Statistics

2021

Type	Youth	Young Adult	Adult
Ordeal Members	396	42	177
Brotherhood Members	110	52	170
Vigil Members	1	19	113

2022

Type		Total
Number Of Troops, Crews, And Ships In Council		237

Type	Youth	Adult
Ordeal Inductions	204	44
Brotherhood Inductions	67	41
Vigil Inductions	6	5
Candidates - Elected Current Year	343	74
Candidates - Still Eligible From Prev. Year	44	21

Type	Youth	Young Adult	Adult
Ordeal Members	306	48	156
Brotherhood Members	104	40	168
Vigil Members	3	13	103

2023

Type		Total
Number Of Troops, Crews, And Ships In Council		239

Type	Youth	Adult
Ordeal Inductions	248	73
Brotherhood Inductions	72	26
Vigil Inductions	4	7
Candidates - Elected Current Year	362	92
Candidates - Still Eligible From Prev. Year	0	0

Type	Youth	Young Adult	Adult
Ordeal Members	339	61	192
Brotherhood Members	125	34	198
Vigil Members	3	9	113

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	**156**
Number of units	**239**
Percentage	**66%**

Additional Data For This Requirement

Item	2022	2023
Elections completed (include units with no elig.)	199	156
Number of units that had no eligible Scouts	85	49
Units visited in-person by the lodge	113	107
Number of camp promotion contacts completed	63	58

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	**248**
Elected youth candidates	**362**
Percentage	**69%**

Additional Data For This Requirement

Item	2022	2023
Number of ordeals held during year	3	4
Total fee charged to ordeal candidates	60	
Number of callouts held during year	0	0

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.		

Calculations

Activated new youth members	**20**
Youth ordeal inductions	**248**
Percentage	**9%**

Additional Data For This Requirement

Item	2022	2023
Activated youth members	11	20

Item #	Objective	Level		Points	
		Thriving	**High Performing**	**T**	**HP**
Primary Objectives					
4	Membership Retention: Improve the retention rate of youth lodge members.	Achieve 45% retention of youth members.	Achieve 70% retention of youth members.	2	

Calculations

Current total youth members (minus new inductions)	**323**
Previous total youth membership	**514**
Percentage	**63%**

Item #	Objective	Level		Points	
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	**571**

Calculations - Previous Year

Total youth members	**514**

Additional Data For This Requirement

Item	2022	2023
Lodge annual dues (per member)	15	15
Number of OA chapters in the lodge	13	14
Number of districts in the council	13	13

Secondary Objectives					
6	Lodge Event Participation: Improve lodge membership participation at full lodge events.	Average at least 8% of lodge membership at all lodge-wide events.	Average at least 17% of lodge membership at all lodge-wide events.	1	

Calculations

Average attendance at lodge events	**144**
Total members	**1,074**
Percentage	**14%**

Additional Data For This Requirement

Item	Event name	Event type	2022	2023
1	January 2023 LECM		0	0
2	Report to State		0	0
3	February 2023 LECM		0	0
4	2023 Spring Fellowship & LECM		121	154
5	April 2023 LECM		0	0
6	2023 Section G3 Conclave		0	64
7	May 2023 Ordeal & LECM @CT		0	130
8	May 2023 Ordeal & LECM @WR		0	233
9	Lodge Fun Day		0	0
10	Lodge 2023 Banquet & Business Meeting		0	139

Item #	Objective	Level		Points	
		Thriving	**High Performing**	**T**	**HP**
Secondary Objectives					
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.	1	

Calculations

Youth brotherhood inductions	**72**
Youth brotherhood eligible	**224**
Percentage	**33%**

Additional Data For This Requirement

Item	2022	2023
Number of events with Brotherhood conversions	5	8

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 $25.00 per lodge member.	1	

Calculations

Total contributions	**12,000**
Total members	**1,074**
Average	**11.18**

Additional Data For This Requirement

Item	Total
Dollar value of FOS contributions	2,000
Capital contributions (cash)	10,000
Capital contributions (material, not manpower)	
Council endowment contributions	

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 13 service hours per lodge member.		

Calculations

Number of service hours	**2,124**
Total members	**1,074**
Average	**1.98**

Additional Data For This Requirement

Item	2022	2023
Man hours of service	1,908	2,124
Number of OA members on camp staff	35	
Total number of camp staff	70	
Number of camperships provided by OA		

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 11% of lodge members.	1	

Calculations

Number of members trained   **42**

Total members   **1,074**

Percentage   **4%**

Additional Data For This Requirement

Item	2022	2023
Lodge members participating in LLD	48	42