

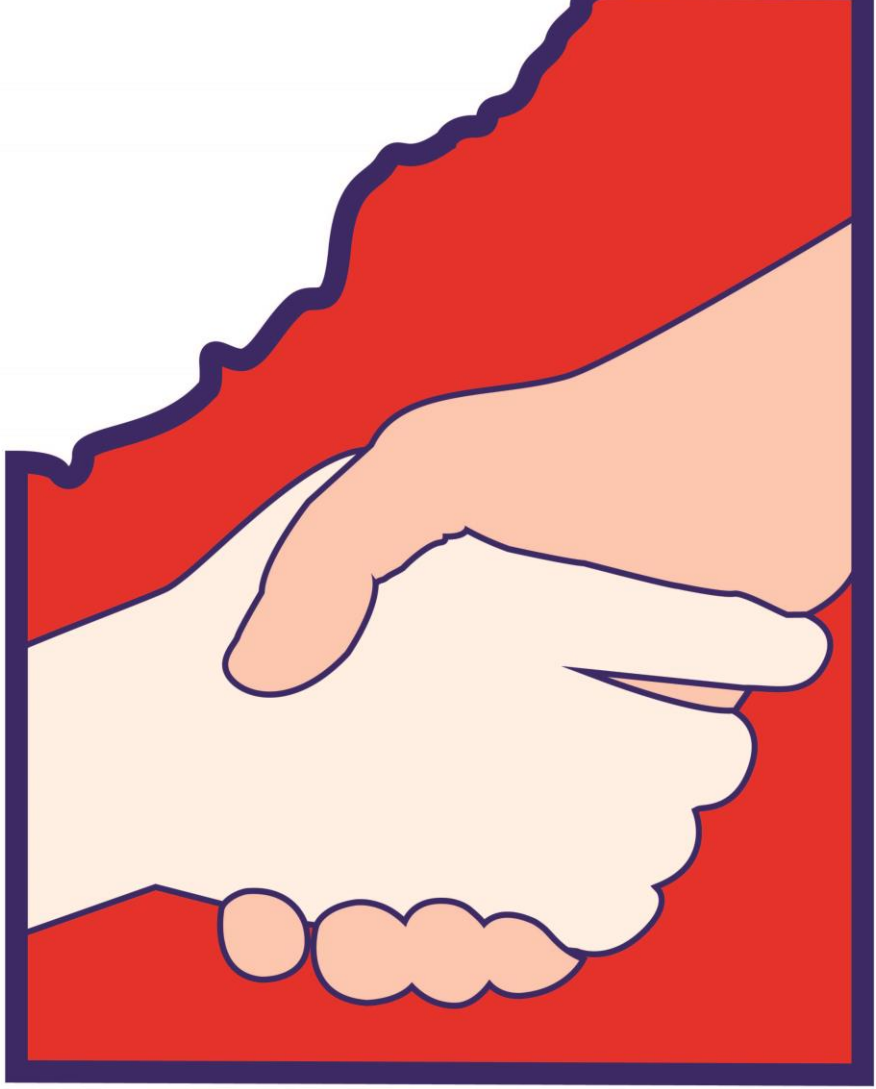


Wood County

**ADAMHS**

*Promoting Community Wellbeing*

Alcohol, Drug Addiction and Mental Health Services Board



**WOOD COUNTY**  
PREVENTION COALITION  
*Uniting for a drug free community since 2004*



# Behavioral Health Barometer Wood County Youth

Indicators as measured through the 2024 ADAMHS  
Youth Survey on Addiction and Mental Health



2024



William J. Ivoska, Ph.D.

# Youth Report Summary



Three takeaways from today's report:

1. Best Rates we've ever Reported:

**ATOD**

2. Better Rates than last survey, but still concerning:

**Mental Health and Suicide**

3. Worst Rates we've ever Reported:

**Gambling and Gaming**

# ATOD Summary



- Increasing

- Caffeinated Energy Drinks

- Decreasing

- Cigarettes
- Vaping
- Alcohol
- Marijuana use – 30 day
- Cough medicine
- Anxiety/Sleep drugs
- Inhalants
- Narcotic painkillers
- Marijuana edibles
- Everything else

# Behavioral Health Summary



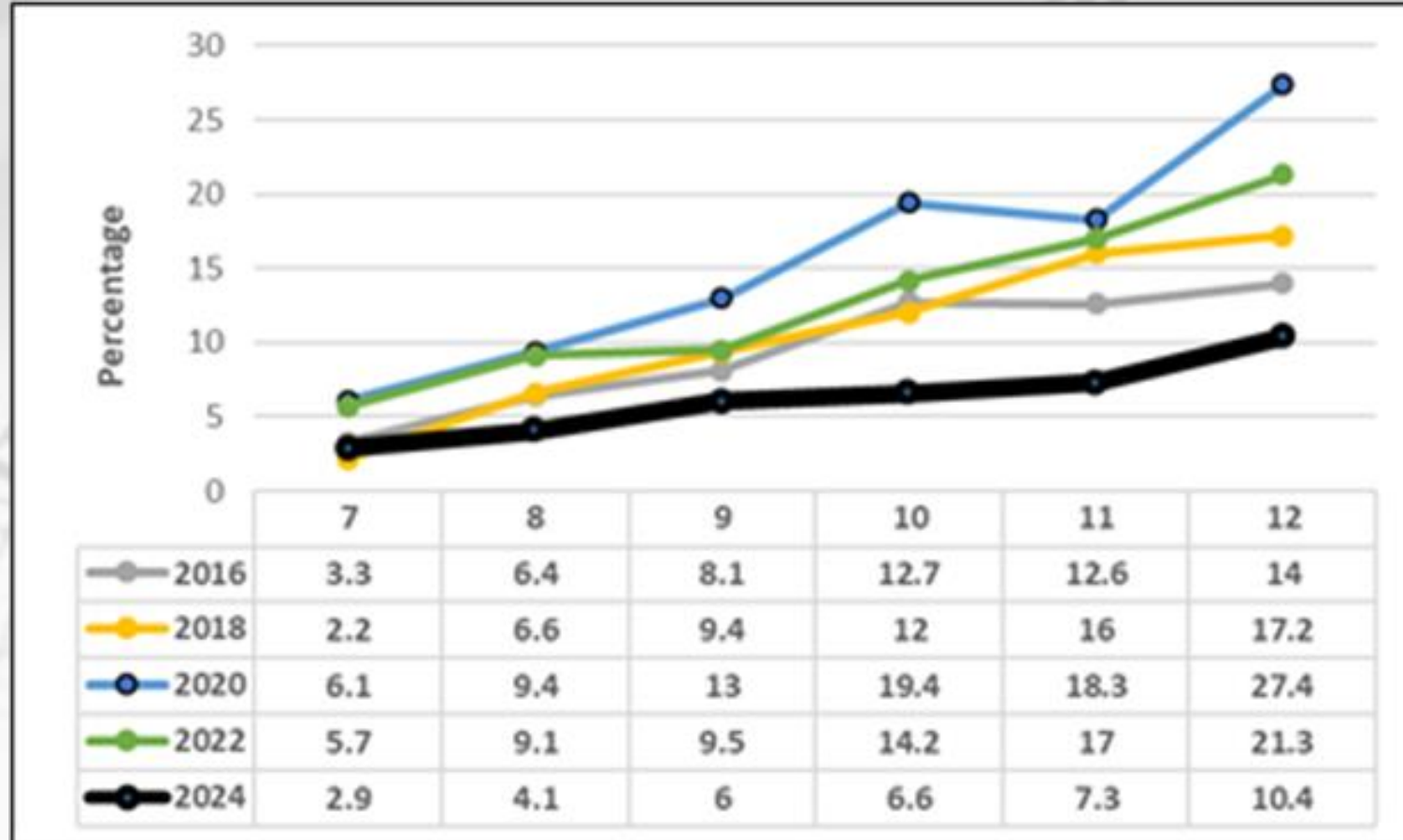
## • Increasing

- ATOD Peer and Parental Disapproval (a good thing)
- Bullying
- Gambling among 11-12<sup>th</sup> grade males
- Gaming
- Gambling within the Game

## • Decreasing

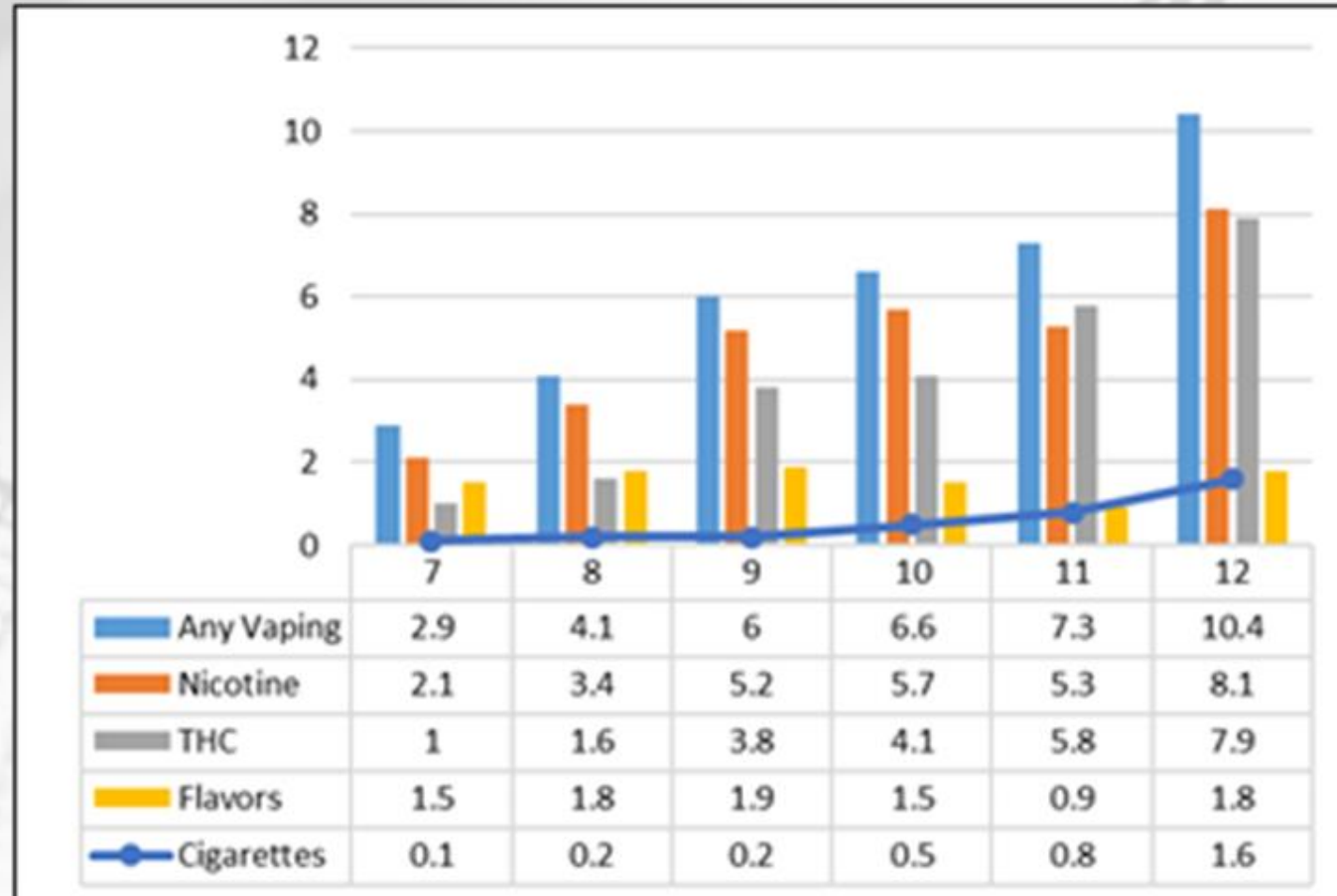
- Substance Use
- Overall Mental Health Problems
- Suicide Ideation & Attempts
- ACEs (for abuse and neglect)

# Any Vaping Past 30-Days

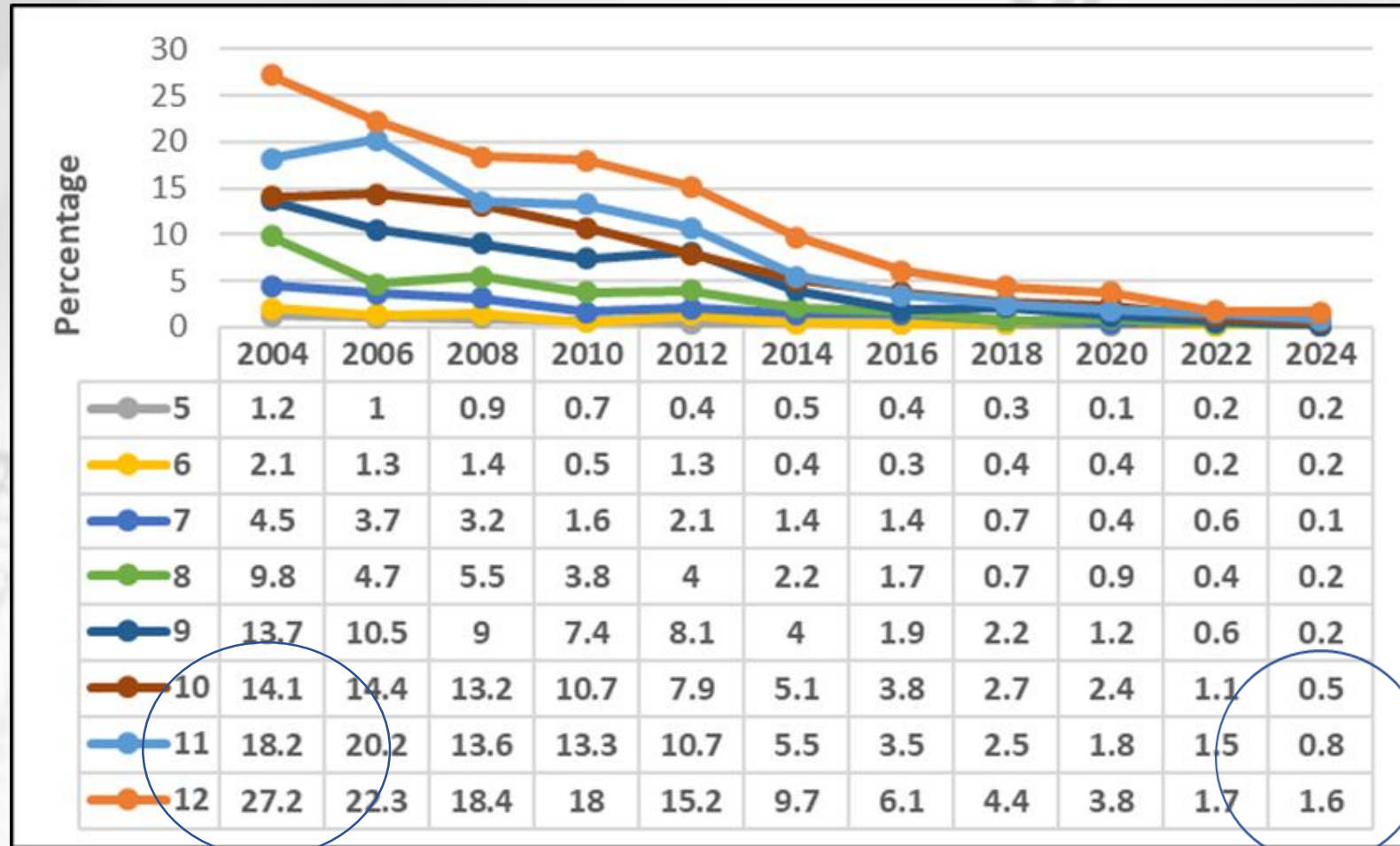




# Vaping Past 30-Days – Vape Device Content



# Cigarette Use - Past 30-Days

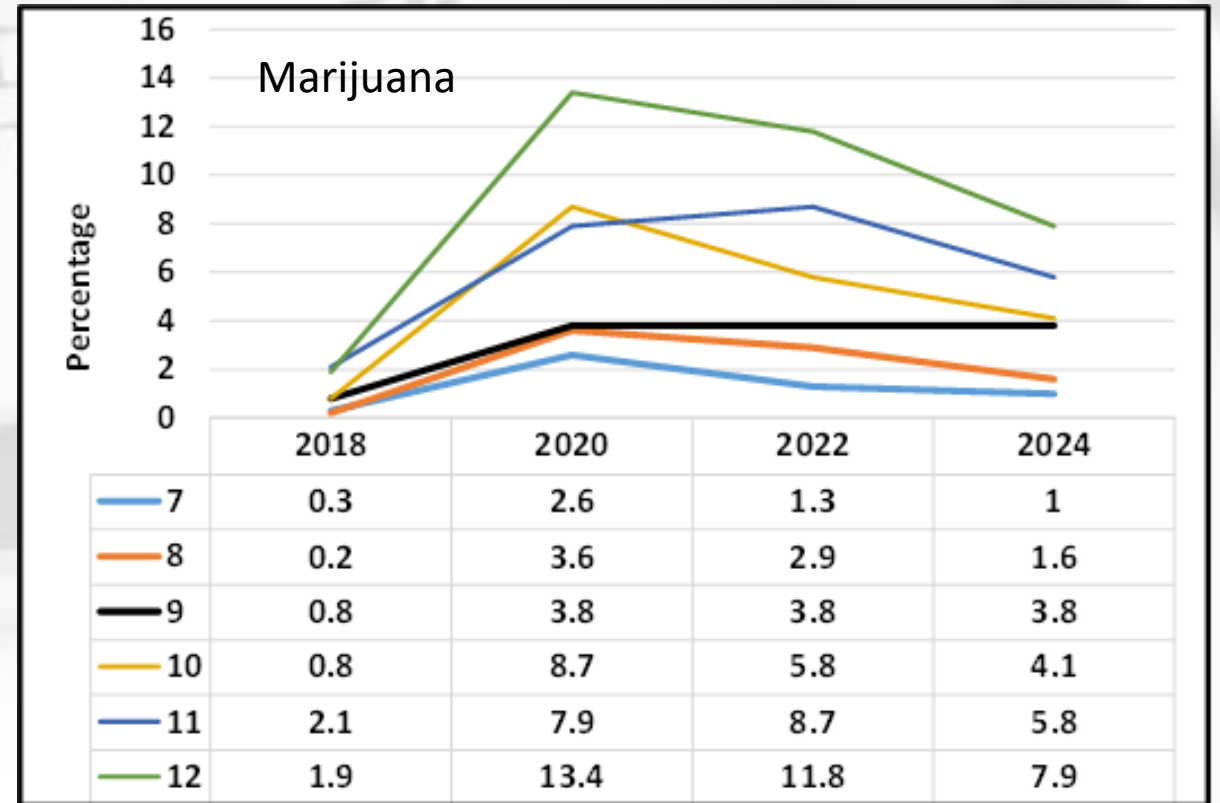
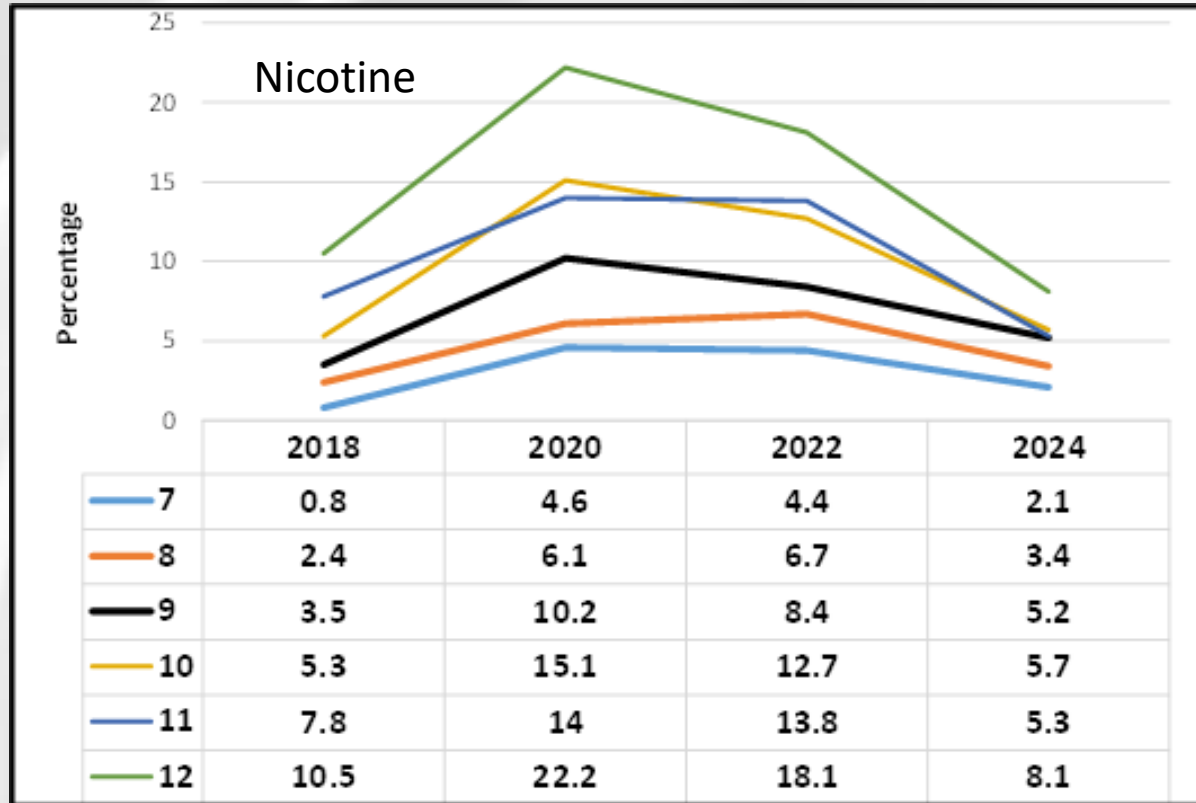


36 - Number who smoke cigarettes.

24/36 - less than a cigarette per day



# Vaping: Nicotine & Marijuana



# About the Declining ATOD Prevalence Rates



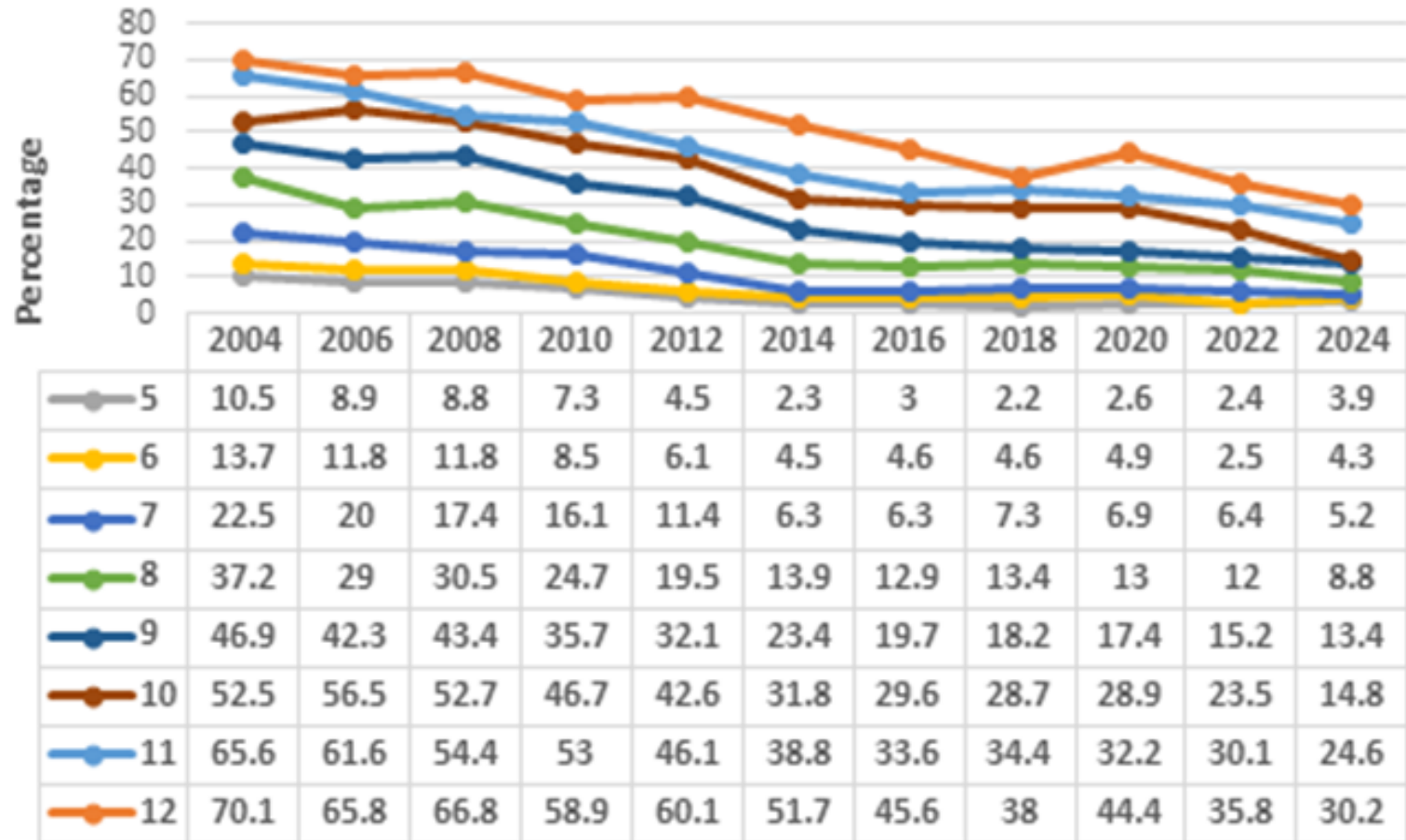
1. Fewer students initiated during pandemic
2. Changing attitudes: increasing peer and parental disapproval
3. Reduced Access
4. Greater fear of harm from accidental death
5. New school policies and procedures
6. Aggressive Prevention Education and Intervention services
7. Community involvement and awareness

# Vaping: Reasons for Vaping Nicotine, 2024



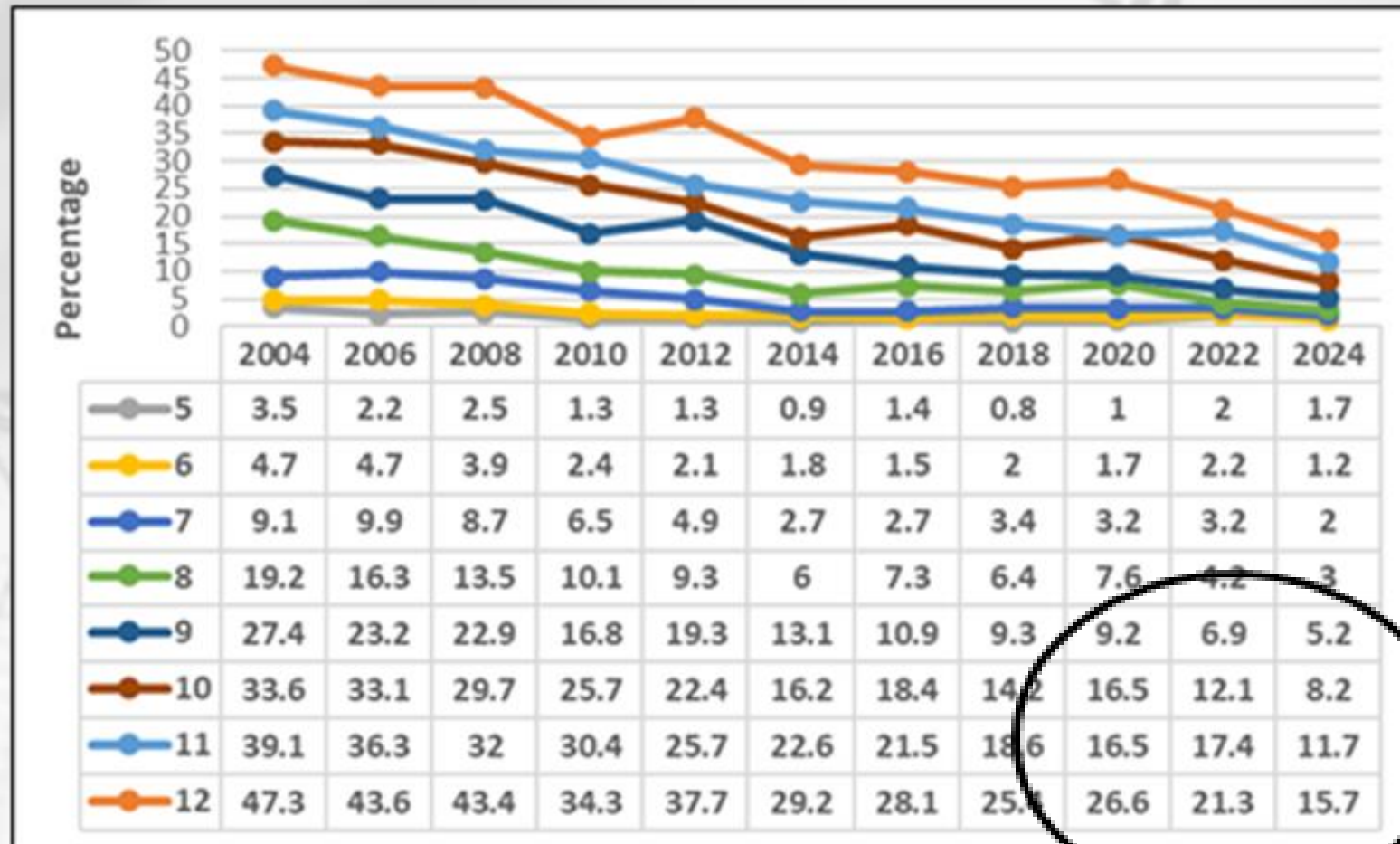
Reasons to Vape Nicotine:	2022	2024
Help quit cigarettes	2.9	2.8
Move convenient than cigarettes	11.2	9.7
Experiment	28.8	24
Relax or relieve tension	52.9	50.3
Get the buzz	45.7	46.9
Looks cool	6.8	12.2
Good time with friends	20.5	20.9
Boredom	21.6	31.6
I am hooked	13.5	18.1
Weight control	10.8	10.8

# Alcohol Last Year

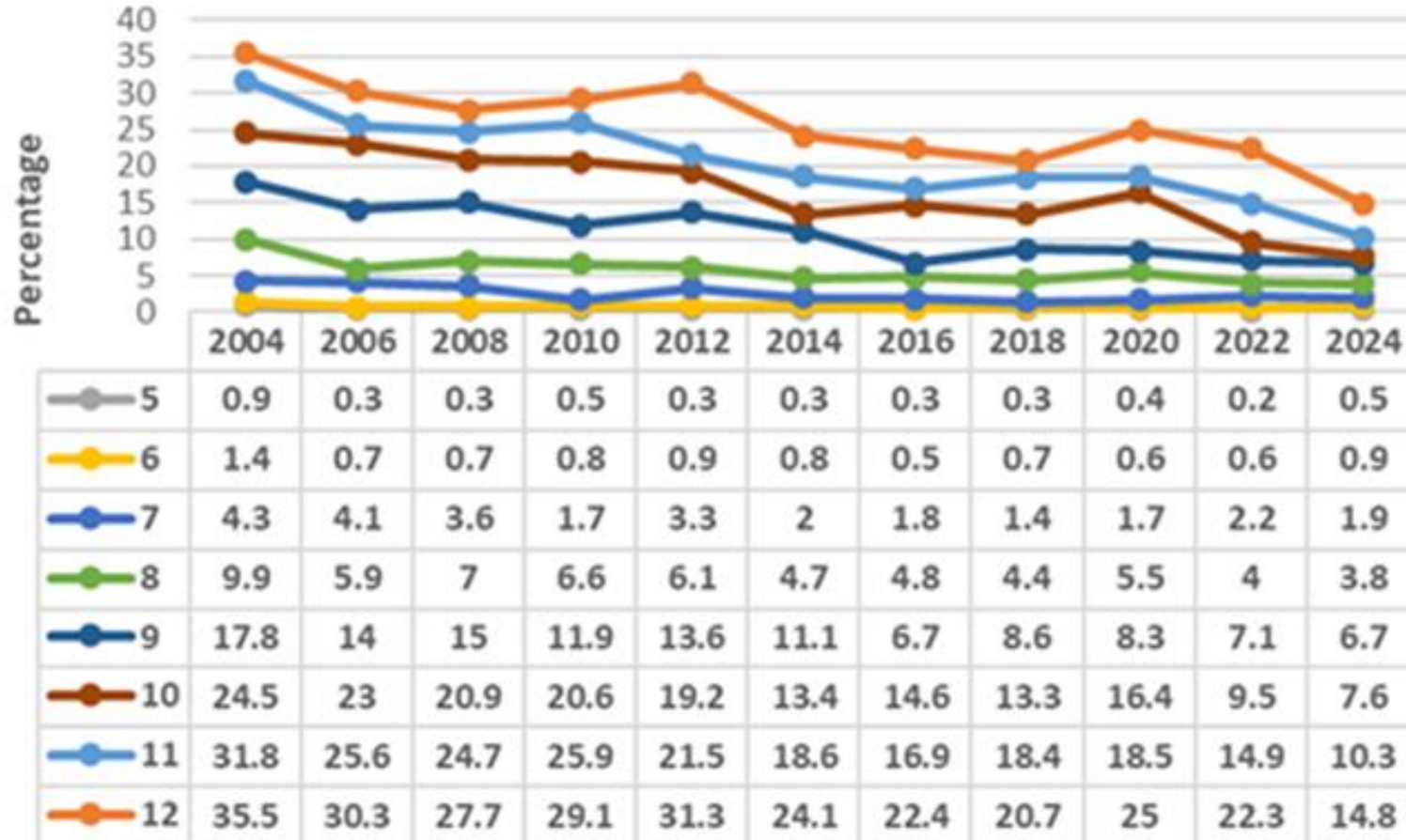


Annual alcohol use among 12<sup>th</sup> graders decreased from 70% to 30% since 2004

# Drinking Last Month



# Marijuana Use Last Year



Annual marijuana use among 12<sup>th</sup> graders decreased from 36% to 15% since 2004

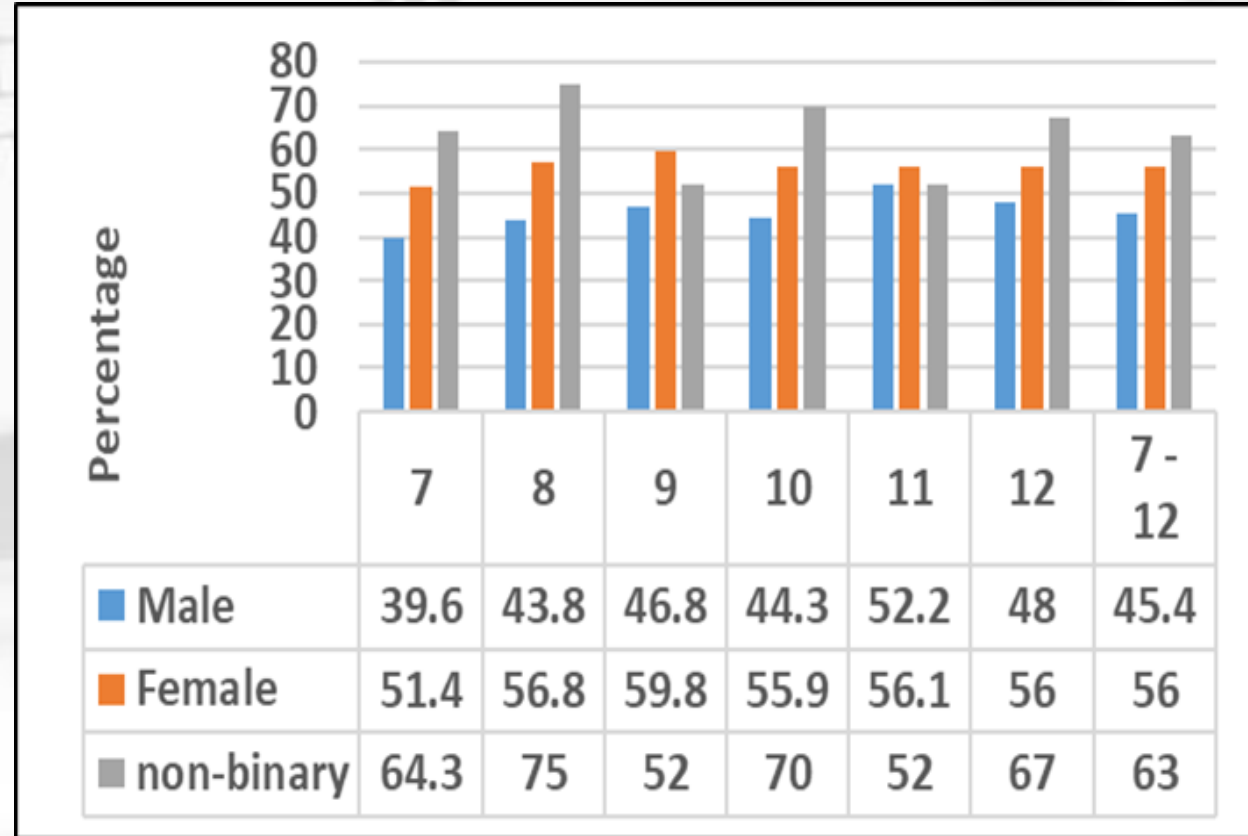
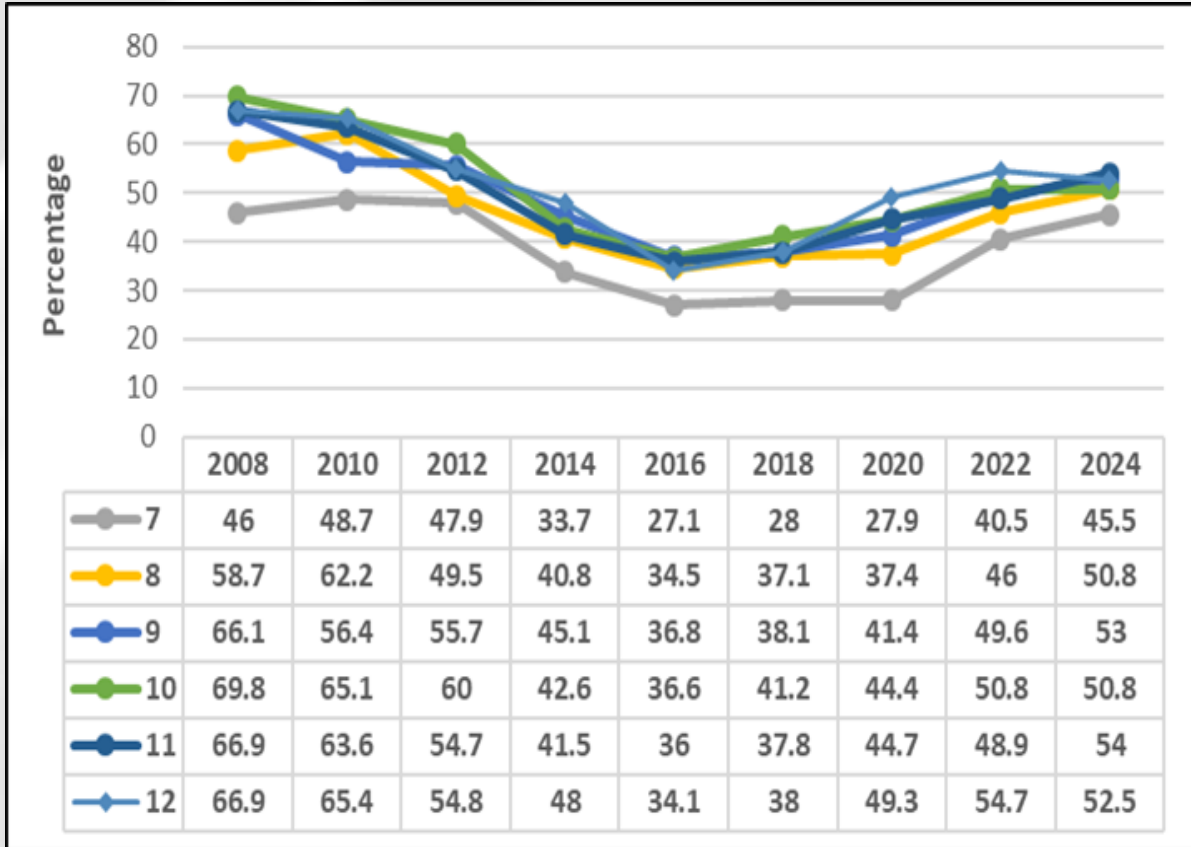


# 30-Day Marijuana Use by Technique

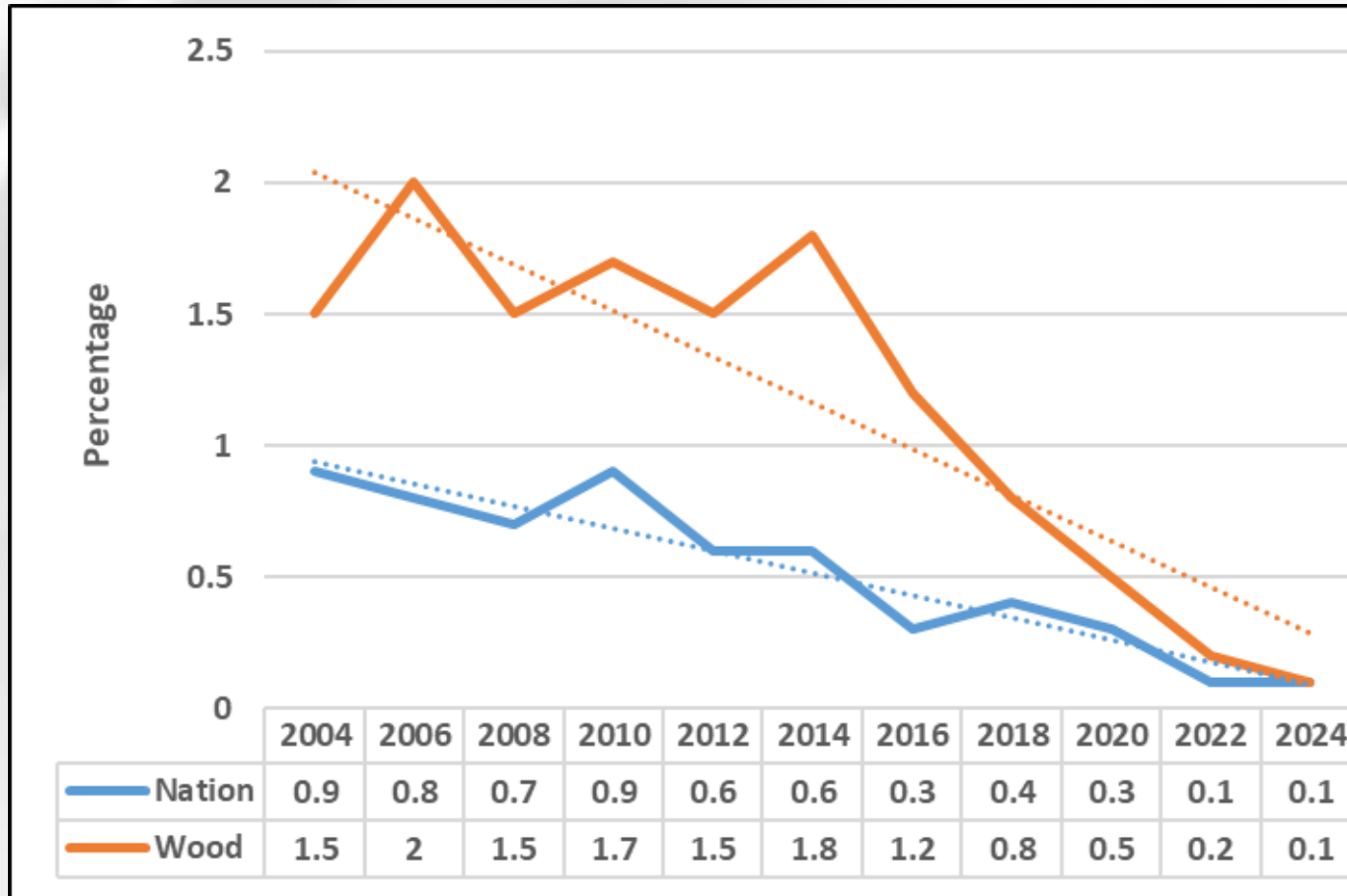


Monthly Marijuana Use 2024				Marijuana Edibles				
	Any Use 24	Vaping 24	Edibles24		2018	2020	2022	2024
7	1.5	1	2.7	7	0.8	1.4	2.7	2.7
8	1.8	1.6	4.6	8	2.3	2	4.9	4.6
9	3.4	3.8	6.3	9	3.2	3	5.7	6.3
10	4.8	4.1	6.5	10	4.2	5.2	7.8	6.5
11	6.6	5.8	7.9	11	7.4	3.7	12.5	7.9
12	10.5	7.9	11.1	12	7.7	7.7	16.9	11.1

# Caffeinated Energy Drinks



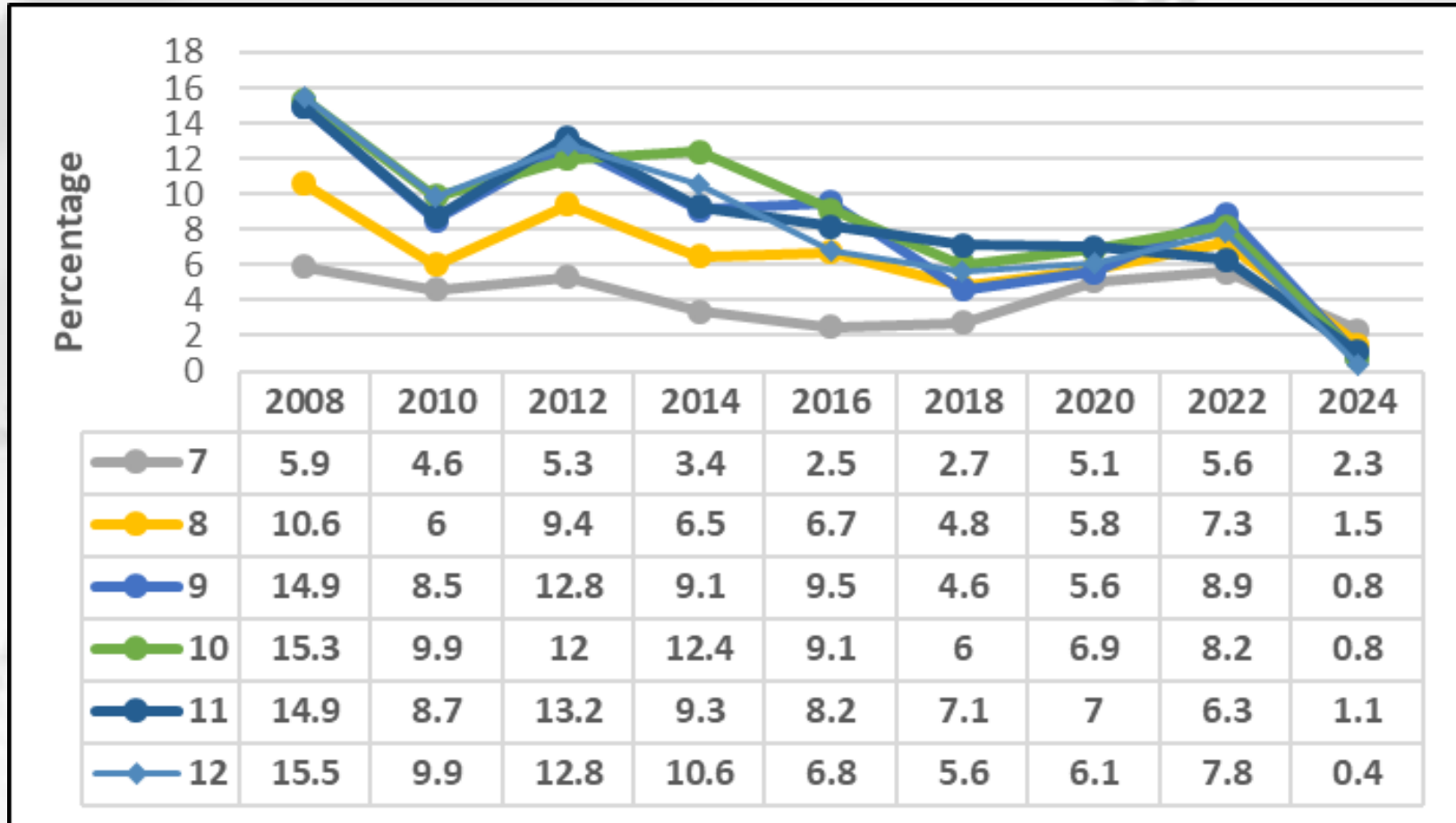
# Heroin



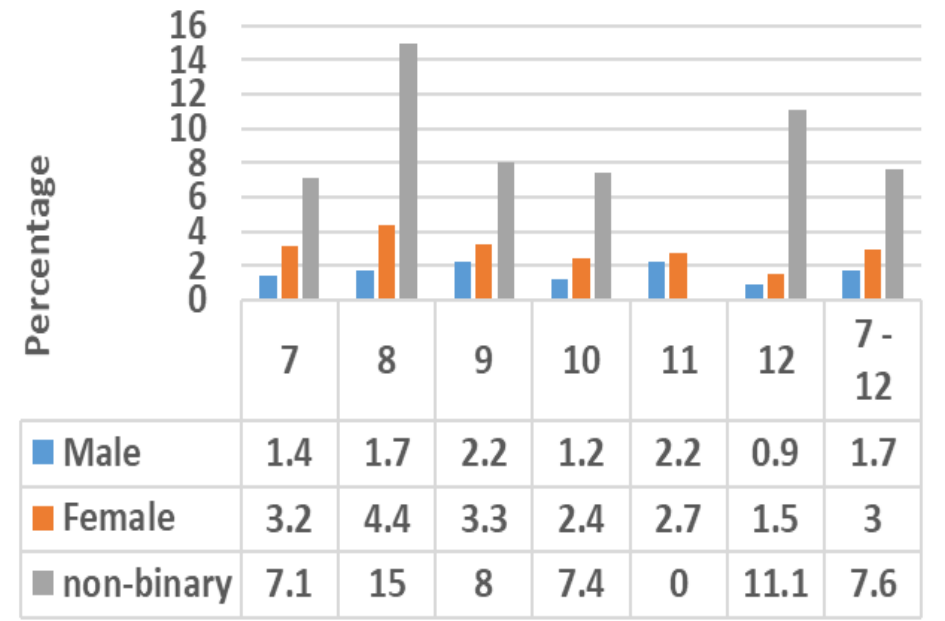
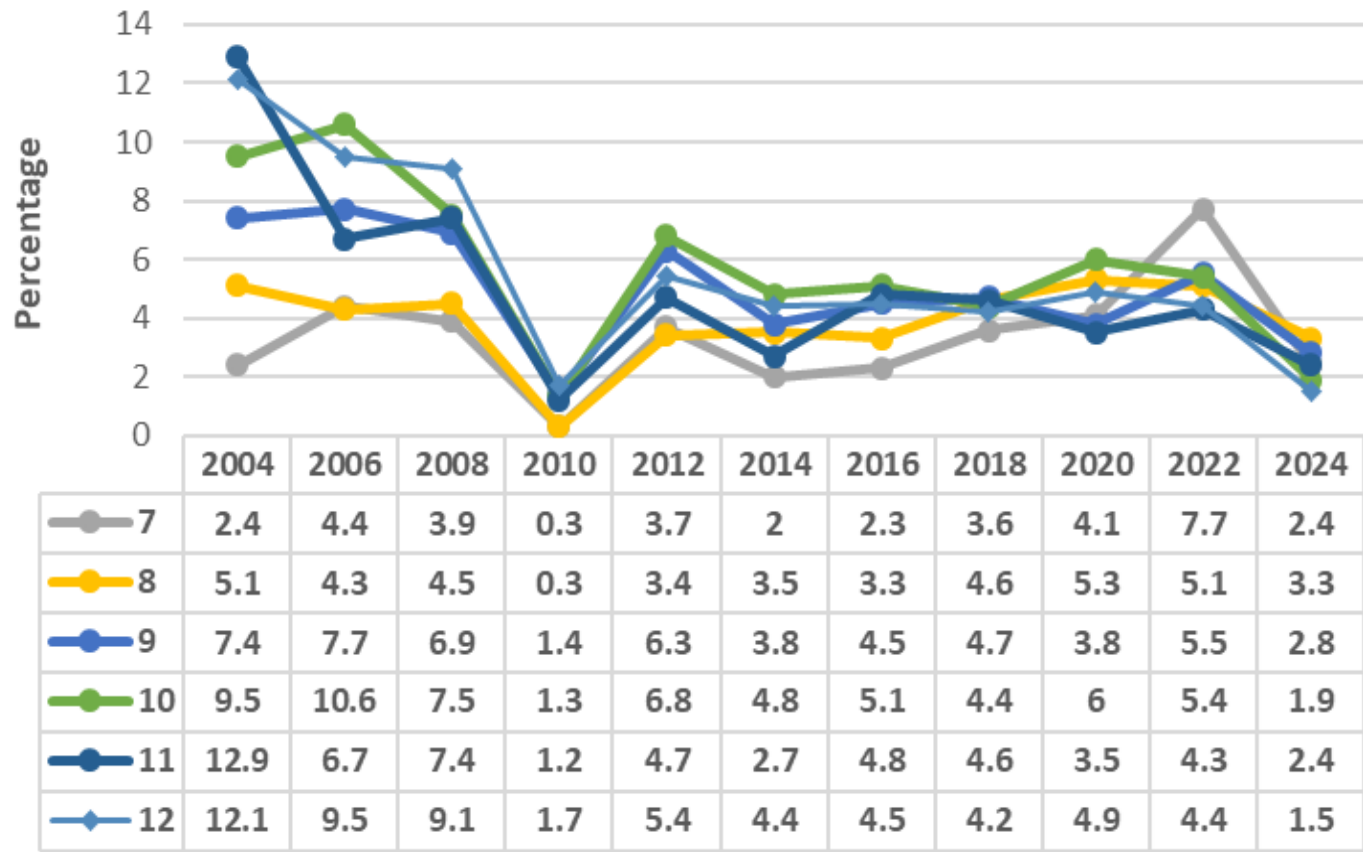
7

Number of Wood County Youth who reportedly tried heroin

# Painkillers (30-day)



# Benzodiazepine (sleep/anxiety meds)



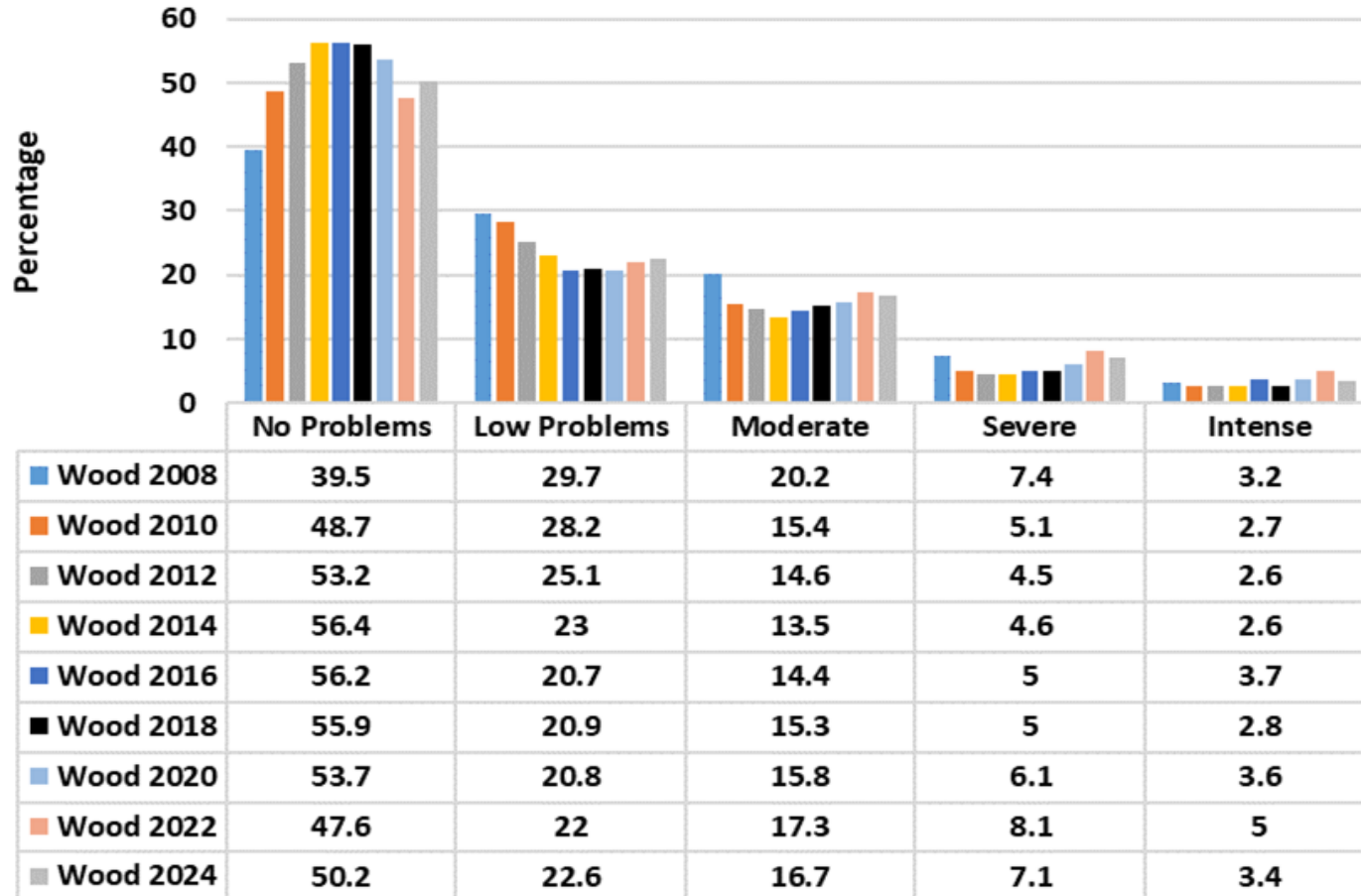
# Celebrating 20 Years of Prevention Education



Substance/12 <sup>th</sup> Grade	2004 Rate	2024 Rate	% Decrease
Alcohol	70.5	30.2	- 43
Marijuana	35.5	14.8	- 42
Cigarettes (30 day)	27.2	1.6	- 93
Cigs / Nicotine Vape	27.2	8.1	- 70
Painkillers	22.6	1.0	- 96
Cocaine	6.6	0.6	- 91
Barbiturates	12.1	1.5	- 88
Methylphenidate	10.4	0.7	- 93
Ecstasy/MDMA	3.5	0.2	- 94
Inhalants	3.8	0.3	- 92
LSD	5.6	0.9	- 84

But NIDA & NIH notes reported a dramatic rise in overdose deaths from 2019 to 2022. Taken together, these data suggest that while drug use is becoming less common among teens, it is becoming more dangerous.

# Youth Mental Health



## Severe & Intense:

**2018 = 7.8%**

**2020 = 9.7%**

**2022 = 13.1%**

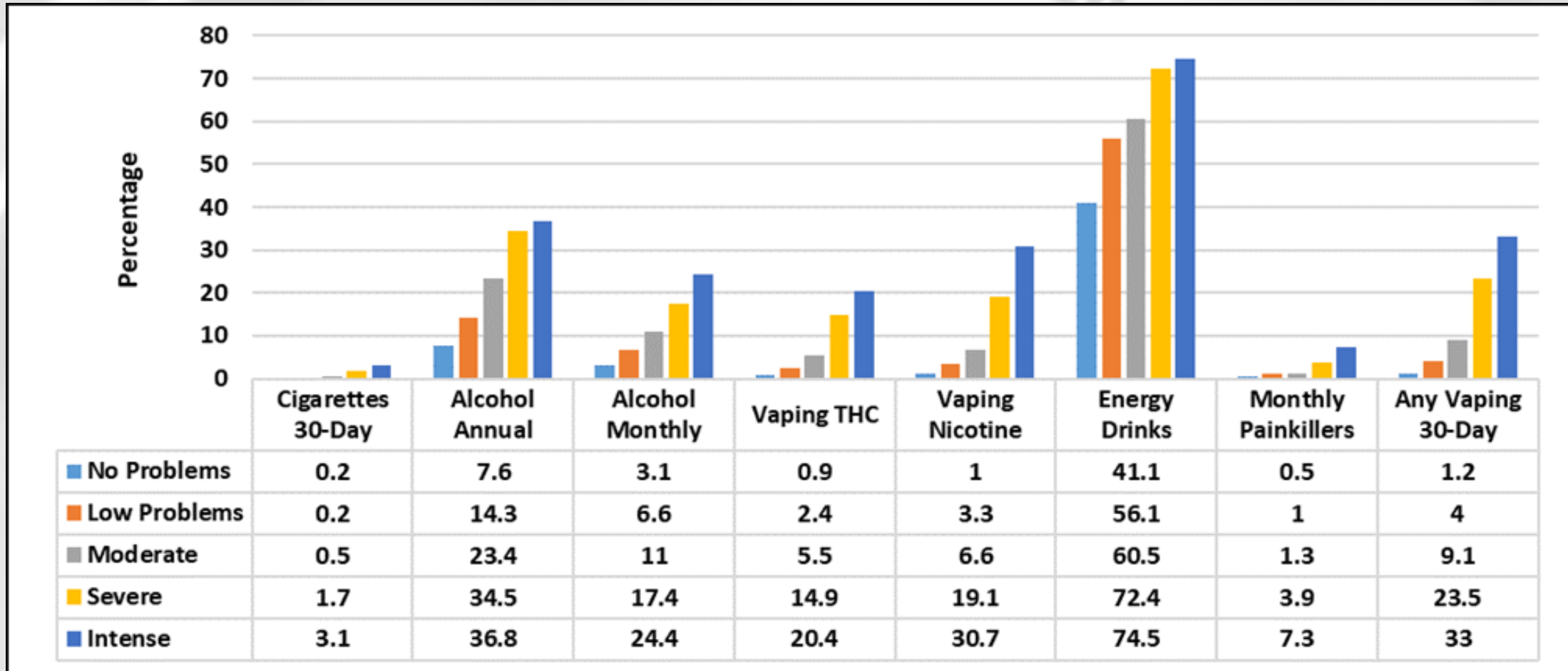
**2024 = 10.5%**

3 months before shutdown

3 months after re-opening (reflects shutdown)

2 years after in person school

# Mental Health and Substance Abuse



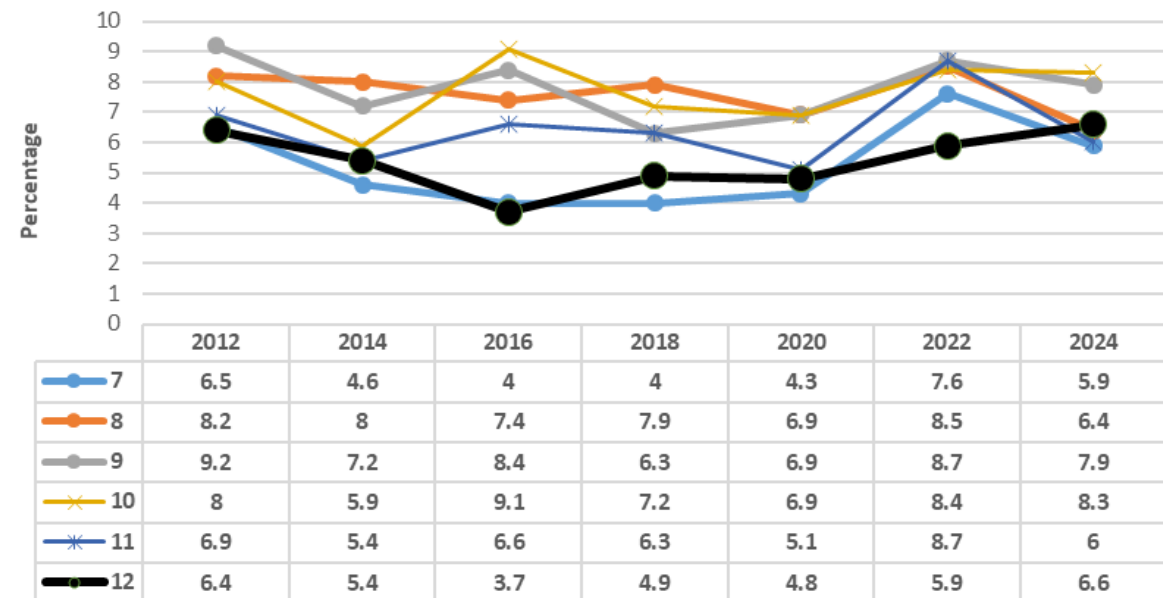
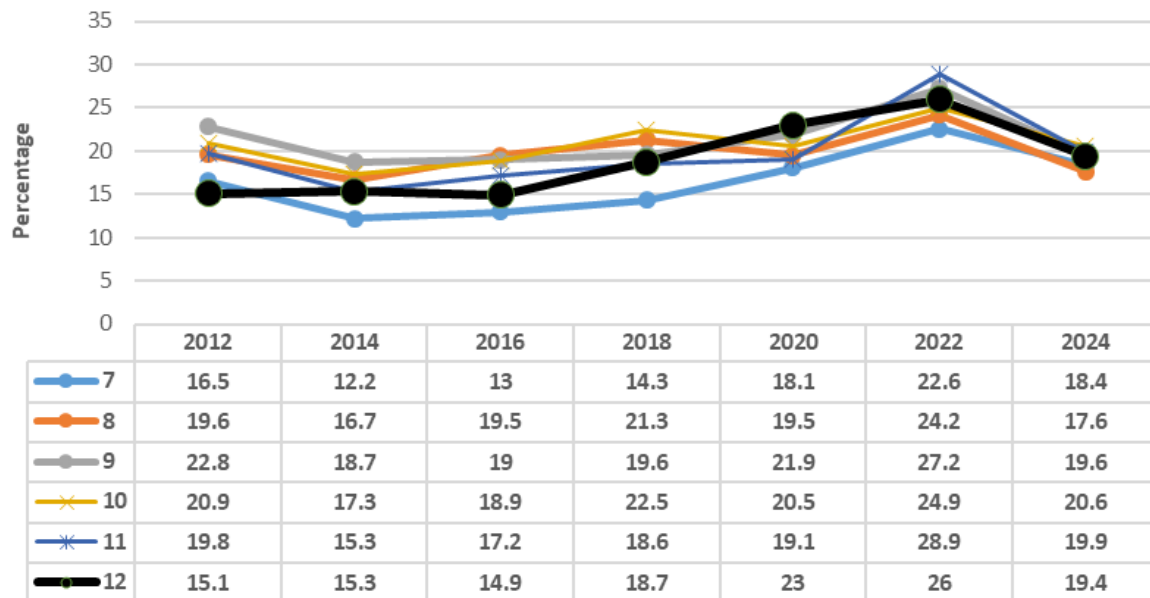


# Suicide: Ideation and Attempts



In 2024, All GRADES REPORTED A DECREASE IN SUICIDE IDEATION FROM THE HIGHER 2022 LEVELS

SUICIDE ATTEMPTS TRENDED DOWNWARD, EXCEPT FOR 12<sup>TH</sup> GRADE WHERE A SLIGHT INCREASE WAS REPORTED



CDC, November, 2023 : Declining, but still too high  
Rates declined from 2021 to 2022

Suicide rates for children aged 10 to 14 declined 18%  
Suicide rates for children aged 15 to 24 declined 9%

# ACEs



## ABUSE



Physical



Emotional



Sexual

## NEGLECT



Physical



Emotional

## HOUSEHOLD DYSFUNCTION



Mental Illness



Incarcerated Relative



Mother treated violently



Substance Abuse



Divorce

ACEs Questions	Wood County Grades 7-12 Combined			
	2018	2020	2022	2024
Parent/Household member experienced:	<b>2018</b>	<b>2020</b>	<b>2022</b>	<b>2024</b>
Mental Illness	19.6	22.1	26.6	26.4
Substance Abuse	15.7	15.8	17.7	18.2
Incarcerated Relative	17.1	18.2	19.1	18.3
Separation or Divorce	34.6	35.4	34.7	34.8
Parents/Adults treated violently	4.4	5	6.1	8.9
Physical abuse	5.5	6.2	6.6	5.2
Emotional abuse	19.1	20	22.8	19.3
Sexual abuse	4.4	4.5	6.1	4.4
Physical neglect	4.7	5	5.9	4.2
Emotional neglect	16.8	18.9	21.7	14.7

# ACEs



**As the number of ACEs increase, so does the percentage of at-risk behaviors.**

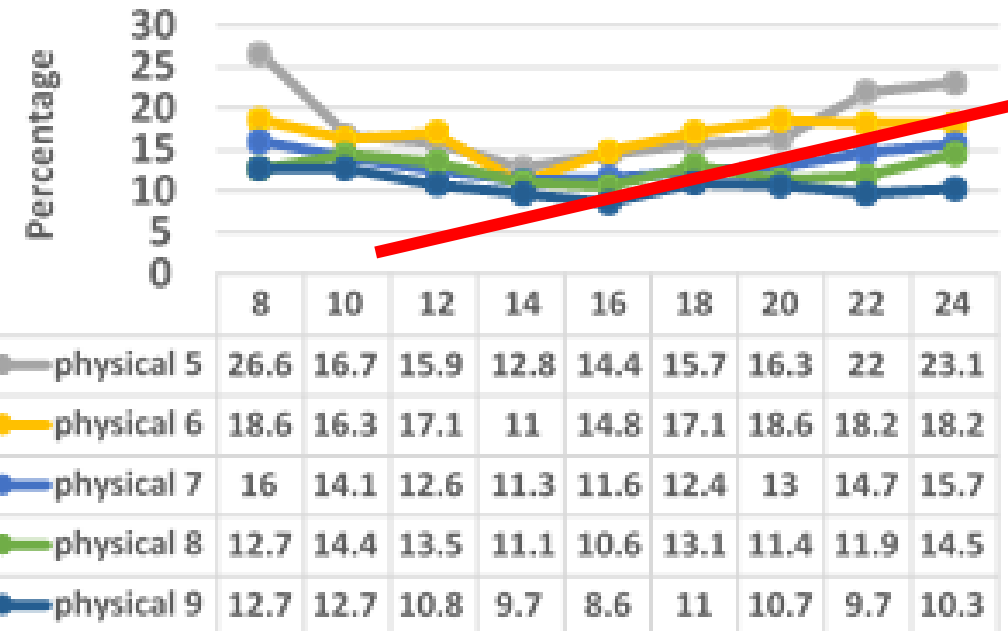
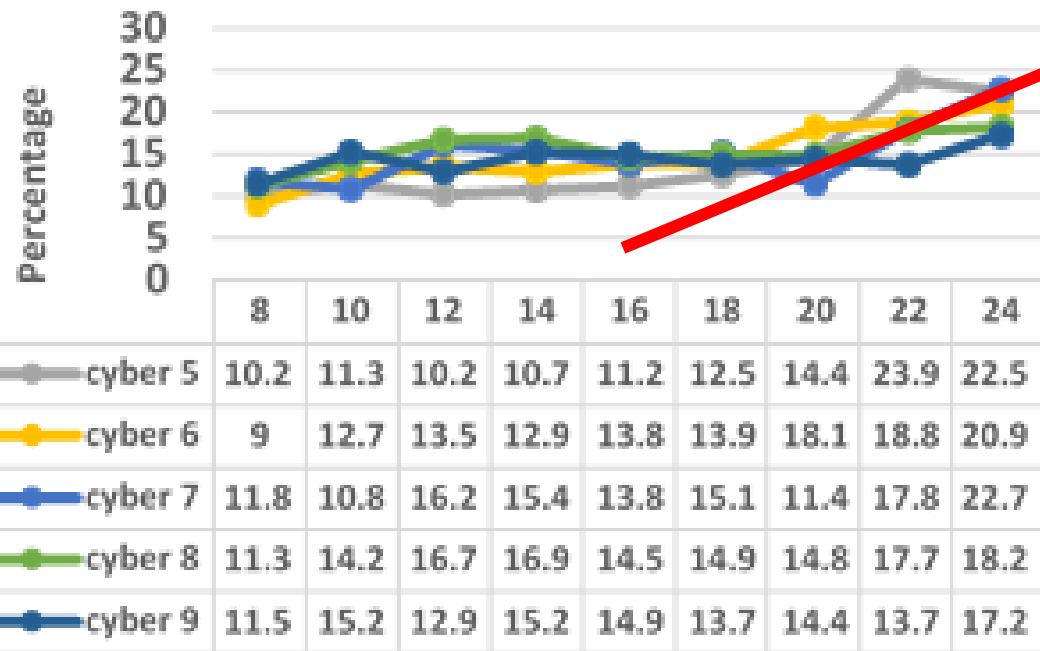
Number of Reported ACES	%	%
	Suicide Ideation	Suicide Attempts
0	5.9	2.3
1	14	3.7
2	26.3	7.2
3	28.8	11
4+	53.6	22.3

# About the Improved Mental Health

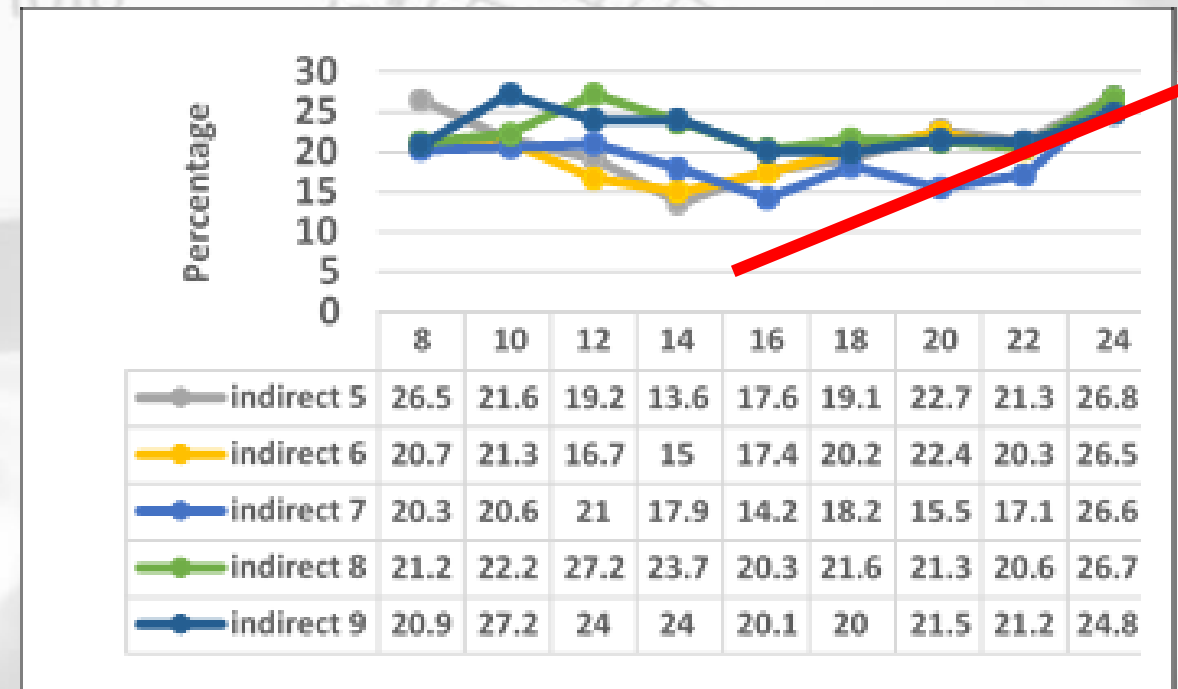
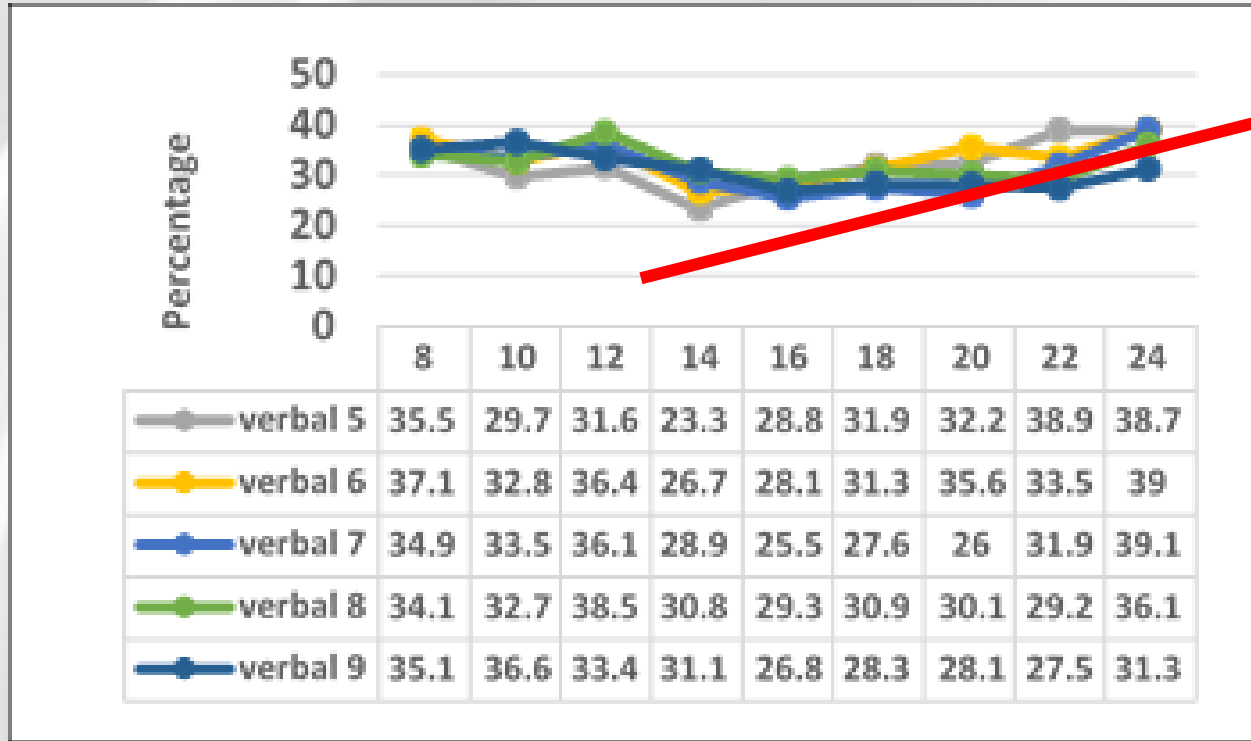


1. Local implementation of ODE's mandates for Positive Behavioral Intervention Services (PBIS) and Social Emotional Learning Programs
2. Stepped up prevention and intervention programming from counselors and prevention staff
3. Constant education and awareness (early and often)
4. Students finding structure in the return to extracurricular activities and social engagement.

# Bullying: 5<sup>th</sup> through 9<sup>th</sup> Graders



# Bullying: 5<sup>th</sup> through 9<sup>th</sup> Graders

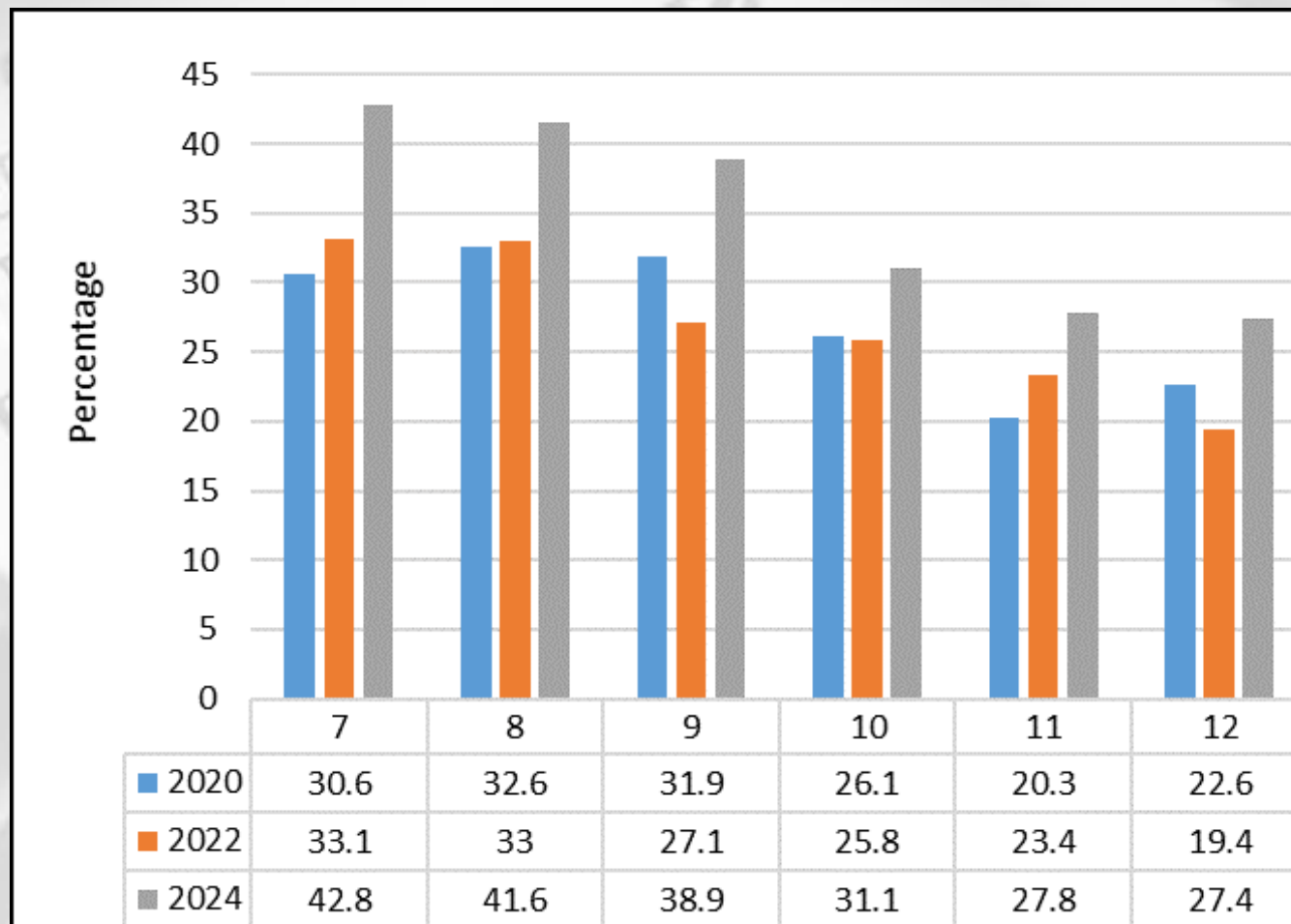


# Adolescent 'Gaming'



## 'Daily' Gaming Two or More Hours per Day

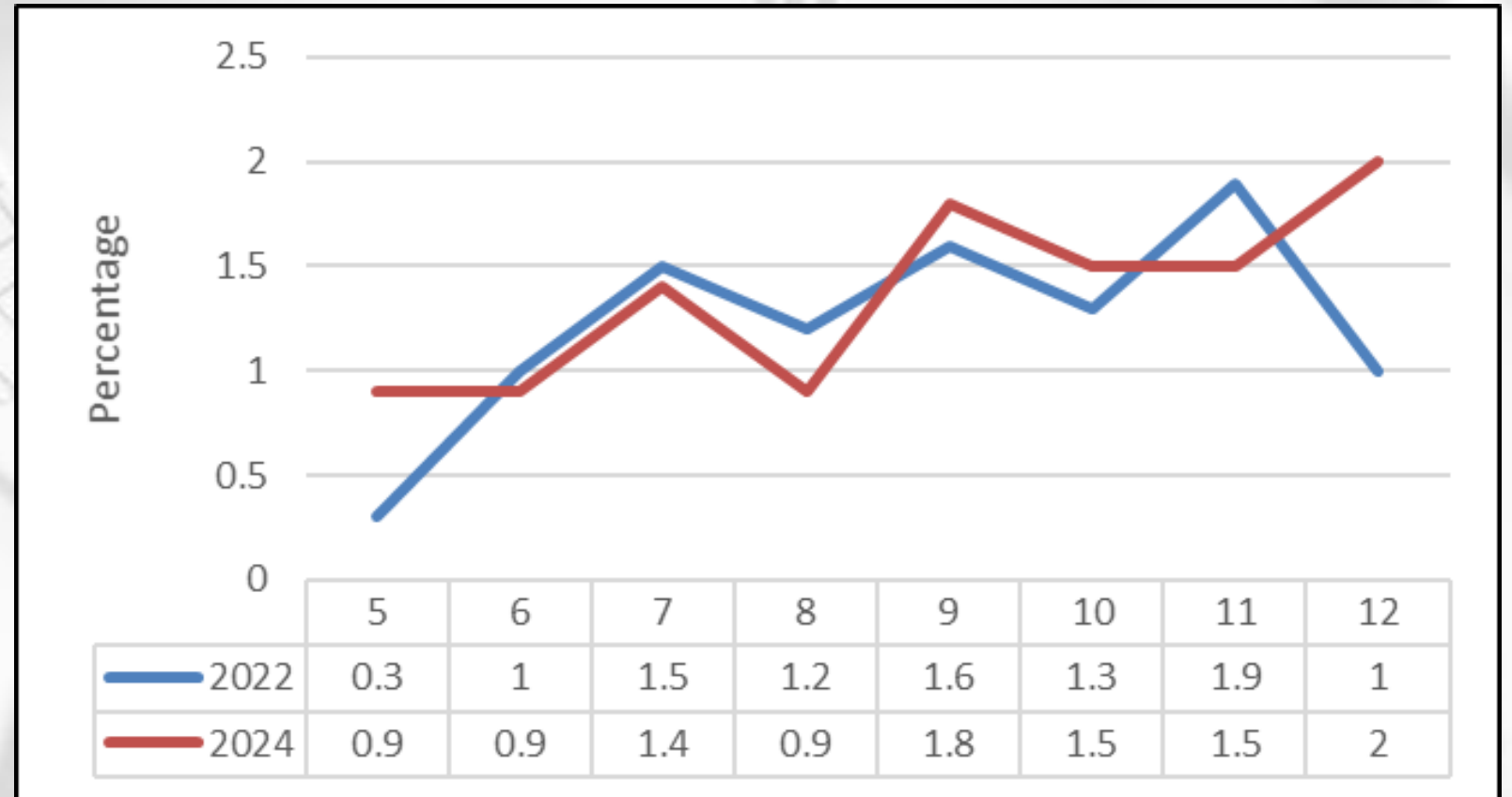
Gaming activity is any gaming-related activity that has been played either from a computer/lap-top or from a gaming console or any other kind of device (phone, tablet) on or offline



# Adolescent 'Gaming'

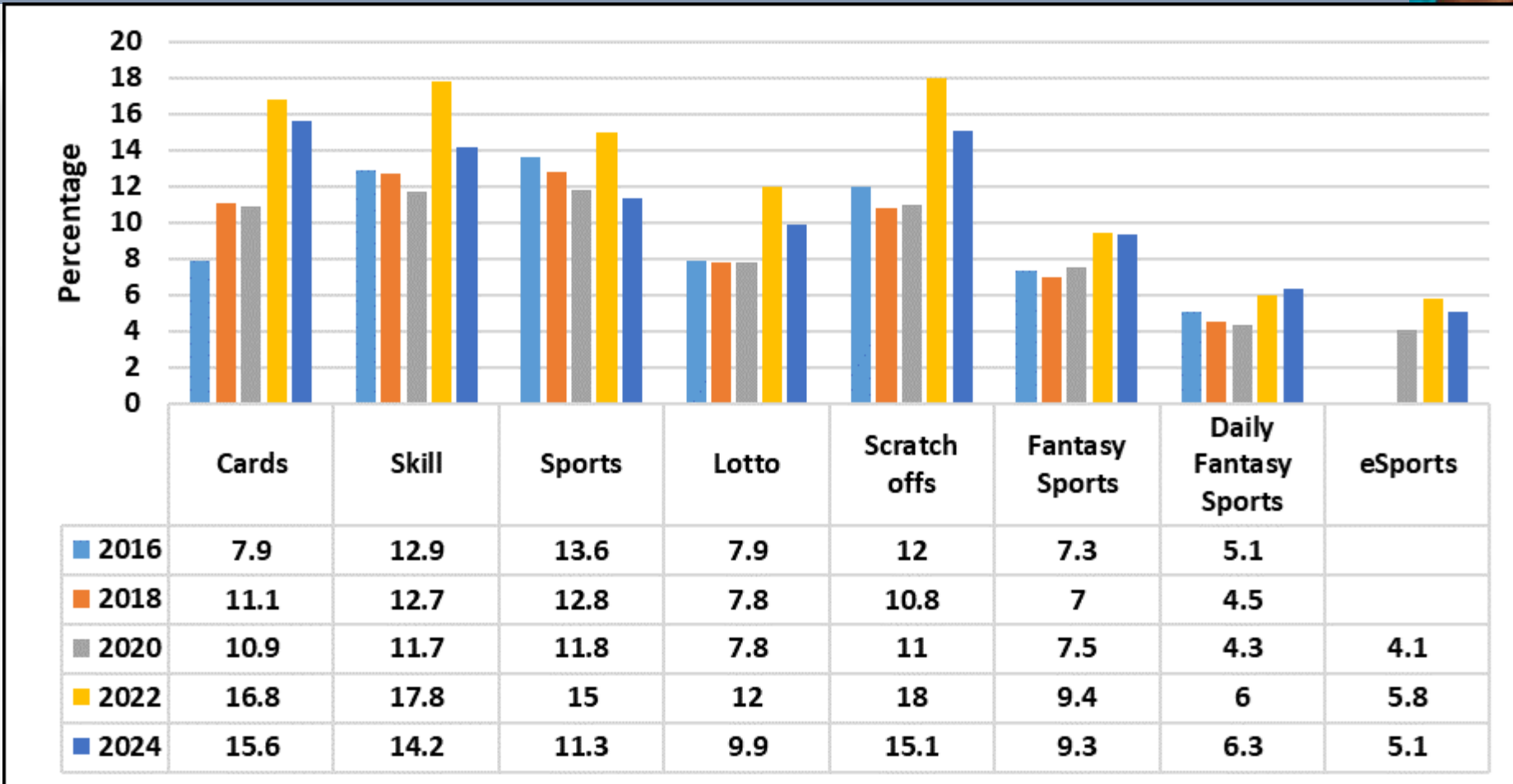


Teens took an Gaming Disorder Test (Pontes, 2019) – Problem gaming rates were low

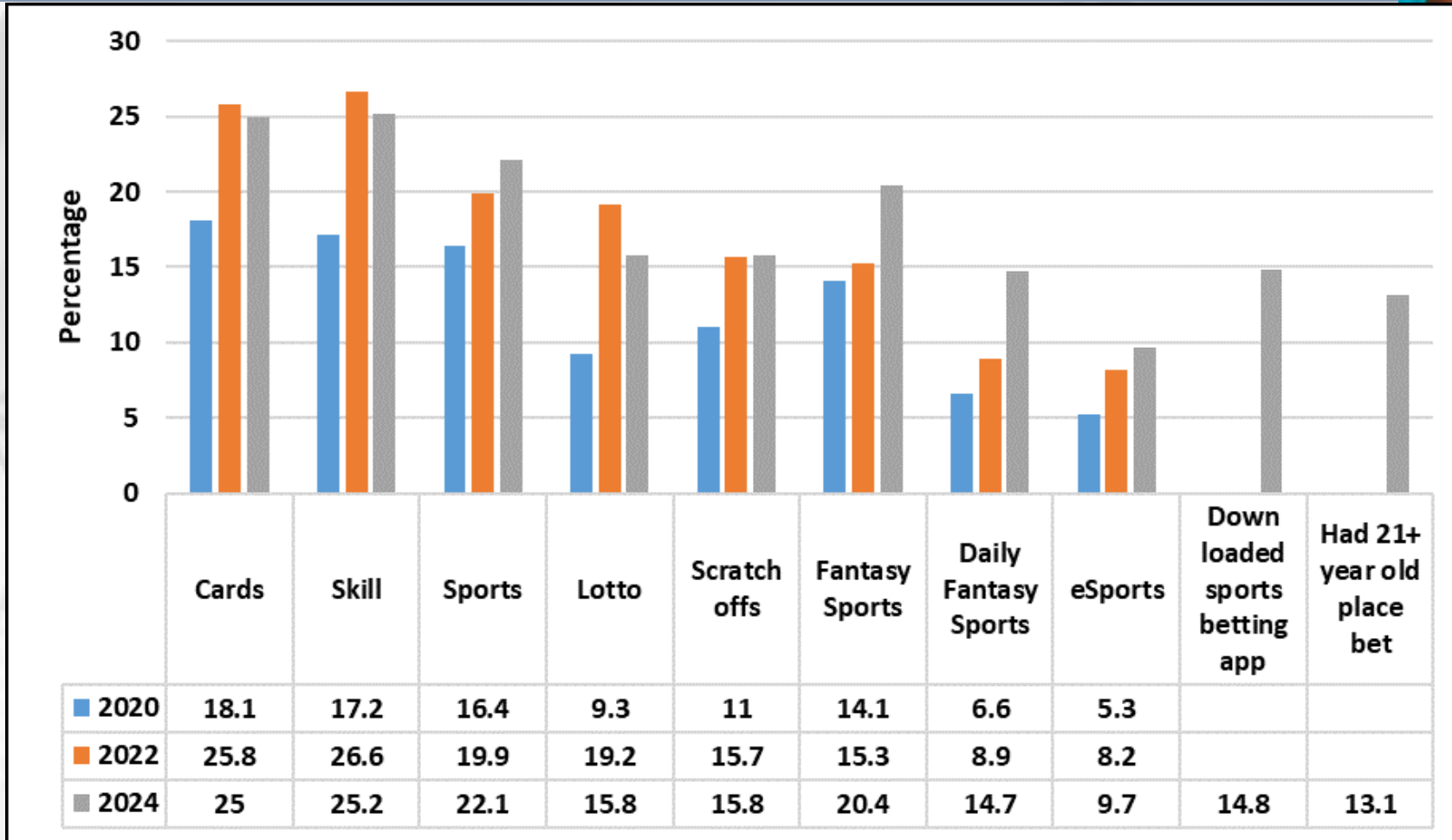




# Adolescent 'Gambling' 7<sup>th</sup>-12<sup>th</sup> grade combined



# Adolescent 'Gambling' - 11<sup>th</sup> & 12<sup>th</sup> grade males



# Adolescent 'Gambling' – Problem/Disordered



'Disordered' or problem gambling increased from 2.7% (2020) to 6.7% (2022), but decreased to 2.1% (2024).

Highest rates were reported among 11<sup>th</sup> and 12<sup>th</sup> grade males

# Adolescent ‘Gambling’ within the Game



## Have you ever spent money on Mystery boxes in a game?

Currency: ‘How often have you done the following gaming activities:

*“spent money to get a mystery box in a game”*  
*“spent money on coins (apex or jewels, etc.)”*

Grades 7-12	buy loot boxes (2022)/mystery box (2024)				
	Daily	Weekly	Monthly	Few x Year	Never
2022	2.3	1.5	4.1	10.4	81.6
2024	5.4	2.5	7.3	23.2	61.6
Use Currency 24	6.5	3.4	11.4	38.1	40.6

Grade in School	Percentage Buying Mystery Boxes		Use Currency
	2022	2024	2024
7	19	39.8	65.2
8	17	41.2	64.8
9	19	40	63.7
10	19	35.9	55.5
11	19	35.3	50.6
12	17	36.7	47.1

# Adolescent 'Game-bling'



## Risky Loot Box Inventory (RLI) Indicators?

*Play games longer than I intended to, so I can earn mystery boxes*













*Bought more mystery boxes after failing to get valuable items*

*The thrill of opening mystery boxes has encouraged me to buy more*

Grade in School	Scored Positive on RLI among males	
	2022	2024
7	2.2	6.7
8	3.1	6.6
9	2.7	7.1
10	5.1	6.6
11	4.4	7.8
12	3.2	6.4



# ATOD Prevalence 2022-2024 Grades 7-12 combined

51%	Caffeinated Energy Drinks	
14.8%	Alcohol	
6.9%	Vaping (30-day)	
6.9%	Marijuana	
2.8%	Cough Medicine	
2.5%	Benzos	
1.2%	Painkillers (30-day)	
<1%	Methylphenidate	
<1%	Inhalants	
<1%	LSD	
<1%	Cigarettes	
<1%	All Other Drugs	



Mr. B. Cool says that **94%** of youth in grades 5-12 have been drug-free in the past 30 days. THAT is COOL!

WOOD COUNTY EDUCATIONAL SERVICE CENTER

WOOD COUNTY PROMOTING COMMUNITY WELLBEING

Wood County ADAMHS Promoting Community Wellbeing

Alcohol, Drug Addiction and Mental Health Services Board  
Bowling Green, Wood County, OH