Note:
To better understand community physical levels, Logan City Council conducted a survey in November and December 2015. Data was gathered on organised and unorganised sport, recreation and physical activity. The above results were collated by the AEC Group from responses of 124 Logan residents 15 years old and over, participating in 'running/jogging'.

**ADULTS**

- **Active population, Logan:** 16.5%
- **Inactive population, Logan:** 83.5%
- **Active population, Aus:** 7.4%
- **Inactive population, Aus:** 92.6%
- **Adult:** 83%
- **Seniors:** 1%
- **Youth and young adult:** 16%
- **Male:** 58%
- **Female:** 42%

**RESTRICTED ACTIVITIES**

- 1. Swimming/Diving: 15th most popular activity for adults
- 2. Fitness/Gym
- 3. Walking for exercise
- 4. Tennis
- 5. Yoga
- 6. Martial Arts
- 7. Road Cycling
- 8. Aqua aerobics
- 9. Touch Football
- 10. Netball
- 11. Canoeing/Kayaking
- 12. Mountain Bike Riding
- 13. Dancing/Ballet
- 14. Motor Sports
- 15. Running/Jogging: 2.9%

**CHILDREN**

- **17th most popular activity for children**
- 1. Swimming/Diving
- 2. Soccer (Outdoor)
- 3. Walking for exercise
- 4. Tennis
- 5. Dancing/Ballet
- 6. Football (exc. Rugby, Soccer, Aus Rules)
- 7. Soccer (Indoor)
- 8. Australian Rules Football
- 10. Martial Arts
- 11. Netball
- 12. Athletics, Track and Field
- 13. Gymnastics
- 14. Bush Walking
- 15. Mountain Bike Riding
- 16. BMX Bike Riding
- 17. Running/Jogging: 3.8%

**AVERAGE PARTICIPATION**

- **Adults:** 3 times a week
- **Children:** 2 times a week
- **Active population, Logan:** 16.5%
- **Inactive population, Logan:** 83.5%
- **Active population, Aus:** 7.4%
- **Inactive population, Aus:** 92.6%
- **Adult:** 83%
- **Seniors:** 1%
- **Youth and young adult:** 16%
- **Male:** 58%
- **Female:** 42%

**3rd most popular activity for adults**

- 1. Swiming/Diving
- 2. Fitness/Gym
- 3. Running/Jogging: 16.5%

**Average session length**

- **Adults:** 52.7 minutes
- **Children:** 37.9 minutes

**Bikeways/Pathways**

- 2nd highest Council facility used (45.7%)
- 3rd highest Council facility used (34.9%)