

FORM 4C - New Jersey State-Level Logic Model – Alcohol/Underage Drinking

State Priority: Alcohol / Underage Drinking						
Logic Model Components				Outcomes		
Column 1	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7
<p>Problem Statement What specifically is the identified problem/ consumption pattern that the state is looking to address?</p>	<p>Root Causes What are the major Intervening variables/root causes?</p>	<p style="text-align: center;">Local Conditions</p> <p>What are the local conditions/ contributing factors to the problem?</p>	<p>Interventions What activities will we implement to address these factors?</p>	<p>Short Term Outcomes How will we know if local conditions/ contributing factors changed?</p>	<p>Intermediate Outcomes How will we know if the major intervening variables/root causes changed?</p>	<p>Long Term Outcomes How will we know if the identified problem/ consumption pattern has changed in the right direction?</p>
<p>1. Alcohol misuse and underage use has led to a number of consequences in our communities.</p> <ul style="list-style-type: none"> • Ex. Binge drinking data point • Ex. DUI arrests • Ex. Alcohol-involved deaths data point 	<p>1A. Availability/ Access</p> <hr/> <p>1B. Favorable Attitudes & Community Norms</p> <hr/> <p>1C. Laws & Enforcement</p> <hr/> <p>1D. Price & Promotion</p>	<p>1A.1 Social Availability: Unmonitored alcohol at home 1A.2 Social Availability: Family and Friends 1A.3 Retail Availability: Serving 1A.4 Retail Availability: Density of serving establishments</p> <hr/> <p>1B.1 Attitudes favorable towards use: Parent 1B.2 Attitudes favorable towards use: Youth 1B.3 Attitudes favorable towards use: General 1B.4 Low perception of risk</p> <hr/> <p>1C.1 DUI 1C.2 Private Property Ordinance (PPO)</p> <hr/> <p>1D.1 Tax rates for beer/wine/spirits 1D.2 Alcohol advertisements/signage</p>	<p>Provide Information</p> <p>Enhance Skills</p> <p>Provide Support</p> <p>Access/Barriers</p> <p>Change Consequences</p> <p>Physical Design</p> <p>Modify/Change Policies</p>			