	72	103
3	Fall Fellowship, Ordeal & Vigil Weekend	Induction Weekend (Lodge or Chapter)	101	119
4	Summer Bash	Lodge Fellowship Weekend	33	71
5			0	0
6			0	0
7			0	0
8				
9				
10				

Item #	Objective	Level		Points	
		Thriving	**High Performing**	**T**	**HP**

Secondary Objectives

Item #	Objective	Thriving	High Performing	T	HP
7	Brotherhood Completion: Convert eligible youth Ordeal members to Brotherhood.	Convert at least 30% of eligible youth Ordeal members.	Convert at least 50% of eligible youth Ordeal members.		

Calculations

Youth brotherhood inductions	**8**
Youth brotherhood eligible	**39**
Percentage	**21%**

Additional Data For This Requirement

Item	2019	2020
Number of events with Brotherhood conversions	2	2

Item #	Objective	Thriving	High Performing	T	HP
8	Contribution to Council: Contribute cash, materials, and/or both to the council.	Contribute an average of $7.00 per lodge member.	Contribute an average of $24.00 per lodge member.	1	

Calculations

Total contributions	**2,325**
Total members	**255**
Average	**9.12**

Additional Data For This Requirement

Item	Total
Dollar value of FOS contributions	0
Capital contributions (cash)	0
Capital contributions (material, not manpower)	2,325
Council endowment contributions	0

Item #	Objective	Thriving	High Performing	T	HP
9	Council Service: Deliver to the council measurable service in terms of the average tracked hours per lodge member.	Record an average of 5 service hours per lodge member.	Record an average of 14 service hours per lodge member.	1	

Calculations

Number of service hours	**1,443**
Total members	**255**
Average	**5.66**

Additional Data For This Requirement

Item	2019	2020
Man hours of service	1,145	1,443
Number of OA members on camp staff	17	23
Total number of camp staff	39	29
Number of camperships provided by OA	0	7

Item #	Objective	Level		Points	
		Thriving	**High Performing**	**T**	**HP**
Secondary Objectives					
10	Leadership Development: Conduct at least one LLD during the year with qualified instructors using current materials.	Train 3% of lodge members.	Train 9% of lodge members.		2

Calculations

Number of members trained   23

Total members   255

Percentage   10%

Additional Data For This Requirement

Item	2019	2020
Lodge members participating in LLD	14	23

Additional Information

Innovation

1 - What was the largest challenge your lodge identified this year? Did it have an impact on your performance on the Lodge Performance Measurement Program?

COVID impacts - had to reschedule Spring Fellowship 3 times, but ultimately pulled it off in modified Phase 2 conditions (no overnight camping for Arrowmen, only Ordeal Candidates).

2 - What was an idea your lodge implemented to address this challenge? What did you do? Who was involved? Who was involved, and what were the costs?

LEC worked with Council Camping Committee & Enterprise Risk Management Committee to develop a plan.

3 - What success did your lodge have with this idea? What was the result? How did this benefit the youth membership growth of the lodge?

Hugely successful and great attendance.

4 - How do you plan to continue or grow this idea in the future?

(Blank)

Service & Camping

5 - What was the largest and most meaningful service project your lodge completed for your council in the past year?

Installing new Camp Information Signs (Entrance, Parking Lot, Registration Building).

6 - What are all of the service projects performed by your lodge in the past year? Please describe all service that directly benefitted the Scouting program in your council or community in detail.

Cleaned-out and redid main campfire ring; installed new camp information signs; work on a "Challenge Trail" - a mud run type event for future Council Fund-Raising.

7 - What was your lodge's most significant camping promotion effort in the past year?

We fell greatly short in this area, working to revamp this for 2021 with Council Camping Committee.

8 - How did your lodge promote and support Cub Scout Resident and Venturing camping in the past year?

None were held.