CANNABIS TAKES PAGE FROM TOBACCO PLAYBOOK

Dr. Gary Kirkilas

CANNABIS USE AND ADOLESCENTS

Why does it even matter?
Why do we care?

CANNABIS USE AMONG ADOLESCENTS IS UBIQUITOUS

- o 31% of 12 graders have used Cannabis
- o Perceived risk has continued a steep decline since the mid 2010s
- o Disapproval in trying cannabis has been on considerable decline since 2007

CANNABIS EFFECTS ON THE DEVELOPING BRAIN

- o Difficulty thinking and problem-solving
- o Problems with memory and learning
- o Difficulty maintaining attention
- o Decreased high school graduation rates

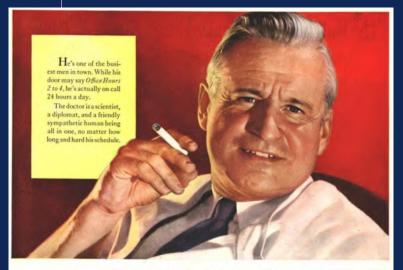
CANNABIS EFFECTS ON THE DEVELOPING BRAIN

- o Increased risk of mental health issues
- o Potential for addiction
- o Impaired driving

TOBACCO INDUSTRY PLAYBOOK

Play #1: It's medicine

TOBACCO PLAYBOOK: #1 IT'S MEDICINE



According to a recent Nationwide survey:

More Doctors smoke Camels THAN ANY OTHER CIGARETTE

DOCTORS in every branch of medicine—113,597 in all—were queried in this nationwide study of cigarette preference. Three leading research organizations made the survey. The gist of the query was-What cigarette do you smoke, Doctor?

The brand named most was Camel!

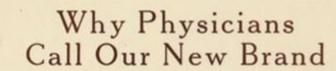
The rich, full flavor and cool mildness of Camel's superb blend of costlier tobaccos seem to have the same appeal to the smoking tastes of doctors as to millions of other smokers. If you are a Camel smoker, this preference among doctors will hardly surprise you. If you're not-well, try Camels now.







TOBACCO PLAYBOOK: #1 IT'S MEDICINE



"A HEALTH CIGAR"

"I recommend Thompson's MELL-O-WELL cigars to any who are interested in regaining or keeping physical fitness."

"I am convinced that irritants, such as nicotines, glycerides, albuminoids and carbons—dangerous when used to excess by those who are physically below par—are largely removed from Thompson's MELL-O-WELL cigars."

"Many former patients, friends and others who have consulted me, and who, ordinarily, would be obliged to greatly curtail smoking, are now enjoying their usual allotment of cigars in Thompson's MELL-O-WELLS—with no loss of satisfaction or good health."

(Signed) G. Edward Roehrig, M. D.

715 South Bonnie Brae, Los Angeles, Calif.

TOBACCO INDUSTRY: PLAYBOOK

Play #2:

Celebrity endorsement/Product placement to "make it cool"

TOBACCO PLAYBOOK: #2 CELEBRITY ENDORSEMENT



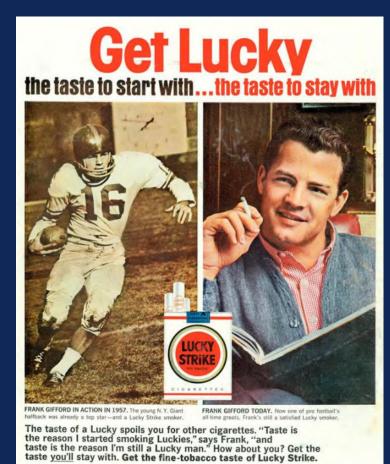




TOBACCO PLAYBOOK: #2 CELEBRITY ENDORSEMENT

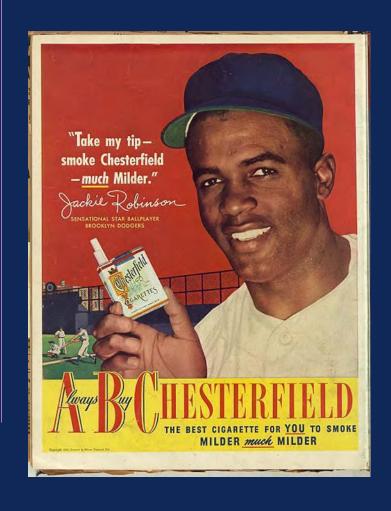


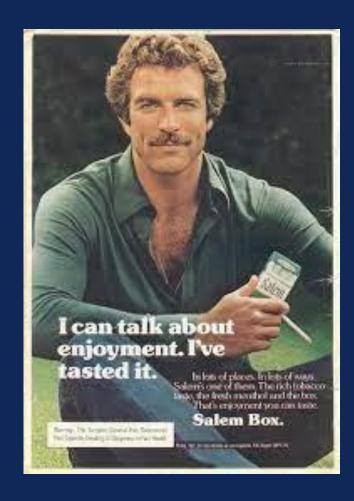


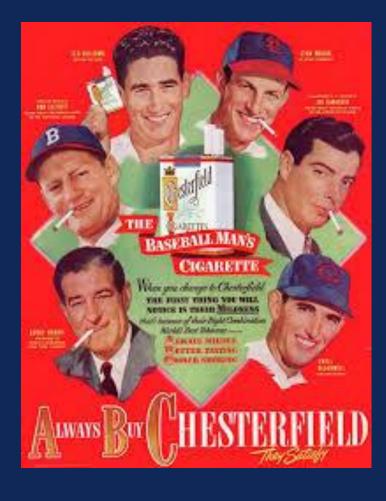


Product of The American Schaceo Company - Schaceo is our middle name

TOBACCO PLAYBOOK: #2 CELEBRITY ENDORSEMENT

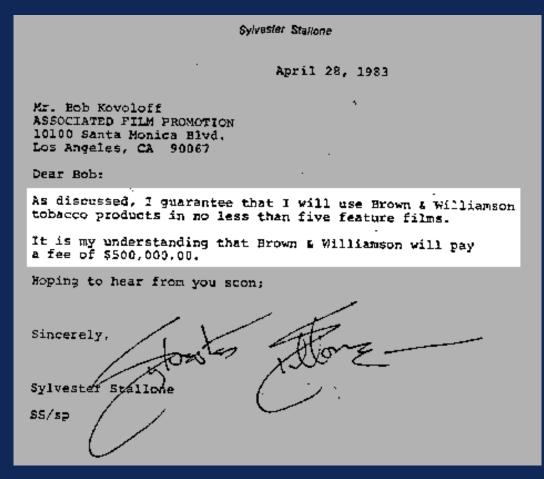






TOBACCO PLAYBOOK: #2 PRODUCT PLACEMENT







TOBACCO PLAYBOOK: #2 PRODUCT PLACEMENT





Dovemead Limited

Peate roll to: PINEWOOD STUDIOS, IVER HEATH, BUCKS.

Phillip Morris Europe, S.A., Brillancourt 1006, Lausanne, Switzerland.

18th October 1979.

For the attention of Mr. P. McNally

Dear Sirs,

Re: "SUPERMAN IT" - THE MOVIE

This letter confirms the agreement that has been reached between our two companies whereby we have agroed to include in our feature film currently entitled "SUPERMAN II" (the Film) exposure of the Marlboro brand name (the Material) on the following terms and conditions:

- 1. The exposure of the Material referred to above shall be effected in a major scene in the Film involving "Ursa" (Sarah Douglas), "General Zod" (Terence Stamp) and "Superman" (Christopher Reeve) and will be filmed in accordance with the shooting script in scenes presently numbered 333 through 341, a copy of which is attached. The size of the hillboard referred to in the relevant scenos will be approximately 20 feet by 10 feet and will be illuminated.
- Ye shall have absolute discretion as to the final content of the Film and all artistic and technical decisions over all aspects of production and post production of the Film.
- In consideration of our agreement set out above, you hereby agree and undertake that:-
 - (a) You will provide to us without any charge therefor and in due time as we shall notify you all necessary material and art work etc., that we may reasonably require to enable us to comply with our agreement hereunder provided that if production of the film so requires we shall be entitled to reproduce at our expense other material using the Marlboro logo style as used on the samples of your Company's products and/or advertising material which you will supply to us.





TOBACCO INDUSTRY: PLAYBOOK

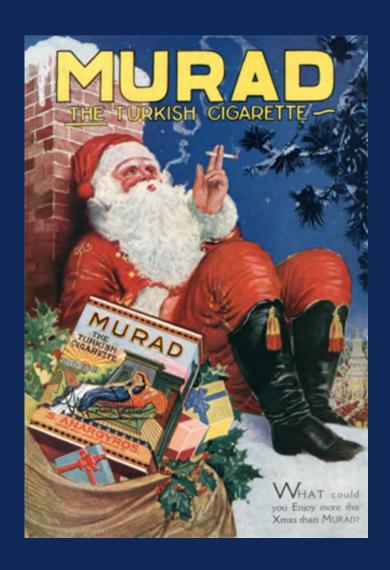
Play #3: Utilize childlike messaging

TOBACCO PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING





TOBACCO PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING







TOBACCO PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING

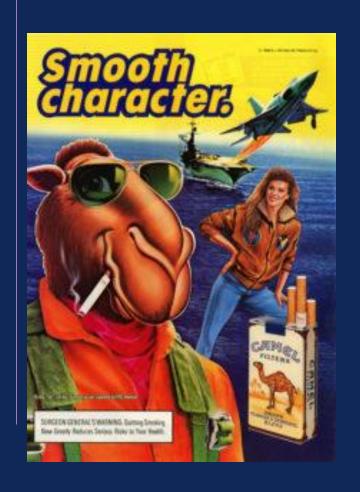


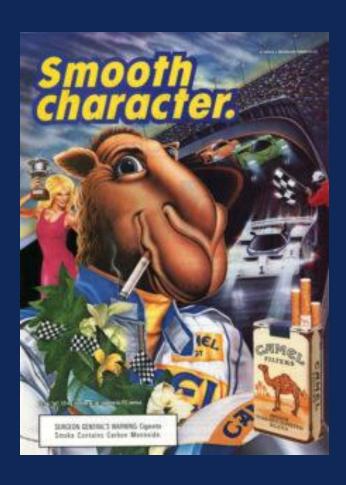


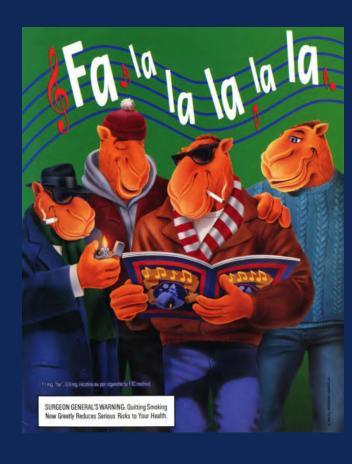




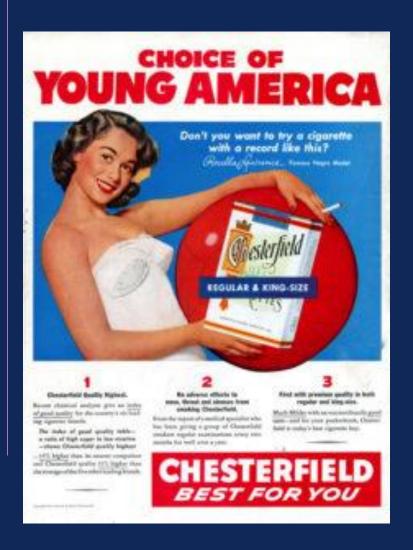
TOBACCO PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING

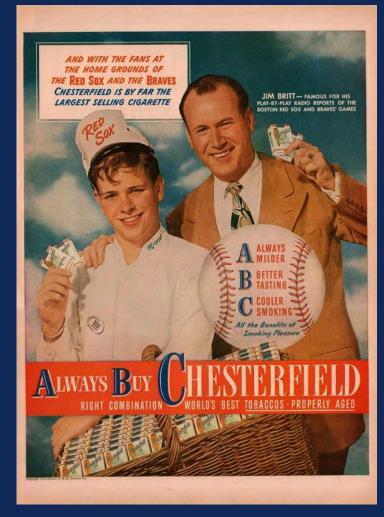






TOBACCO PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING

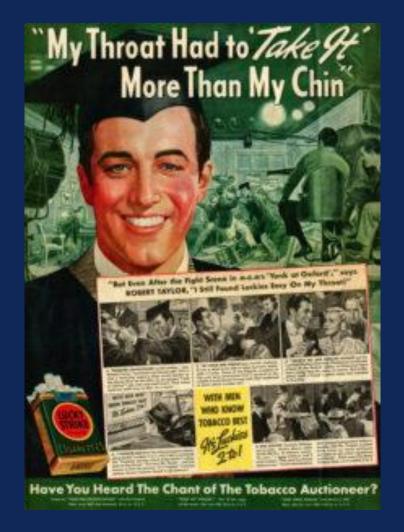






TOBACCO PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING







NICOTINE PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING







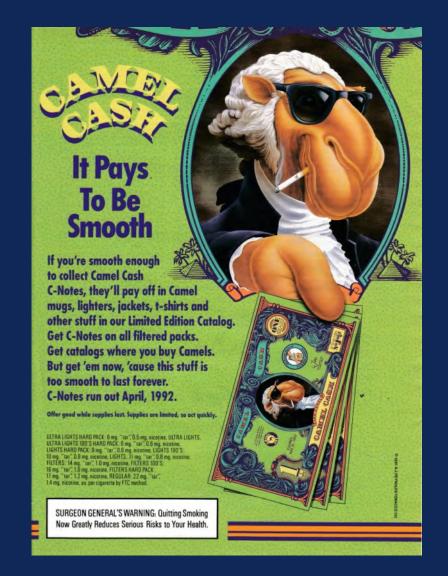


TOBACCO INDUSTRY PLAYBOOK

Play #4:

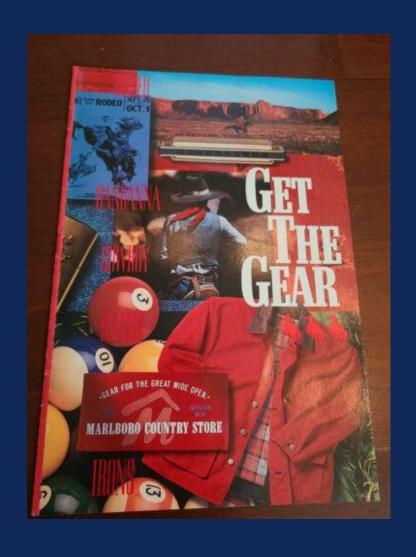
Free giveaways/prizes

TOBACCO INDUSTRY PLAYBOOK: #4 FREE GIVEAWAYS





TOBACCO INDUSTRY PLAYBOOK: #4 FREE GIVEAWAYS





LEGAL ASPECT OF TOBACCO ADVERTISING

- 1. 1970 Public Health Cigarette Smoking Act
 - A. Prohibited advertising on Radio and TV
 - B. Required health warning labels
- 2. 1998 Master Settlement Agreement
 - A. Prohibited advertising on transit and billboards
 - B. Prohibited use of cartoons and other marketing practices that targeted individuals under 18
 - C. Prohibited sponsorships of sporting events and concerts
 - D. Prohibited paid product placement
- 3. 2009 Family Smoking Prevention and Tobacco Control Act
 - A. Gave the FDA control of marketing of Tobacco



Those who cannot remember the past are condemned to repeat it.



-George Santayana

CANNABIS INDUSTRY PLAYBOOK

Play #1: It's medicine

CANNABIS PLAYBOOK: #1 IT'S MEDICINE



CANNABIS PLAYBOOK: #1 IT'S MEDICINE



CANNABIS INDUSTRY PLAYBOOK

Play #2:

Celebrity endorsement/Product placement to "make it cool"

CANNABIS PLAYBOOK: #2 CELEBRITY ENDORSEMENT









CANNABIS PLAYBOOK: #2 CELEBRITY ENDORSEMENT





CANNABIS PLAYBOOK: #2 CELEBRITY ENDORSEMENT







CANNABIS PLAYBOOK: #2 PRODUCT PLACEMENT





 Snoop: "He's got a blossoming cannabis line called Khalifa Kush, which I use personally."

CANNABIS PLAYBOOK: #2 PRODUCT PLACEMENT



CANNABIS INDUSTRY PLAYBOOK

Play #3: Utilize childlike messaging

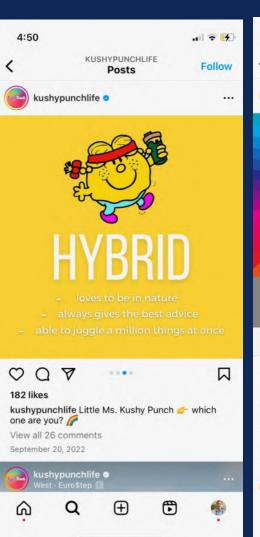
CANNABIS PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING

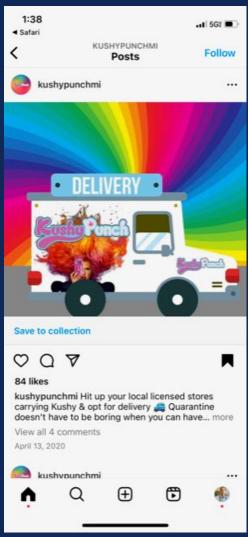




CANNABIS PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING





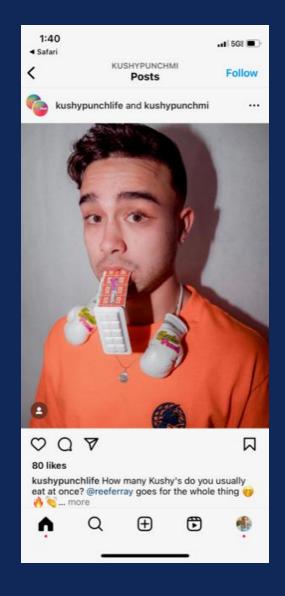






CANNABIS PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING







CANNABIS PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING





CANNABIS PLAYBOOK: #3 UTILIZE CHILDLIKE MESSAGING







CANNABIS INDUSTRY PLAYBOOK

Play #4:
Free giveaways/prizes

CANNABIS PLAYBOOK: #4 FREE GIVEAWAYS









FREE CAR GIVEAWAY | 1... more

April 18, 2021

CANNABIS PLAYBOOK: #4 FREE GIVE AWAYS



CANNABIS ADVERTISING IMPACT ON ADOLESCENTS

Exposure equals use

WHY DOES ADVERTISING MATTER?

The cannabis industry spent \$661 million U.S. dollars in 2018 and estimate 3.89 billion in 2028.

Why?

Exposure equals use.

- Study in 2014 and 2015 of 8th, 10th, and 12th graders looked at cannabis use and exposure to advertisements on storefronts, magazines or newspapers, billboards, internet. Adolescents who reported exposure from:
 - 1 channel had a <u>60% increase</u> in odds of being current marijuana users
 - 2 types of channels increased the odds <u>by 70%</u>
 - 3 or more types of channels more than <u>doubled the odds</u>

Study from followed 7th and 8th graders from 2010 until 2017 and looked at their exposure and use over 7 years. Adolescents that reported higher than average exposure to cannabis ads also tended to report:

- Greater cannabis use
- Stronger intentions to use cannabis in the future
- Stronger positive expectancies about cannabis use
- More negative consequences from use (trouble concentrating,, missed school, did something you later felt sorry for, got into trouble at school or home)

Study in 2018 in 6 states that legalized recreational use looked at adolescent users 15-19 years old:

- Frequent exposure to cannabis billboards, liking/following cannabis promotions on social media, and cannabis brand engagement were strongly associated with problematic cannabis use, these teens meet criteria for a diagnosis of Cannabis Use Disorder.
- Among adolescent lifetime cannabis users, seeing cannabis billboards most of the time/always was uniquely associated with 7.3 times the odds of frequent cannabis use (vs a control of never seeing these billboards).

Study in 2019 in Washington State looked at a sample of teens (13-17) and college students and their exposure to pro-cannabis messages in advertising on social media.

- Exposure to pro-cannabis social media messages was positively associated with teens' intentions to use cannabis and perceptions of cannabis, as well as college students current use.
- Participants reported seeing posts about:
 - a celebrity or song that positively portrayed cannabis (80.9%)
 - cannabis being harmless (79.4%)
 - cannabis helping to relieve stress (78%)
 - people using cannabis or being high (77.7%).

WHO ARE WE FIGHTING FOR?



