

# 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.



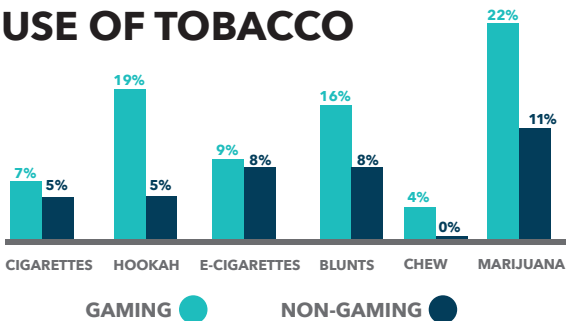
A higher percentage of youth from non-gaming tribes understand the difference between commercial tobacco and traditional tobacco use; 78% compared to 67%.

———— 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.



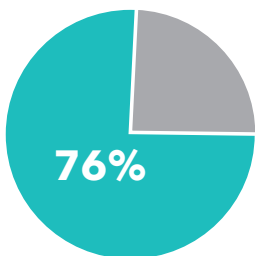
## USE OF TOBACCO



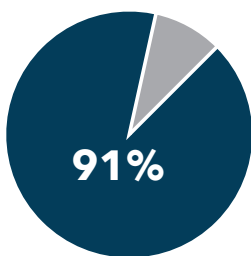
## PERCEPTIONS OF RISK

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

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**CCAP**  
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