



# Long Term Benefits of the Good Behavior Game

Selected Outcomes at Young Adulthood (age 19-21)	GBG classrooms	Standard Program classrooms	Risk Reduction
<b>Use of School-Based Services for Problems with Behavior, Emotions, or Drugs or Alcohol</b>			
➔ Males highly aggressive, disruptive in first grade	17%	33%	48%
<b>Lifetime Illicit Drug Abuse/Dependence Disorder</b>			
➔ All Males	19%	38%	50%
➔ Males highly aggressive, disruptive in first grade	29%	83%	65%
<b>Lifetime Alcohol Abuse/Dependence Disorder</b>			
➔ All males and females	13%	20%	35%
<b>Smoking 10 or more cigarettes a day regularly</b>			
➔ All males	7%	17%	59%
➔ Males highly aggressive, disruptive in first grade	0%	40%	100%
<b>Antisocial Personality Disorder (ASPD)</b>			
➔ All males and females	17%	25%	32%
➔ Males highly aggressive, disruptive in first grade	41%	86%	52%