2022 Data Collection
Edmonton Federation of Community Leagues

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Program Data

Direct Programs and Events

Overall Direct Program Statistics

Average number of programs/League: 9.3
Average number of program participants: 337.5
Total programs offered: 1,414
Total program participants: 48,044
Most programs offered per League: 624
Most program participants served by a League: 3,000

Overall Event Statistics

Average number of events/League: 7.8
Average number of event participants: 916
Total Events hosted: 1,141
Total event participants: 133,696
Most events offered by League: 62
Most event participants served by a League: 30,000

Breakdown of Program and Event Types

Type of Activity	Percentage of Respondents
Social	74%
Physical Activity	72%
Community Engagement	67%
Fundraising	58%
Environmental	58%
Visual Arts	30%
Education	22%
Dance	18%
Cultural	17%
Music	12%

Breakdown of Programs and Events by Type
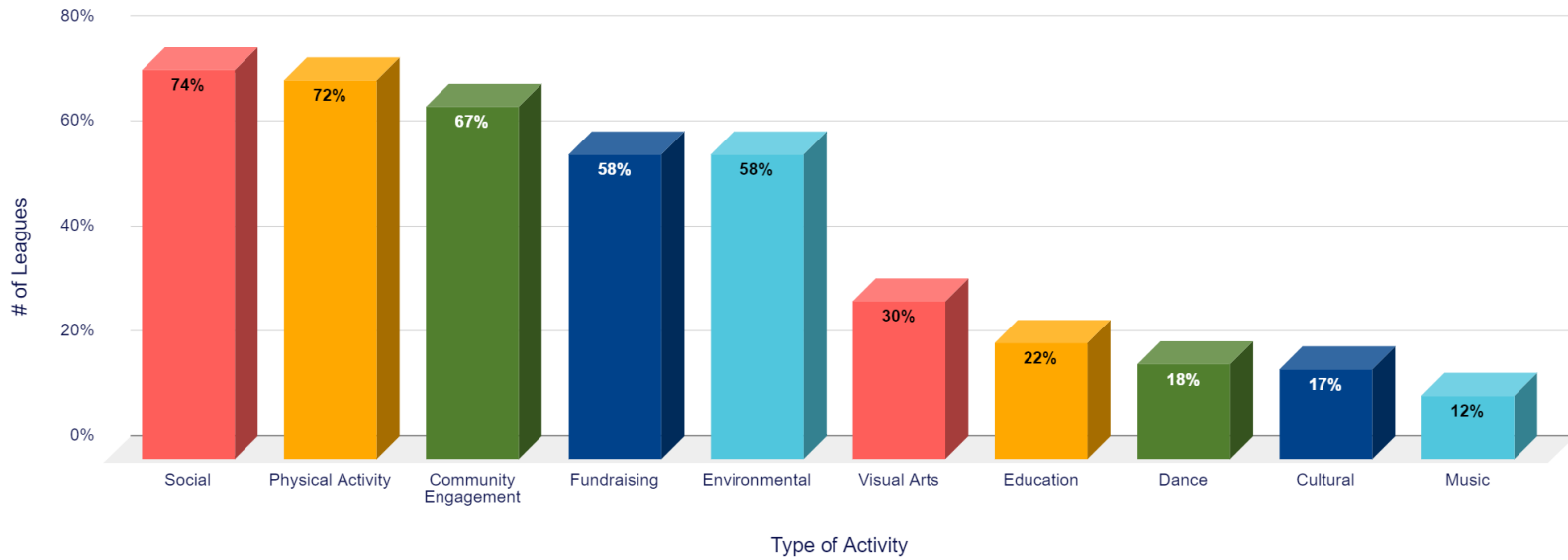
Comparison With 2021 Data Collection

	2021 Programs and Events	2022 Programs	2022 Events	2022 Total
Number/League	12	9.3	7.8	17.1
Participants/League	1,050	337.5	916	1,253.5
Total number	1,904	1,414	1,141	2,555
Total participants	170,253	48,044	133,696	181,740
Highest number	130	624	62	666
Highest participants	45,000	3,000	30,000	33,000

Indirect Programs

Overall Indirect Program Statistics

Average number of programs/League: 6.5
Average number of program participants: 237.5
Total programs offered: 997
Total program participants: 34,773
Most programs offered per League: 550
Most program participants served by a League: 9,000

Breakdown of Indirect Program Types

Type of Activity	Percentage of Respondents
Physical Activity	58%
Social	23%
Cultural	13%
Community Engagement	12%
Visual Arts	12%
Dance	12%
Education	10%
Music	10%
Environmental	9%
Fundraising	6%

Breakdown of Indirect Programs by Type
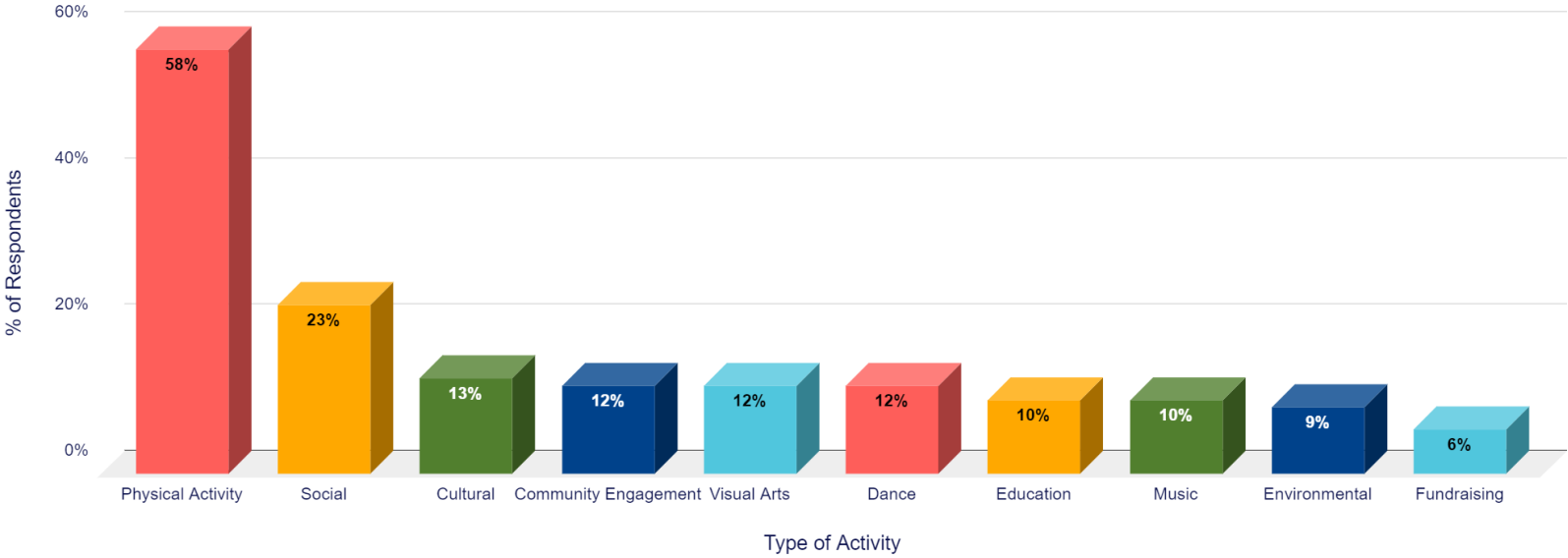
Comparison With 2021 Data Collection

	2021 Programs	2022 Programs
Number/League	4	6.5
Participants/League	308	237.5
Total #	619	997
Total Participants	49,802	34,773
Highest number	160	550
Highest participants	5,000	9,000

Volunteers and Employees

Volunteers

Overall Volunteer Statistics

Average number of volunteers/League: 48.2
Average volunteer hours/Leagues: 2,021.1
Total number of volunteers: 6,930
Total number of volunteer hours: 297,535
Highest number of volunteers at a League: 470
Lowest number of volunteers at a League: 4

Breakdown of Volunteering Types

Type of volunteering	Percentage of Leagues reporting
Board Work	98%
Events	97%
Program Delivery	86%
Facility and Rink Maintenance	74%
Other[1]	25.7%

[1]The common trends noted in the "Other" volunteer activities reported by Leagues were: fund development work (fundraising, grants, casinos and bingos), communication work (newsletters and websites) and advocacy work.

Breakdown of Volunteering by Type
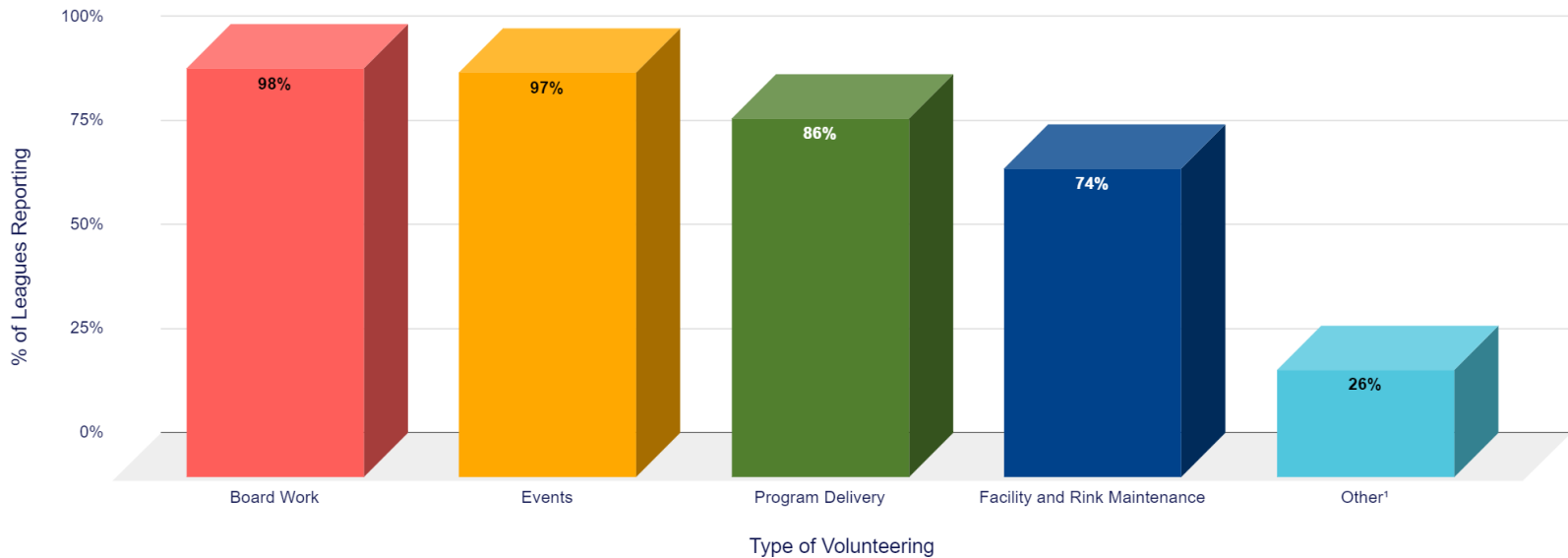
Comparison With 2021 Data Collection

	2021 Data	2022 Data
Volunteers/League	30.8	48.2
Hours/League	1,599	2,021.1
Total volunteers	8,158	6,930
Total hours	258,973	297,535
Highest number	5,000	470
Lowest number	N/A	4

Employees and Contractors

Overall Employee and Contractor Statistics

Percentage of Leagues with employees or contractors: 73.6
Total number of full-time jobs created by Leagues: 30
Total number of part-time jobs created by Leagues: 277
Total number of contractors providing service to Leagues: 222

Membership and Engagement

Overall Membership Statistics

Average number of memberships/League: 213.7
      Individual: 65.9
      Family: 147.8
Total number of memberships: 30,430
      Individual: 9,039
      Family: 21,391
Percentage of Edmonton households served: 7.7%
Percentage of Edmonton households served with direct programs: 12.1%
Percentage of Edmonton households reached by League events: 33.7%

Comparison With 2021 Data Collection

	2021 Data	2022 Data
Memberships/League	182	213.7
Individual	70	65.9
Family	112	147.8
Total number of memberships	29,305	30,430
Individual	11,224	9,039
Family	18,081	21,391
Percentage of Households with memberships	7.5	7.7

Facility Usage

Leagues With Halls

Overall Statistics for Leagues With Halls

Average number of hours of program use: 665.7
Total hours of program use: 74,345
Highest hours of program use: 4,380

Average number of hours of event use: 181.6
Total hours of event use: 17,087
Highest hours of event use: 4,368
Average number of hours of rental use: 906.4
Total hours of rental use: 92,541
Highest hours of rental use: 10,000

Comparison With 2021 Data Collection

	Average Hours	Total Hours	Highest Hours
2021 Program and Event Use	556	69,958	3,000
2021 Rental Use	549	68,148	10,126
2021 Total Use	**1,105**	**138,106**	**13,126**
2022 Program Use	665.7	74,345	4,380
2022 Event Use	181.6	17,087	4,368
2022 Program and Event Combined	847.3	91,432	8,748
2022 Rental Use	906.4	92,541	10,000
2022 Total Use	**1,753.7**	**183,973**	**18,748**

Construction Plans

Trends

Construction Trends

Chart: Construction Trends — horizontal bar chart. X-axis: Number of Leagues (0 to 30). Y-axis: Construction Categorization.

Construction Categorization	Number of Leagues
Exterior - Amenities	30
Interior - Cosmetic	17
Recreational Facilities	17
Exterior - Cosmetic	14
Equipment	14
Exterior - Structural	13
Interior - Structural	13
Energy Efficiency	10
Concrete or Asphalt	7
Doors & Windows	4
Grading & Landscaping	4

Leagues Without Halls

Overall Statistics for Leagues Without Halls

Average number of hours of program use: 195.3
Total hours of program use: 6,582
Highest hours of program use: 1,500
Average number of hours of event use: 62.7
Total hours of event use: 2,092
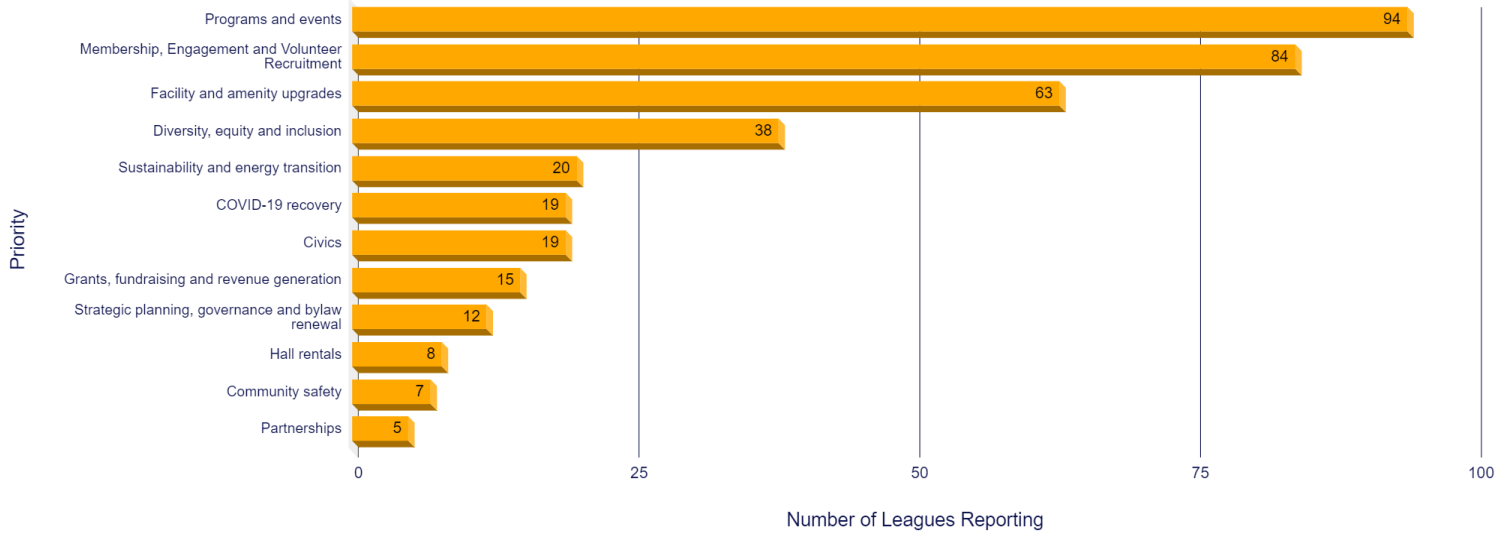Highest hours of event use: 1,224

Priorities For the Coming Year

Leagues identified the following as their priorities in the coming year.

Community League 2023 Priorities

Priority	Number of Leagues Reporting
Programs and events	94
Membership, Engagement and Volunteer Recruitment	84
Facility and amenity upgrades	63
Diversity, equity and inclusion	38
Sustainability and energy transition	20
COVID-19 recovery	19
Civics	19
Grants, fundraising and revenue generation	15
Strategic planning, governance and bylaw renewal	12
Hall rentals	8
Community safety	7
Partnerships	5

Areas of Additional Support

As part of the data collection, we ask Leagues what areas they require additional support in. The following table identifies these areas.

Requested EFCL Supports

Support requested	# Leagues
Membership, Engagement and Volunteer Recruitment	20
Grants, fundraising and revenue generation	12
Bulk pricing and perk negotiation	5
Board development, training and workshops	5
Civics	4
Facilities and amenities	4
Board governance	3
Sustainability and energy transition	3
Advocacy with government	3
IT and tech support	2
Board member training	1