Youth Substance Use Prevention
E-cigarettes and Vapor Drug Delivery Devices

ISSUE
E-cigarettes and vapor products pose an immediate and serious health threat to our youth, yet today, these products are not subject to federal regulation and are inadequately regulated in our state. Governor Jay Inslee’s requested legislation (Senate Bill 5573 and House Bill 1645) will address this growing health threat to our youth.

RISING USE AND ACCESS
The use of vapor products has risen at an alarming rate among youth. Between 2011 and 2013, there was a three-fold increase nationally in the number of middle and high school students who had never smoked regular cigarettes but used e-cigarettes. Preliminary data from Washington show that 8.5 percent of 8th graders, almost one in five 10th-graders (18 percent) and almost one in four 12th-graders (23 percent) reported recent use of an e-cigarette or vape pen. E-cigarettes are now so inexpensive and unregulated that youth can easily obtain them. These alluring high-tech devices are widely available online and in stores, and marketed with fruit and candy flavors, such as bubble gum, cotton candy and Cap’n Crunch®.

HEALTH THREAT
E-cigarettes, also called vaping “pens,” are battery-powered devices that use a heat source to aerosolize a liquid that is inhaled. These devices can be used to “vape” liquids with or without nicotine, marijuana (THC) or other harmful substances. Nicotine is one of the most addictive drugs ever used. Kids who use vapor products with nicotine or marijuana are at risk for developing a life-long addiction. Adolescents are more likely than adults to become addicted to these substances, which may have lasting adverse effects on adolescent brains.
MORE THAN “HARMLESS” VAPOR

While the long-term health effects of using e-cigarettes with nicotine or other substances are not known, these products do NOT emit “harmless water vapor.” Inhaled and exhaled e-cigarette aerosol can contain nicotine (which in itself is toxic), as well as ultrafine particles that can irritate the lungs, and toxic chemicals known to cause cancer, such as cadmium and formaldehyde. There are no labeling requirements on these products, so their actual content is often unknown. The concentration of nicotine and possibly other harmful substance in “e-juices” varies. Some can be fatal to a child who ingests less than a teaspoon. Calls to the Washington Poison Center related to e-cigarette exposures have increased substantially. Of 133 exposures to children in 2014, 82 percent occurred in 1- to 3-year-olds.

GOVERNOR’S PROPOSED LEGISLATION WOULD RESTRICT YOUTH ACCESS TO E-CIGARETTES

This legislation will adopt our state’s proven effective tobacco control and enforcement measures to e-cigarettes and vapor products to:

» prohibit sales to youth under the age of 18
» prohibit use on school property
» ensure child-safe packaging
» restrict displays, over-the-counter sales and flavors attractive to kids
» prohibit Internet sales
» license retailers
» require disclosure of nicotine content and toxic or carcinogenic chemicals in the liquids
» institute a tax on vapor products that is the same as our current “other tobacco products tax” (except if any are approved as smoking cessation devices) and dedicate a stream of that revenue to public health and tobacco prevention and control efforts. Total revenue estimate $18.0 million in 2015–17 biennium.

RAISING PRICE CUTS CONSUMPTION

Along with a strong regulatory structure, increasing price has proven to be an effective means for reducing sales and consumption of cigarettes, particularly to youth. Even though there is no strong evidence e-cigarettes are effective smoking cessation tools, after applying the proposed tax (which is the same as the current “other tobacco products tax”), e-cigarettes and other vapor products will remain less expensive than conventional cigarettes for smokers who may be trying to reduce or quit smoking.

Data show the proportion of adults who reported smoking in Washington decreased from 22% in 1990 to 15% in 2010. (Source: Behavior Risk Factor Surveillance System)