The built environment for tobacco
Retailer density, proximity, and strategies to reduce availability

Todd Combs, Veronica Chaitan | May 11, 2021
Tobacco retail environment
Advertising and promotion

$8.2 billion
Retail tobacco policies

• Examples
  o Tobacco retail license
  o License cap
  o Retailer buffer
  o Restrict product availability
  o Tobacco 21
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• Outcomes
  o Increased distance to retailer
  o Increased distance to product
  o Increased time to retailer
  o Increased costs
Measuring retailer density & proximity

Baseline: Density: 9.7/mi²
Avg Proximity: 0.16 mi

R2R-2K: Density: 1.8/mi²
Avg Proximity: 0.27 mi

School-2K: Density: 2.0/mi²
Avg Proximity: 0.45 mi

Avg Proximity = median distance from resident to nearest retailer
Now I'm real mad & will probably QUIT.
ASPiRE

- **Goal:** to build a rigorous, scientific evidence base for effective tobacco control in the retail environment to reduce the public health burdens of tobacco use

- **3 research projects**

- **3 support cores**
  - Administrative core
  - Data core
  - D & I core
Tobacco Swamps Dashboard
Helpful URLs

• The ASPiRE Center: http://aspirecenter.org/

• Tobacco Swamps Dashboard: https://aspirecenter.org/tobacco-swamps/

Contact us

Todd Combs, PhD, MA
toddcombs@wustl.edu

Veronica Chaitan, MPH
vlchaitan@wustl.edu

For ASpiRE products, Laura Brossart
lbrossart@wustl.edu

CPHSS Twitter
@CPHSSwustl