

# Retail Access/Availability

Local Conditions	Indicators	Data Sources*
Liquor license per capita/retail outlet density	Retail liquor licenses per capita	MN DPS Alcohol & Gambling Enforcement Division Liquor License Database: <a href="http://lapp.dps.state.mn.us/age/?118">http://lapp.dps.state.mn.us/age/?118</a>
	Restaurant liquor licenses per capita	MN DPS Alcohol & Gambling Enforcement Division Liquor License Database: <a href="http://lapp.dps.state.mn.us/age/?118">http://lapp.dps.state.mn.us/age/?118</a>
	Resort licenses	MN DPS Alcohol & Gambling Enforcement Division Liquor License Database: <a href="http://lapp.dps.state.mn.us/age/?118">http://lapp.dps.state.mn.us/age/?118</a>
Compliance with laws/regulations	9th and 12th graders reporting they bought alcohol (at gas stations or convenience stores, at bars or restaurants, at stores, or on the internet), if they used alcohol in the last 30 days	Minnesota Student Survey: <a href="http://sumn.org/data/topic/show.aspx?loct=3&amp;loc=88&amp;ind=115">http://sumn.org/data/topic/show.aspx?loct=3&amp;loc=88&amp;ind=115</a>
	Number of citations to minors	Local law enforcement archival data County or city attorney adjudication archival data
	Sales to minors—arrests or citations	Local law enforcement archival data County or city attorney adjudication archival data
	Compliance check failure rate	Minnesota Department of Public Safety
	Sales to intoxicated patrons	Focus groups
	Clerks selling to underage friends	Focus groups
ID issues	9th and 12th graders reporting use of a fake ID, if they bought alcohol in the last 30 days	Minnesota Student Survey: <a href="http://sumn.org/data/topic/show.aspx?loc=88&amp;ind=193">http://sumn.org/data/topic/show.aspx?loc=88&amp;ind=193</a>
	Retailers failing to check IDs	MN Young Adult Alcohol Survey
Product characteristics	Keg registration	Local law enforcement or local liquor retailers
	Availability of forty-ounce containers	Community scan/observation
	Availability of single sales	Community scan/observation
Product placement	Ease of shoplifting	Community scan/observation
	Alcohol placement in stores	Community scan/observation
	Segregated sales	Community scan/observation
	Alco-pops and energy drinks	Community scan/observation
Extent of retail outlet training/lack of education	Percent of outlets receiving Responsible Beverage Server Training	Local managers, servers and sellers; Minnesota Department of Health beverage server training: <a href="http://www.health.state.mn.us/divs/hpcd/chp/cdrr/alcohol/responsible-service.html">www.health.state.mn.us/divs/hpcd/chp/cdrr/alcohol/responsible-service.html</a>
	Number of trainings, and number of people trained	Local managers, servers and sellers
	Awareness of state and local laws	Local managers, servers and sellers
Mobility	People commuting between towns for alcohol or parties	Community scan/observation; focus groups; key informant interviews
Third party purchase	9th and 12th graders reporting they got someone else to buy for them, if they used alcohol in the last 30 days	Minnesota Student Survey: <a href="http://www.health.state.mn.us/divs/chs/mss/countytables/index.cfm">www.health.state.mn.us/divs/chs/mss/countytables/index.cfm</a>
	18- to 20-year-olds reporting they got someone else to buy for them, if they used alcohol in the last 30 days	MN Young Adult Alcohol Survey**

\*Focus groups and key informant interviews could be considered as a potential data sources for many of the indicators. For more information on these data collection methods visit [www.evaluated.org](http://www.evaluated.org).

\*\*Survey instrument currently under development by the Department of Human Services Alcohol and Drug Abuse Division; will be available in the SUMN Toolbox ([www.sumn.org](http://www.sumn.org)) by December 2011.

<p>Readily available data, existing data for most Minnesota communities  Data likely exists, but may require relationship building/agreements with local entities  Data collection required, but tools and/or processes for collection exist  Data collection required which may be difficult or time consuming</p>
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