PRIORITIES	ACTIONS	BENEFITS	Individuals and families	Communities schools & workplaces	Health services	Industry	Cwith, States & Local Government
	Tobacco use becomes a 'classifiable element' in movies and video games	Rims where smoking is portrayed in a seductive manner reclassified to M or MA ratings. Young Opeople have less frequently exposed to images of role models smoking in films and video games	1				
	Improve consumer information through larger warnings, prohibition of misleading labelling, brand names and product characteristics; establish a national system to more regularly warn smokers	Public develop a greater appreciation of the range and consequences caused by smoking. Smokers are better informed about the contents of tobacco products and their effects	•				•
		Clear information about hazards of smoking, supports parents discourage heir children from taking up smoking	•				•
	Legislate to ensure full reporting and governmental controls over all tobacco product constituents, additives, emissions, and other aspects of manufacture and design	Information collected would contribute to better understanding of health effects and assist in developing and implementing appropriate policies on tobacco products. A regulatory body could serve this purpose	•				
Increase the frequency, reach and intensity of public education campaigns	Develop and fund effective media advertising and public education campaigns at levels of reach needed to reduce smoking	Extensive evidence on the impact of such campaigns when adequately funded, hard-hitting and sustained	•				
		Communities reinforce campaign messages through funded innovative local activities	•				
		Smokers better appreciate the impact on their lives and others around them of the diseases caused by smoking	•	•			
		Parents' efforts to discourage children from smoking are reinforced and children from backgrounds where smoking is common are discouraged from taking up smoking	•	•			