

AMERICAN INDIAN YOUTH & TOBACCO

Gaming v. Non-gaming Comparison Survey

Almost three-quarters of youth in non-gaming tribes strongly agree or agree that there is no risk-free level of exposure to secondhand smoke, compared to 54% of youth from gaming tribes.



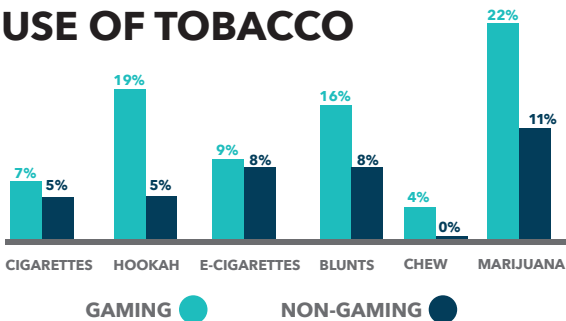
A higher percentage of youth from non-gaming tribes understand the difference between commercial tobacco and traditional tobacco use; 78% compared to 67%.

———— YOUTH ACROSS BOTH ————
GAMING AND NON-GAMING TRIBES
———— AGREE THAT ————
MORE POLICIES ARE NEEDED
———— TO REDUCE EXPOSURE TO ————
**SECONDHAND SMOKE FROM
COMMERCIAL TOBACCO**

Youth use of tobacco products vary between gaming and non-gaming tribes. In general, youth from gaming tribes self-report a higher use of tobacco than youth from non-gaming tribes.



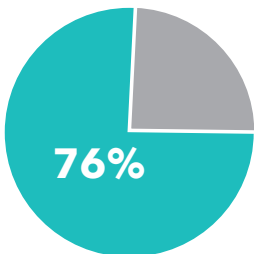
USE OF TOBACCO



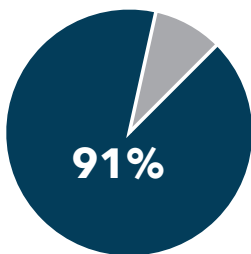
PERCEPTIONS OF RISK

How much do people risk harming themselves if they smoke one or more packs of cigarettes per day:

"GREAT & MODERATE RISK"



GAMING



NON-GAMING

CONTACT US

Jennifer Geisler

Community Outreach Coordinator

jennifer.geisler@etr.org

760-214-8567

Manveer Sahota

Community Outreach Advocacy & Specialist

manveer.sahota@etr.org

805-729-8562

