

CREATING NEW PERSPECTIVES TO PROMOTE HEALTHY CHOICES

SIDNE® 7.0

Simulated Impaired Driving Experience

DRIVING COURSE OPTIONS:



ALCOHOL
IMPAIRED DRIVING



MARIJUANA
IMPAIRED DRIVING



DROWSY & DISTRACTED
DRIVING



SIDNE® (Simulated Impaired Driving Experience) delivers an actual driving experience that shows the dangers of impaired and distracted driving. Promote responsible driving by giving your participants an eye-opening experience that they will remember!

LEARN MORE - Page 24



Spring 2019
Innocorp, Ltd.

Simulation Goggles

Alcohol
Prevention Tools

Distracted Driving
Prevention Tools

Driving
Simulations

Banners and
Posters

Educational DVDs

On-Site Training

Order Form



FATAL VISION®

Drowsy and Distracted Goggles



FATAL VISION® Drowsy and Distracted Goggles

Have you ever glanced down at your phone while driving, only to look back up and jerk the wheel because you were drifting off to the side of the road? Or, have you ever gotten behind the wheel of a car after a poor nights sleep and found it was hard to concentrate on the task at hand? Drowsy and distracted driving contributes to thousands of fatalities and serious injuries every year. Driving drowsy or distracted is driving impaired. The Fatal Vision® Drowsy and Distracted Goggles allow wearers to experience simulated impairment from drowsiness or distraction.

How they work

The Fatal Vision® Drowsy and Distracted Goggles are controlled and configured through Bluetooth using a mobile app on your phone.

You will choose one of three modes with the Drowsy and Distracted Goggles:

Mode A – Distracted Dial simulates what could happen if someone takes his eyes off the road “just long enough” to dial a phone. Every three seconds, the goggles black out for three seconds.

Mode B – Distracted Text simulates the distraction that occurs when someone reads or responds to a text. The goggles black out for 4.6 seconds to simulate the amount of time, on average, that a person's eyes and attention are on a device, rather than on the road.

Mode C – Drowsy simulates momentary micro-sleeps that build in waves until the eyes and brain shut down. The goggles black out beginning with a short half-second closure, and continue to black out for longer periods of time, progressing to a 10-second blackout.

Need an effective way to educate others about the risks of driving drowsy or distracted?



Mobile app used to control and configure simulation goggles.



Program Kit



Drowsy and Distracted – Program Kit

Includes: Fatal Vision® Drowsy and Distracted Goggles with hard carrying case, stop/go paddle, arrow paddle, flex flyer steering wheel, course tape, timer, backpack, and in-app educational materials that include: six instructional videos, activity and user guides.

\$950.00 FV DD PROGRAM KIT

Drowsy and Distracted – Event Kit

Includes everything in the Program Kit plus M.E.T.H.O.D.® Webcast Series, Distract-A-Match® and Fatal Reaction®

\$1,999.00 FV DD EVENT KIT

4
ACTIVITIES

7
ACTIVITIES

Drowsy and Distracted – Campaign Kit

Includes everything in the Event Kit plus DIES® Distracted Driving Mat with carrying strap.

\$2,585.00 FV DD CAMPAIGN KIT

8
ACTIVITIES

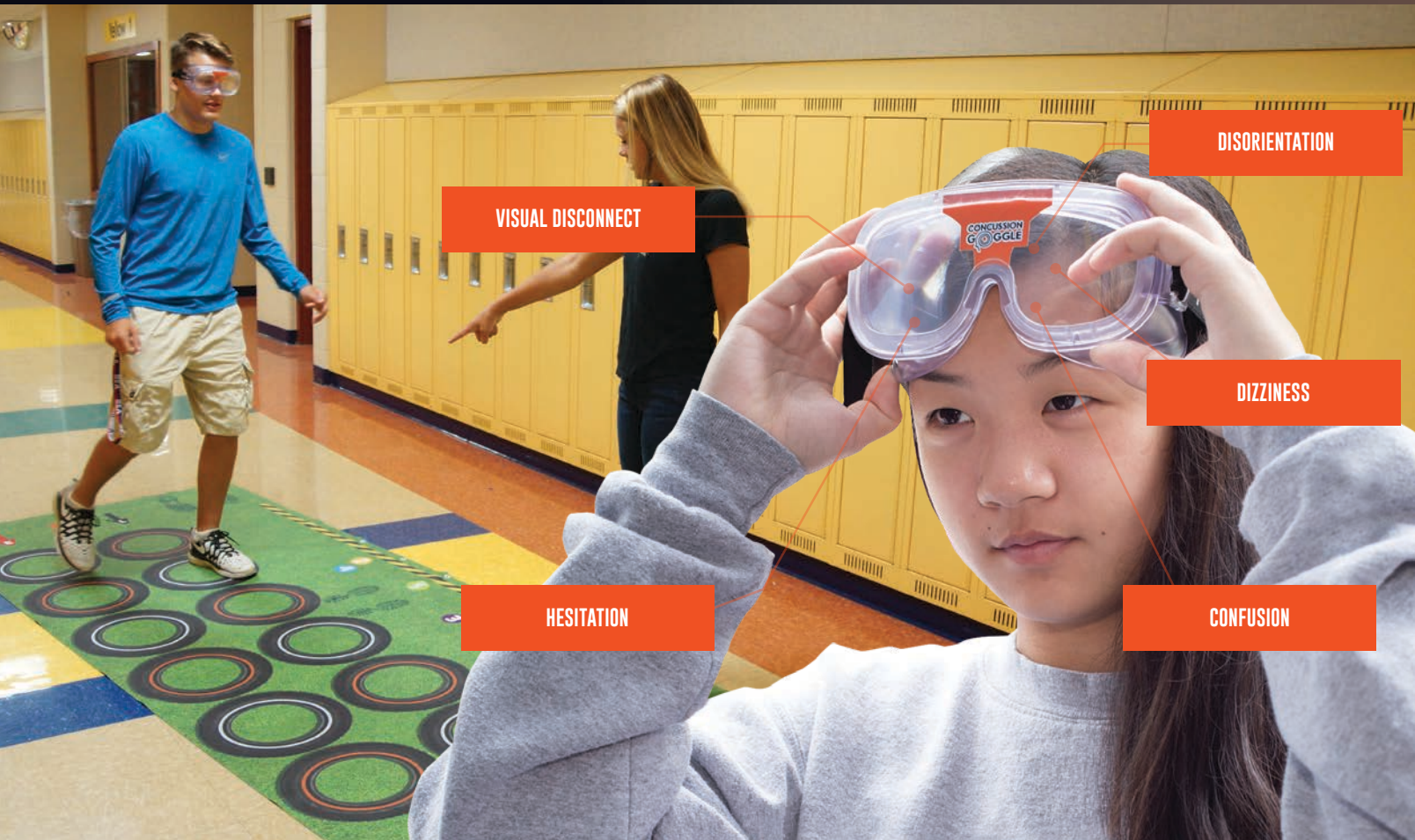
The **M.E.T.H.O.D.® (Mind Eyes Two Hands On Driving) Webcast Series** will help your students create their own customized peer-to-peer campaign to promote distraction-free driving. The three-part web-based training series serves as a step-by-step guide.

Add additional Fatal Vision® Drowsy and Distracted Goggles to your kit for \$825.00 each.



ADD ON-SITE TRAINING TO ANY KIT!
\$2,850.00 OSTRAIN (one-day on-site training – see page 30 for more information)

FATAL VISION® Concussion Simulation Goggles



FATAL VISION® Concussion Simulation Goggles

With the Fatal Vision® Concussion Simulation Goggles, participants experience the effects of a traumatic brain injury (TBI) caused by a bump, blow or jolt to the head or body. The program encourages participants to report a possible concussion, take measures to prevent a concussion and follow a doctor's prescribed recovery protocol should they sustain a concussion.

How they work

Each kit includes a series of activities designed to test hand-eye coordination, visual acuity, balance and cognitive ability. Participants perform the activities in their normal state first, then put on the Fatal Vision® Concussion Simulation Goggles, a tool that simulates the effects of a concussion on the brain. While wearing the goggles, they experience the simulated TBI symptoms of dizziness, visual disconnect, disorientation, confusion and lack of confidence.

Fatal Vision® Concussion – Program Kit

Perfect for classroom demonstrations.

Includes: Two Fatal Vision® Concussion Simulation Goggles with cloth protective bag, user guide, classroom PowerPoint presentations for elementary or high school/college ages, one roll yellow and black "walk-the-line" tape, one triangle activity game, one foam ball, one Concussed activity game and accessories, 450 concussion action steps pocket guides, germicidal disposable wipes.

\$575.00 CG PROGRAM

5
ACTIVITIES

Fatal Vision® Concussion – Event Kit

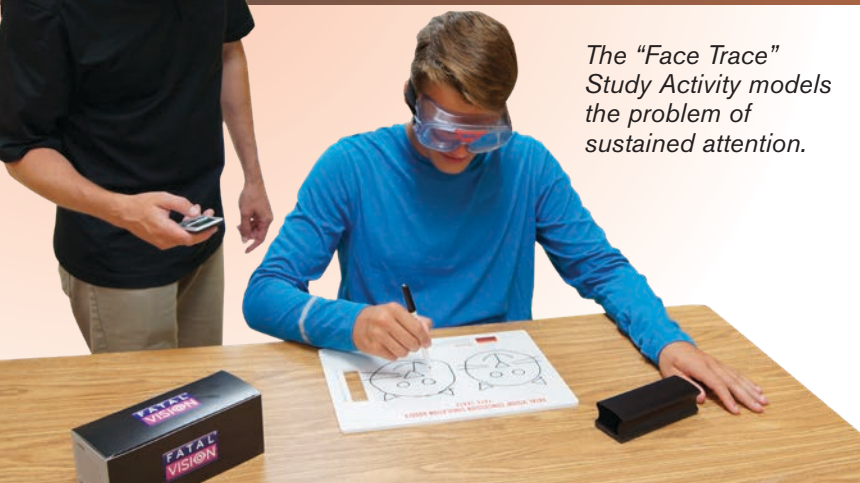
Works well for larger training groups.

Includes everything in Program Kit plus Sport Activities: One additional Fatal Vision® Concussion Simulation Goggles, carrying case, four colored stress balls, 10' x 4' DIES Mat with carrying strap, timer, five activity cups.

\$1,250.00 CG EVENT

10
ACTIVITIES

A concussion is more than just a bump on the head – it is a potentially debilitating injury that could have long-lasting effects.



The "Face Trace" Study Activity models the problem of sustained attention.

"We've had really good feedback with the Concussion Goggles. With them, we show people what it's like instead of explaining it."

- Lori Duerson
Dave Duerson Athletic Safety Fund, Inc.



The "Five Tap Target" Sports Activity models difficulty with hand-eye coordination.



The "Grabber Swap" Study Activity models the loss of fine motor skills.

Fatal Vision® Concussion – Campaign Kit

Ideal for organizations that need concussion training in both large group and office settings. Includes everything in Event Kit plus Study Activities: Two additional Fatal Vision® Concussion Simulation Goggles, two color card stacks, grabber, 12 multi-colored golf balls, two erasable whiteboard cats, two erasable whiteboard dogs, two whiteboard erasers, box of black dry erase markers, 5' x 3' DIES Mat for small spaces with carrying strap.

\$1,995.00 CG CAMPAIGN

15
ACTIVITIES

Single Fatal Vision® Concussion Goggle

\$149.00 CG GOGGLE



ADD ON-SITE TRAINING TO ANY KIT!
\$2,850.00 OSTRAIN
(one-day on-site training – see page 30 for more information)

Already have the Concussion Goggles? Add the Sport and Study Activities to help you further demonstrate the effects of a concussion in an athletic and learning environment:

The **Sports Activities** are five unique activities designed to demonstrate the impact of a concussion on a person's athletic performance and physical abilities. (GOGGLES NOT INCLUDED)

\$625.00 CG SPORTS

5
ACTIVITIES

The five **Study Activities** show how concussion symptoms affect a person's performance in school and the workplace. (GOGGLES NOT INCLUDED)

\$750.00 CG STUDY

5
ACTIVITIES



FATAL VISION® PATENT PENDING Marijuana Simulation Experience



Goggles are only effective with the activities in the kits. Therefore, they are not sold separately.

Innocorp worked with a nationally recognized Drug Recognition Expert (DRE) to develop this program.

FATAL VISION® Marijuana Simulation Experience

Marijuana affects the brain differently than alcohol, and the Fatal Vision® Marijuana Simulation Goggle reflects that difference. Rather than distorting vision so the participant stumbles and loses coordination, the goggle impairs the participant's ability to accurately perceive color. This lack of perception means the participant does not have all the necessary information to successfully complete specially designed activities modeling the impaired perception caused by recreational marijuana.

How they work

When you are under the influence of marijuana, you do not lose your ability to perceive color. However, the marijuana goggle models some of recreational marijuana's impairing effects – they diminish your capacity to make quick, accurate decisions. That loss of reacting and decision making could lead to a crash.

Each kit comes with instructional materials and videos that will help you use specifically designed activities. The activities give participants an understanding of the potentially severe consequences that can result from recreational marijuana use.

Fatal Vision® Marijuana – Starter Kit

Includes: Fatal Vision® Marijuana Simulation Experience Goggles with cloth protective bag, six activity balls with three fabric boxes, 200 executive function mazes, 10 LED activity pens, and grid mat activity with numbers and activity lights.

\$650.00 MARI STARTER

Add up to two goggles for \$215.00 each



Fatal Vision® Marijuana – Program Kit

Includes: Fatal Vision® Marijuana Simulation Experience Goggles with cloth protective bag, 12 activity balls with three fabric boxes, 200 executive function mazes, 10 LED activity pens, USB with road scenes and user guide, wireless pointer, "Marijuana: Does Legal Mean Safe?" DVD, and grid mat activity with numbers and activity lights.

\$999.00 MARI PROGRAM

Add up to four goggles for \$205.00 each



The Fatal Vision® Marijuana Simulation Experience provides a new and unique demonstration modeling the impairing effects of recreational marijuana use.

*Danger In Every Step (DIES®)
Marijuana Impairment Activity Mat*



“Our goal with this program is to give students experiences on which to reflect. Innocorp has knocked it out of the park with the Fatal Vision® Marijuana Simulation Experience. It's so much better than a lecture or a video; it's hands-on, and that's how students learn...it's exactly what drug educators need.”

- Norma Sower
Project Save Our Children

*Executive Function Dry Erase
Maze Boards*



*Fatal Vision®
Marijuana –
Starter Kit*



Fatal Vision® Marijuana – Event Kit

Includes everything in Program Kit plus:
Additional 200 executive function mazes and
DIES® Distracted Driving Mat with carrying strap.

\$1,699.00 MARI EVENT

Add up to five goggles for \$195.00 each

Fatal Vision® Marijuana – Campaign Kit

Includes everything in Event Kit plus: Executive
function dry erase maze boards, carrying case,
and DIES® Marijuana Impairment Activity Mat
with carrying strap and dry erase scoreboard kit.

\$2,700.00 MARI CAMPAIGN

Add up to six goggles for \$195.00 each

**Marijuana “Up In Smoke” banners and posters are an
ideal add-on to your kits. (Learn more - page 27)**

ADD ON-SITE TRAINING TO ANY KIT!
\$2,850.00 OSTRAIN
(one-day on-site training – see page 30
for more information)

6
ACTIVITIES

7
ACTIVITIES

Danger In Every Step (DIES®) Marijuana Impairment Activity Mat

This 4' x 14' rubber-backed mat has graphics that
demonstrate impairment of reaction time, motor skills,
memory and decision-making abilities, and show potential
consequences associated with driving or walking under the
influence of recreational marijuana.

Includes: 4' x 14' DIES® Marijuana Impairment Activity
Mat with carrying strap, dry erase scoreboard kit, steering
wheel and a user guide. **GOGGLES NOT INCLUDED.**

\$999.00 DIES MARI MAT DDWHEEL

Executive Function Dry Erase Maze Boards

Test your short-term memory and perception of visual
information with executive function dry erase maze boards.
These 14" x 10" single-sided boards work with any of the
Fatal Vision® Marijuana Simulation Experience kits, and
quickly wipe clean for repeated use.

Includes: Two dry erase brain shape maze boards, two dry
erase rectangle shape maze boards, 12 red dry erase pens,
12 black dry erase pens, two erasers, cleaner, and cloth.
GOGGLES NOT INCLUDED.

\$299.00 MARI DRY ERASE MAZE



FATAL VISION® Alcohol Impairment Simulation Goggles



FATAL VISION® Alcohol Impairment Simulation Goggles

When you are under the influence of alcohol, it can be difficult to gauge just how impaired you are. Enter the Fatal Vision® Alcohol Impairment Simulation Goggles, an eye-opening tool through which sober people can experience what it's like to navigate basic tasks after drinking.

How they work

Walking a line, standing on one leg, reaching out to grab a set of keys and tossing a ball become much more difficult under the influence of alcohol. The Fatal Vision® Goggles give participants a safe way to learn the important lesson that alcohol greatly impairs a person's balance, vision, reaction time and judgment.

Fatal Vision® is available in five levels that simulate the impairment associated with a particular blood alcohol concentration (BAC) – from less than .06 to .25+ BAC. Fatal Vision® is available with either a clear lens to simulate daytime or shaded lens to simulate nighttime conditions.

How many drinks does this Fatal Vision® impairment goggles simulate? When would my BAC level return to a 0.00? Answer these questions and more when you combine the Fatal Vision® impairment goggles with the Widmark formula calculations and a personalized scenario provided by intoxiclock®.

It's as simple as 1, 2, 3.

1. Build a personalized scenario with intoxiclock®.
2. Review the calculated BAC, impairment level, and other output.
3. Conduct a sobriety test with the appropriate Fatal Vision® goggle.

Checkout Intoxiclock on page 14.



intoxiclock®
Countdown to zero



A tool that gives people with a sober mind an eye-opening experience of impairment.

Available in 5 different BAC levels

Simulation Goggles



WHITE LABEL

Estimated BAC < .06
Impairment Begins with The First Drink



BRONZE LABEL

Estimated BAC .07-.10+
Legal Limit – TVL narrows field of vision to 40 degrees. See page 10



RED LABEL

Estimated BAC .12-.15+
National Average of DUI Offenders – TVL narrows field of vision to 40 degrees. See page 10



SILVER LABEL

Estimated BAC .17-.20+
Original Fatal Vision® Goggle
TVL narrows field of vision to 30 degrees. See page 10



BLACK LABEL

Estimated BAC .25+
Binge Drinking

Fatal Vision® Alcohol – Program Kit



Fatal Vision® Alcohol – Program Kit

Includes: 6 Fatal Vision® Goggles, each simulating a different impairment level, cleaning cloth, germicidal wipes, “walk-the-line” tape, TVL Pack Combo, and Fatal Vision® evidence-based program support materials.

\$1,060.00 FV PROG G6



GOGGLES

Fatal Vision® Alcohol – Event Kit

Includes everything in Program Kit plus: Smash Match® Impairment Challenge, DIES® Winding Sidewalk Mat with carrying strap, and DIES® Roadside Sobriety Test Mat.

\$1,800.00 FV EVENT G6



GOGGLES



ACTIVITIES

Fatal Vision® Alcohol – Campaign Kit

Includes everything in Event Kit plus: DIES® Balcony Danger Mat with carrying strap, Line Detector®, carrying case, and five Fatal Vision® Shaded Goggles, each simulating a different BAC level.

\$3,775.00 FV CAMP G11



GOGGLES



ACTIVITIES

ADD ON INTOXICLOCK

(see pages 8 & 15)

\$895.00 - \$100 Savings!



intoxiclock®
Countdown to zero

ADD ON-SITE TRAINING TO ANY KIT!

\$2,850.00 OSTRAIN

(one-day on-site training – see page 30 for more information)



FATAL VISION® ALCOHOL IMPAIRMENT Simulation Goggles & Accessories



WHITE LABEL

Estimated BAC < .06
Clear: W Shaded: WS



BRONZE LABEL

Estimated BAC .07-.10+
Clear: B Shaded: BS



RED LABEL

Estimated BAC .12-.15+
Clear: R Shaded: RS



SILVER LABEL

Estimated BAC .17-.20+
Clear: S Shaded: SS



BLACK LABEL

Estimated BAC .25+
Clear: BK Shaded: BKS



BLUE LABEL

Creates extreme blurriness
and double vision

Tunnel Vision Overlay Combo Pack



Fatal Vision® Evidence-Based Program Support Materials



FATAL VISION® Alcohol Impairment Simulation Goggles

Includes: Your choice of clear or shaded goggles, cloth protective bag, and Fatal Vision® user guide.

White Label Goggles	\$149.00 each
Bronze Label Goggles	\$149.00 each
Red Label Goggles	\$149.00 each
Silver Label Goggles	\$149.00 each
Black Label Goggles	\$149.00 each
Blue Label Goggles	\$86.00 each

Evidence-Based Program Support Materials

Without appropriate educational activities to accompany them, Fatal Vision® Goggles are just that – goggles. Fatal Vision® evidence-based program support materials provide step-by-step instructions on how to demonstrate and deliver a prevention and awareness program using the Fatal Vision® Goggles. Includes: Multi-media PDF program guide on a CD-ROM, program development videos, sample lesson plans, animated graphics, eight printable posters, and white paper on Fatal Vision® Goggles.

\$99.00 FV EB

Tunnel Vision Lens

The Tunnel Vision Lens (TVL®) is an overlay that clings onto the Fatal Vision® Goggles to simulate the effect of reduced peripheral vision that results from alcohol impairment. Available for the Bronze, Red and Silver Goggles.

Activities include: Walk-the-line, Peripheral Perception, Impaired Ball Toss, and Buzzed Pedestrian. Each show the potential consequences of being under the influence of alcohol at three distinct BAC levels with reduced peripheral vision.

TVL® Only - (Goggles Not Included)

TVL® Pack includes 12 sets of removable lenses, program binder, and user guide.

Bronze Label TVL® Lens Pack	\$95.00 each	TVL LP B
Red Label TVL® Lens Pack	\$95.00 each	TVL LP R
Silver Label TVL® Lens Pack	\$95.00 each	TVL LP S

TVL® Pack Combo

Includes: (36 lenses) 12 Bronze, 12 Red, and 12 Silver Lens Packs program binder, and user guide.

\$230.00 each TVL LP COMBO



SMASH MATCH® Impairment Challenge



This hands-on activity clearly demonstrates the impact of impairment on your judgment and reaction time.



Alcohol
Prevention Tools

Smash Match®



Smash Match® Impairment Challenge

Alcohol impairs your ability to accomplish even the simplest of tasks – although it can be difficult to understand just how much it distorts your perception without seeing it firsthand. Smash Match® is a activity for Fatal Vision® Goggles demonstrations that involves matching and placing simple traffic related shapes on a mat, first without and then with the impairing effect of the Fatal Vision® Goggles. Printed messages on the mat promote positive driving behaviors that reduce the risk of traffic-related serious injuries and fatalities.

The Smash Match® user's guide helps the instructor lead participants in activities that will show them the dangers of driving impaired. Participants work with their instructor to develop strategies to prevent impaired driving and promote sober driving.

Smash Match® with Fatal Vision® Goggles

Includes: Smash Match® Impairment Challenge Mat, shapes, digital timer, Smash Match® carrying bag, user guide, and Fatal Vision® Silver Label Clear Goggles.

\$240.00 SMASHMATCH G

Smash Match®

Includes: Smash Match® Impairment Challenge Mat, shapes, digital timer, Smash Match® carrying bag, and user guide.

\$109.00 SMASHMATCH

DANGER IN EVERY STEP® Alcohol Impairment Activity Mats



Danger In Every Step (DIES®) Alcohol Impairment Activity Mats

Can you imagine the dangers associated with being drunk on a balcony? How about trying to navigate a winding sidewalk? Or descending a flight of stairs? The Danger in Every Step (DIES®) Alcohol Impairment Activity Mats provide an additional dose of reality to your Fatal Vision® Goggles activities.

The **DIES® Balcony Danger Mat** is designed to raise awareness about the dangers of alcohol impairment in a party scene. This mat provides the simulated challenge of walking through a room while doing simple tasks such as picking up a TV remote or piece of pizza, talking to another party goer, and avoiding tripping hazards that could result in falling from the balcony to the street below. This activity is ideal for those addressing potential dangers associated with house parties, block parties, holiday parties, family celebrations and other instances where alcohol may be present.

The **DIES® Winding Sidewalk Mat** simulates the dangers associated with alcohol impairment while strolling along a winding sidewalk. This activity demonstrates to your audience the potential dangers of walking home impaired, which include falling off a sidewalk into traffic.

The **DIES® Roadside Sobriety Test and Stairs Challenge Mat** presents the challenge of performing a roadside sobriety test or walking down a set of stairs. Both of these tasks become significantly more difficult, as your audience members will experience when they try it themselves.

DIES® Balcony Danger Mat

Includes: A 4' x 14' durable rubber-backed DIES® Balcony Danger Mat with carrying strap and user guide.

\$575.00 DIES BALCONY

DIES® Winding Sidewalk Mat

Includes: A 4' x 10' durable rubber-backed DIES® Winding Sidewalk Mat with carrying strap and user guide.

\$399.00 DIES SIDEWALK

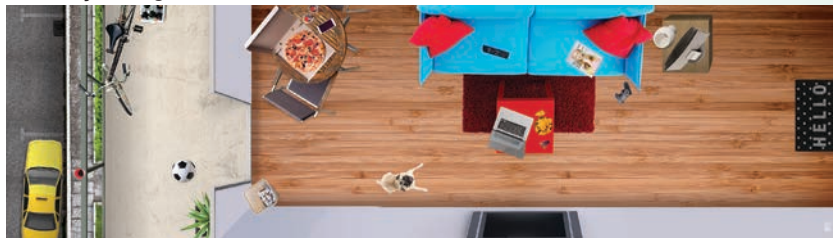
DIES® Roadside Sobriety Test and Stairs Challenge Mat

Includes: A 4' x 10' durable rubber-backed DIES® Roadside Sobriety Test and Stairs Challenge Mat with carrying strap and user guide.

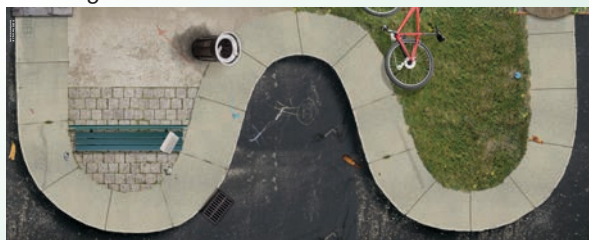
\$399.00 DIES ROADSIDE

These mats depict several common obstacles that can become hazards for a person under the influence of alcohol.

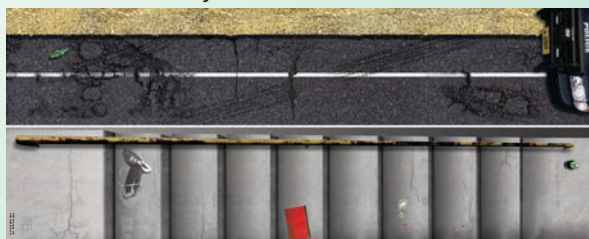
Balcony Danger Mat



Winding Sidewalk Mat



Roadside Sobriety Test and Stairs



Rubber-backed mats lay flat to provide a quick "roll-n-go" activity.

Line Detector



Alcohol
Prevention Tools

Distracted Driving
Prevention Tools

Line Detector with Goggles



DIES® Alcohol Complete

Includes: DIES® Balcony Danger (4' x 14'), DIES® Winding Sidewalk (4' x 10'), DIES® Roadside Sobriety Test and Stairs Challenge (4' x 10') with three carrying straps and user guides.

\$1,250.00 DIES ALCOHOL COMBO

Remember to order your Fatal Vision® Alcohol Impairment Simulation Goggles – See page 9.

Line Detector®

For all those auditory learners in your audience, the Line Detector® provides audio cues that alcohol impairment leads to danger. This programmable speaker plays audio messages or sound effects whenever a participant "walking the line" with Fatal Vision® Goggles steps off the line. You can record your own message, such as "Buzzed driving is drunk driving!" Use this unit with the DIES® Activity Mats or the yellow and black "walk-the-line" tape. Use the Line Detector® with both the Fatal Vision® Alcohol Impairment Simulation Goggles and the Fatal Vision® Concussion Goggles.

Line Detector® with Fatal Vision® Goggles

Includes: Speaker unit, 10' vinyl line, carrying case, a roll of yellow and black "walk-the-line" tape, Fatal Vision® Silver Label Clear Goggles with cloth bag, and a user guide.

\$810.00 LD G

Line Detector®

Includes: Speaker unit, 10' vinyl line, carrying case, and a roll of yellow and black "walk-the-line" tape.

\$675.00 LD



intoxiclock®
Countdown to zero

INTOXICLOCK® PRO Real-Time BAC Estimator

DEBUNK COMMON MYTHS ABOUT
ALCOHOL IMPAIRMENT AND BAC.

PERSONALIZE YOUR LESSON
ABOUT BAC BY USING YOUR
PARTICIPANTS' GENDER, WEIGHT,
RATE OF CONSUMPTION,
AND DRINKING PATTERN.

DISPLAY EASY-TO-UNDERSTAND
GRAPHICS TO DELIVER FACTUAL
INFORMATION ABOUT BAC.

INCORPORATE FATAL VISION®
GOGGLES IN SPECIFICALLY
DESIGNED ACTIVITIES.

ACTIVELY ENGAGE YOUR AUDIENCE IN
ADDRESSING IMPAIRED DRIVING, UNDERAGE
DRINKING, ALCOHOL POISONING, DRINKING
GAMES, BINGE DRINKING, AND MORE.



The dual scenario above is one of several display modes. This one shows the impact of alcohol on a 180-pound male and 125-pound female after several alcoholic beverages.



MALE 180 LBS

1 drink an hour over 3 hours

PEAK BAC = .02

Countdown to 0.0 BAC
1:24 hours

INTOXICLOCK® PRO

According to conventional wisdom, your blood alcohol concentration (BAC) level will remain within the legal limit if you consume only one standard drink per hour. But it's difficult to gauge just how much a drink or two can affect a specific person's BAC – and people may greatly underestimate what their BAC is at any given point in time. Intoxiclock® Pro visually illustrates how a person's weight, gender, drink of choice and drinking rate all matter in how long it takes an individual to metabolize alcohol to zero BAC. Participants use this tool to build drinking scenarios and learn the real-time impact on their BAC.

Most people know that .08 BAC is the "legal limit" for impaired driving in the USA and that a person must be 21 to purchase and consume alcohol. However, many participants are surprised to see how changes in a drink's alcohol content and a person's weight, gender, and speed of consumption can make a dramatic difference in BAC levels between individuals. After building a drinking scenario and learning what their BAC would be at a given time, they can then try on the Fatal Vision® Goggles to experience what that level of impairment feels like.

Features of INTOXICLOCK® PRO

- Information displayed in English or Spanish – more languages available.
- Works on PC and Mac.
- Use with an optional touchscreen monitor.
- Graphically displays the number of drinks and servings of alcohol in those drinks as you build your drinking scenarios.
- Incorporates drink selector – you will see pictures of various drink types including beers, wines and cocktails. Select a drink by name and intoxiclock® Pro will use the drink's standard amount of alcohol (standard drink units - SDU) in the BAC calculations.
- The BAC graph shows a participant's calculated BAC and corresponding Fatal Vision® Goggles that will illustrate the level of impairment.
- Graph show time to zero BAC given an individual's drinking scenario.
- Emojis illustrate the effect a BAC level has on a person's emotions and physical abilities.

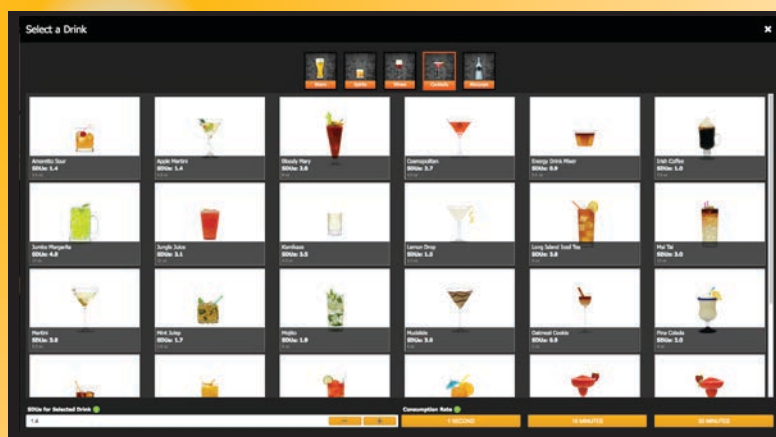
We are so confident you will like *intoxiclock® Pro* that we are offering a full-version 6-month **FREE** trial! Visit fatalvision.com to learn more.



FEMALE 125 LBS
1 drink an hour over 3 hours
PEAK BAC = .08
Countdown to 0.0 BAC
5:28 hours



Alcohol
Prevention Tools



The *intoxiclock® Pro* integrates the "You Call the Shots" poster (See page 28) to make drink selection easier.

A "MUST HAVE" For Your Fatal Vision® Presentations:

- Show the number of drinks required for the BAC level simulated by Fatal Vision® Goggles.
- Reinforce the Fatal Vision® experience with confidence using Widmark formula calculations. You may be missing half the lesson if you are not using *intoxiclock®* with the Fatal Vision® Goggles.
- Demonstrate how impairment occurs at every BAC—and how just one drink can result in impairment.
- Debunk common myths and misunderstandings about BAC.
- Use *intoxiclock® Pro* to show how long it takes the body to metabolize alcohol. You can still be under the influence – even after sleep, a cold shower and a cup of coffee.

intoxiclock® Pro

Includes: *intoxiclock® Pro* software with digital user guide and instructional materials.

\$995.00 INTOX PRO SOFTWARE



Demonstrate how impairment occurs at every BAC—and how just one drink can lead to a dangerous situation or an arrest.



SUM-IT-CUP® Standard Drink Unit



Master Bartender®



SUM-IT-CUP®
with Master
Bartender®



SUM-IT-CUP® Standard Drink Unit

Not all drinks are created equal. Just because an alcoholic beverage is served in a single container doesn't mean that it's just "one drink." Specialty drinks that contain multiple shots of spirits or are served in large glassware may have an additional effect on impairment level. A person who only had "one drink" may overlook the amount of alcohol in that drink. That misunderstanding can lead to a higher blood alcohol concentration (BAC) than anticipated.

The SUM-IT-CUP® delivers a clear interactive lesson about standard drink sizes for alcoholic beverages. Participants begin the lesson by serving themselves a simulated drink. This "drink" is poured into the SUM-IT-CUP® measuring beaker to show how many servings of alcohol the person actually poured. This simple yet engaging activity provides information that participants will remember and use to help them make informed choices about the consumption of alcohol.

SUM-IT-CUP® Complete with Master Bartender®

Includes: SUM-IT-CUP® (both large and small), rocks glass, wine goblet, beer mug, shot glass, pitcher, user guide, carrying case, acrylic ice cubes, glass strainer, and the Master Bartender® Game.

\$280.00 SUMITCUP COMPLETE

SUM-IT-CUP®

Includes: Large volume measuring beaker, small volume measuring beaker and user guide.

\$24.95 SUMITCUP

Master Bartender®

Turn learning into a game with Master Bartender®, a unique opportunity to educate about standard drink units (SDU) of common alcoholic beverages and promote responsible alcohol consumption. Using the SUM-IT-CUP® measuring beakers, players are challenged to pour what they believe to be a SDU and then measure to see how accurate that pour is. The Master Bartender® is the person who can pour the most accurate drinks – without over- or under-pouring – throughout the game. For use with participants age 21 and over.

Includes: Directions and scoring sheets, 32 game play cards, 10 joke cards, 10 advice cards, 100 game coins for "tip money," SUM-IT-CUP® large beaker, and SUM-IT-CUP® small beaker.

\$39.99 MSTR BARTND



DISTRACT-A-MATCH® Multitask Challenge



Texting or talking while playing turns a simple task into a difficult activity.

NEWLY DESIGNED!
Experience distraction in its various forms including visual, manual and cognitive distractions.



Alcohol
Prevention Tools

Fatal Reaction® Program Accessory



Distracted Driving
Prevention Tools

Distract-A-Match® Multitask Challenge

Distract-A-Match® and Fatal Reaction® are the ideal tools to help you deliver a simple and effective lesson about the dangers of distracted driving.

Distract-A-Match® is a simple puzzle game that uses a timed multi-tasking activity to show how difficult it can be. The lesson begins when the participant races against the clock to place shapes. The activity is then repeated with a distraction such as typing a text message on a cell phone or wearing the Fatal Reaction® audio distraction unit. The activity ends when participants compare their first and second attempts playing the game. Typical results show that people will be slower and make more errors when distracted.

The Fatal Reaction® audio distraction unit is a tool that is used to simulate the effects of cognitive distraction. Alcohol impairment, cell phones, eating, and tuning a radio are common distractions that can take your mind off the task of driving. Delayed audio feedback provides a slight echo effect that causes the participant to lose focus while speaking. This distraction takes away from the participant's ability to complete the game and perform the multi-task activity in a timely and efficient manner.

Distract-A-Match® Game

Includes: Game mat, assorted shapes, digital timer, carrying bag, and user guide.

\$109.00 DAMATCH GAME

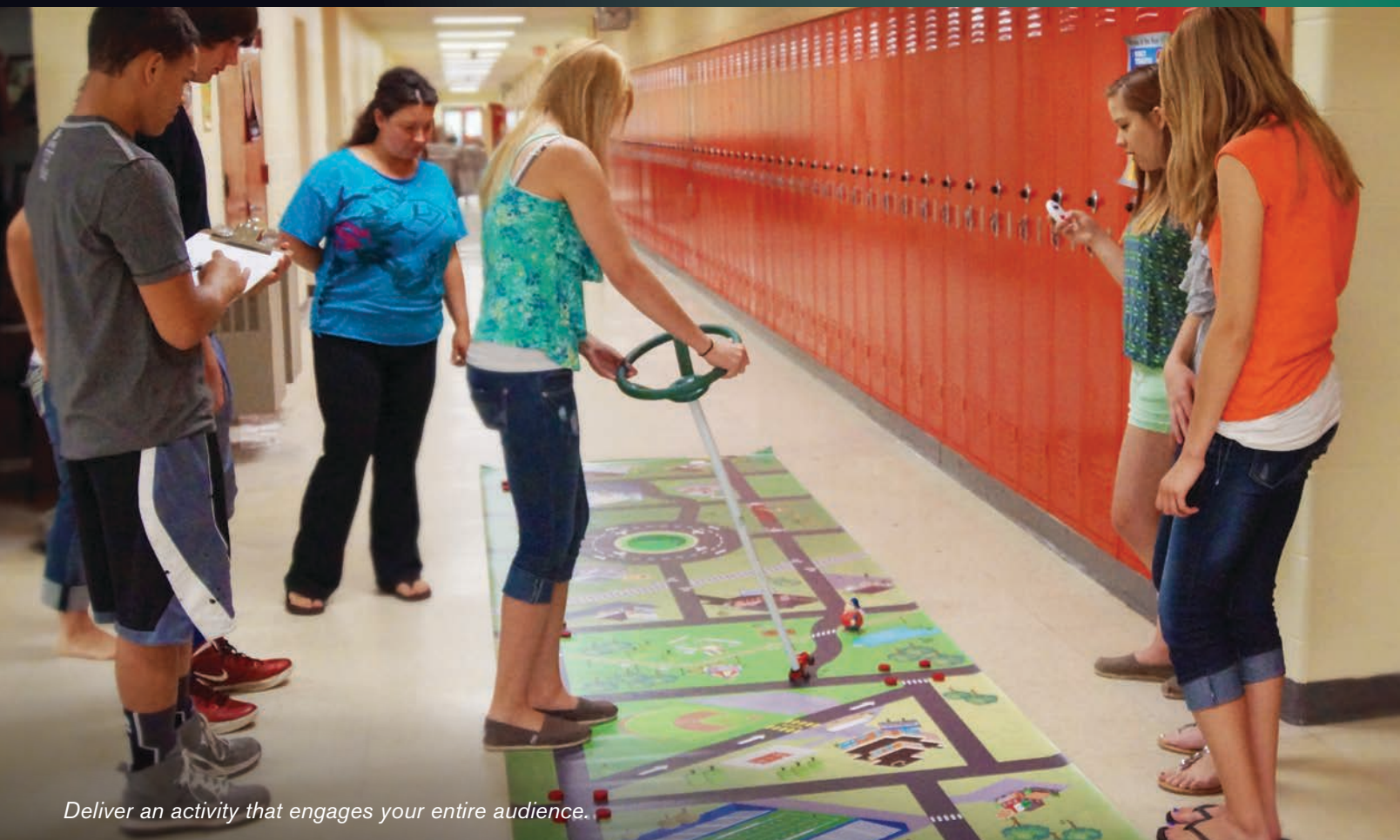
Distract-A-Match® with Fatal Reaction®

Includes: Distract-A-Match® Game, Fatal Reaction® audio distraction unit and remote, headset with microphone, user guide, and carrying case.

\$855.00 DAMATCH PROGRAM



DANGER IN EVERY STEP® Distracted Driving Activity Mats



Deliver an activity that engages your entire audience.

Danger In Every Step (DIES®) Distracted Driving Activity Mats

Distracted driving can be just as dangerous as driving under the influence – but your participants will need to experience it to believe it. The Danger in Every Step (DIES®) Distracted Driving Activity Mat is a 4' x 14' durable rubber-backed mat with graphics depicting a rural town setting with streets, crosswalks, railroad crossings and other common town locations and roadway features. The challenge is to drive through town using the DIES® Steering Wheel, which is attached to a car, to simulate a driving experience. Participants first travel around the simulated town making stops at various locations while observing safe driving habits such as obeying traffic signs, looking both ways before crossing the train tracks, watching for pedestrians, and keeping the car on the road.

After participants complete their first trek through town they are asked to drive the route again – this time with added distractions. Distractions such as texting while driving will typically cause the driver to make driving such as missing turns, driving off the road, driving through stop signs, or hitting pedestrians. The resulting

experience demonstrates how distractions take away from a person's ability to safely operate a motor vehicle.

Rubber-backed mats lay flat to provide a quick roll-n-go activity.

Ideal for:

- Community Outreach Programs
- College Freshmen Orientation Programs
- Campus Police Outreach
- School Resource Officers
- Health Instructors and more

DIES® Distracted Driving Activity Mat

Includes: A 4' x 14' DIES® Distracted Driving Activity Mat with carrying strap, steering wheel, timer, "Pedestrian Pete," 16 stop signs, and a user guide.

\$725.00 DIES DD

CHANGE BLINDNESS AND DISTRACTED DRIVING

Interactive Media Presentation



Five Traffic-Related Driving Scenes

Distracted Driving Prevention Tools

Change Blindness and Distracted Driving Interactive Media Presentation

You're driving along a busy highway when you look down briefly to hit "send" on a text. As you raise your eyes again, you suddenly realize that traffic has stopped – but it's too late for you to slow down in time, and you crash into the car in front of you.

This phenomenon is known as change blindness – when a driver does not notice a change in the driving environment has occurred. The Change Blindness and Distracted Driving Interactive Media Presentation is specifically designed to show drivers' susceptibility to these problems.

The program places your participants in a series of five driving scenarios to illustrate how distraction and change blindness can inhibit their ability to continuously scan their environment, evaluate potential threats, and execute well-timed driving maneuvers to avoid a crash. During the presentation, the instructor will introduce the S.E.E. strategy (Search, Evaluate, and Execute), an approach to help reinforce safe driving skills and reduce the risk of distracted driving.

This easy-to-use presentation is a must for any traffic safety program that addresses distracted driving. Upon completion of the presentation, your participants will understand the concept of change blindness and how it contributes to distracted driving. They will also develop strategies to reduce or eliminate exposure and risk while behind the wheel.

Change Blindness and Distracted Driving Interactive Media Presentation

Includes: A downloadable MP4 video file (Target audience: Ages 14+ Time: 14:35 minutes), PDF user guide, PDF activity worksheet.

\$129.00 CHANGE BLINDNESS



FATAL VISION® ROADSTER Pedal Kart



“Wearing Fatal Vision® Marijuana goggles and driving the course really gave me a better idea on how marijuana use can affect driving skills, reaction times and thought processes.”

- Evan
Student

*Designed to model Marijuana
impaired driving.*



Fatal Vision® Roadster Pedal Kart

Think you can safely operate a vehicle after having a few drinks? Or, think sending that text message while driving or driving after a poor night's sleep is no big deal? What about driving while under the influence of recreational marijuana?

The Fatal Vision® Roadster is exactly what you've been looking for to help you provide a program about the dangers of alcohol and marijuana impaired driving along with drowsy and distracted driving.

The Fatal Vision Roadster is an affordable vehicle that is easy to use and can be driven on all types of terrain, including off-road courses. Use it for demonstrations, classes, training courses or as part of a community event.

Each Roadster comes standard with assembly instructions (light assembly required) and one-year warranty on parts and

frame against material defects in workmanship. The Roadster also includes a user guide showing multiple test course layouts and activity ideas you can use in small or large groups.

You can purchase the Roadster with the alcohol, marijuana, and the distracted and drowsy driving courses giving you three unique impaired driving demonstration options.

ADD ON-SITE TRAINING TO ANY KIT!
\$2,850.00 OSTRAIN
(one-day on-site training –
see page 30 for more information)



FATAL VISION® ROADSTER Pedal Kart



Driving
Simulations

Build Your Own Roadster Package

Fatal Vision® Roadster – Pedal Kart

\$799.00

Order Multiple Karts and Save on Freight! *Includes: Fatal Vision® Roadster, assembly instructions, and user guide.*

Simulated Impairments

Marijuana Impaired Driving Course

+\$1,600.00



Marijuana affects the brain differently than alcohol, and the Marijuana Impaired Driving Course with the Fatal Vision® Marijuana Goggles, simulates that difference in a hands-on activity. Participants drive the Roadster through a course marked by cones, with LED lights indicating whether drivers should be turning, swerving, or stopping. When impaired by the Fatal Vision Marijuana Goggles, drivers will see how impaired perception and response, useful field of view, and reaction time affect their driving abilities. This course is the real “myth-buster.”

Includes: Fatal Vision® Marijuana Goggles, 16 – 28" course cones, light kit - some assembly required (lights with remotes, batteries, fasteners, and clamps), dry erase scoreboards with markers and eraser, course tape, measuring wheel, Roadster horn, backpack, germicidal disposable wipes, and educational materials (training video, course guide, and pdf poster).

Drowsy & Distracted Driving Course

+\$1,430.00



Thousands of lives are lost and injuries suffered each year as a result of drowsy driving or a person's choice to drive distracted. This new driving course uses the technology of the Fatal Vision Drowsy and Distracted Goggles along with the Roadster to allow wearers to experience simulated impairment from drowsiness or distraction. This will leave a strong impression on all participants that responding to a text message while driving can wait and why attempting to drive after a poor night's sleep is not a wise choice. This is the course that your participants will talk about most.

Includes: Fatal Vision® Drowsy and Distracted Program Kit, two helmets with sanitary fabric caps, two safety glasses, marking pistol, four spray chalk, digital timer, mini measuring wheel, nine 12" rigid cones, and folding wood rule.

Alcohol Impaired Driving Course

+\$700.00



The Fatal Vision® Alcohol Impairment Goggles when used with the Roadster will allow drivers to experience how loss of balance, equilibrium, targeting skills, judgment, and reaction time can affect a person's ability to safely operate a vehicle. This activity is a popular choice for safety professionals due to its ease of set-up, delivery, and messaging.

Includes: Fatal Vision® Silver Label Clear Goggles, TVL® Lens Pack Silver, two helmets with sanitary fabric caps, two safety glasses, marking pistol, four spray chalk, digital timer, mini measuring wheel, nine rigid cones, and folding wood rule.

Prices do not include delivery call 800-272-5023 for a quote.



SIDNE® 7.0 Simulated Impaired Driving Experience Vehicle



Control SIDNE® from a distance of 75' with the infrared transmitter!



SIDNE® 7.0 Simulated Impaired Driving Experience Vehicle

SIDNE® (Simulated Impaired Driving Experience) is a custom-built electric kart that allows drivers and passengers to experience what can happen when operating a vehicle while impaired or distracted.

Participants Experience:

- Loss of control
- Impaired judgment
- Erratic acceleration and braking
- Delayed response
- Missed turns and lane shifts into "oncoming traffic"

SIDNE® delivers an actual driving experience that shows the dangers of impaired and distracted driving. Promote responsible driving by providing an experience that your participants will remember.

SIDNE® 7.0 Features:

Versatility

- Use SIDNE® to address distracted driving or impaired driving.
- You can run SIDNE® either indoors or outdoors.
- Pedals and steering wheel are quickly adjustable to accommodate a wide range of participant heights.

Capability

- You can set SIDNE®'s speed and drive mode with the flip of a remote switch.
- Set Low or High speed mode to limit SIDNE® to run at 4 or 8 mph.
- Drive mode can be set to either Normal or Impaired to affect vehicle response.

Safety

- SIDNE® has a low center of gravity for added stability.
- The kart is instructor controlled using an infrared transmitter from a distance of up to 75 feet.
- SIDNE® includes 3-point retractable seat belts for both driver and passenger.

Involve your audience in a safe and effective experience demonstrating their susceptibility to the effects of impairment and distraction while driving.

SIDNE® experience vehicle can be used indoors and outdoors and is adjustable to accommodate a wide height range.



SIDNE® On-Site Training



“Having SIDNE® has made a big difference to all our programs, especially those that reach high school students. Before we got SIDNE®, they used to use a pedal car with the Fatal Vision® goggles. But it was just too easy to steer and didn't have the same impact on students.”

- Rachael Freeman
*School Resource Officer –
Coppell Police Department*

Driving
Simulations

- The remote braking feature allows the instructor to immediately stop a moving SIDNE®.

Reliability

- SIDNE® has more than 13 years of proven ability in the field demonstrating the dangers of distracted and impaired driving.
- Each SIDNE® comes standard with our on-site training session to help ensure safe and appropriate use of SIDNE®.
- SIDNE® packages include a comprehensive user guide and course materials.

SIDNE® On-Site Training

A SIDNE® training session at your facility is included with the purchase of SIDNE®. You will learn to conduct a safe, engaging and productive awareness and prevention program. Our SIDNE® instructors have many years of experience in conducting SIDNE® programs.

Through this SIDNE® training you will:

- Learn the features of SIDNE® and how it functions.
- Learn how to operate your SIDNE® to conduct a safe program.
- Lay out a driving course to ensure the safety of drivers, passengers and observers.
- Craft and refine your awareness and prevention message.
- Learn to conduct an event using SIDNE® to deliver an effective and productive program and engage your audience.
- Practice your program delivery using SIDNE® and role-playing.
- Learn how to maintain your SIDNE® to keep it in top operating condition.

In each SIDNE® training session we can accommodate 4–6 people to ensure that everyone receives personal attention and time to practice delivering a SIDNE® program.



SIDNE[®] 7.0 Pricing & Accessories



SIDNE[®] 7.0

Address key traffic safety concerns using the SIDNE and three unique driving course simulations:



SIDNE comes standard with the alcohol impaired driving mode which allows a participant to experience delayed reactions which result in loss of control, impaired judgment, erratic acceleration and braking, missed turns or lane shifts into “oncoming traffic.”

Consider additional impairments for your SIDNE demonstrations and add the marijuana impaired driving course or the drowsy and distracted driving course:



The Marijuana Impaired Driving Course along with the Fatal Vision[®] Marijuana Goggles let drivers see how impaired perception and response, useful field of view, and reaction time affect their driving abilities.



The new Drowsy and Distracted Driving Course uses the technology of the Fatal Vision Drowsy and Distracted Goggles along with the SIDNE to allow wearers to experience simulated impairment from drowsiness or distraction.

Each of these add-ons include the necessary resources to deliver a traffic safety awareness campaign that addresses some of today's biggest concerns.

We offer upgrade options for current SIDNE[®] customers

- Available for SIDNE[®] versions 3.0, 4.0 and 6.0
- Software upgrades
- Updated safety features
- Improved functionality

Includes standard warranty

Upgrade packages start at **\$3,740.00**

Call 800-272-5023 for a Quote today!



SIDNE® 7.0

Build Your SIDNE® Package

SIDNE® 7.0 Basic - Alcohol Impaired Driving **\$14,890.00**

The Fatal Vision® Alcohol Impairment Goggles when used with the Roadster will allow drivers to experience how loss of balance, equilibrium, targeting skills, judgment, and reaction time can affect a person's ability to safely operate a vehicle. This activity is a popular choice for safety professionals due to its ease of set-up, delivery, and messaging.

Includes: 2 transmitter and carrying case, 2 12v AGM batteries, a battery charger, 4 program guides, course cards, user guide, training video, standard warranty (6 months or 150 hours of run time), 4-6 hours of on-site training, 3 SIDNE® trainer safety vests, can of lithium grease, 2 helmets, 2 safety glasses, sanitary fabric caps (100/pack), germicidal wipes, SIDNE® tools, SIDNE® cap, and 30 6" mini cones.

Additional Simulated Impairment

Marijuana Impaired Driving **+\$1,600.00**

Marijuana affects the brain differently than alcohol, and the Marijuana Impaired Driving Course with the Fatal Vision® Marijuana Goggles, simulates that difference in a hands-on activity. Participants drive the Roadster through a course marked by cones, with LED lights indicating whether drivers should be turning, swerving, or stopping. When impaired by the Fatal Vision Marijuana Goggles, drivers will see how impaired perception and response, useful field of view, and reaction time affect their driving abilities. This course is the real "myth-buster."

Includes: Fatal Vision® Marijuana Goggles, 16 – 28" course cones, light kit - some assembly required (lights with remotes, batteries, fasteners, and clamps), dry erase scoreboards with markers and eraser, course tape, measuring wheel, Roadster horn, backpack, germicidal disposable wipes, and educational materials (training video, course guide, and pdf poster).

Drowsy & Distracted Driving **+\$950.00**

Thousands of lives are lost each year as a result of drowsy driving or a person's choice to drive distracted. This new driving course uses the technology of the Fatal Vision Drowsy and Distracted Goggles along with the Roaster to allow wearers to experience simulated impairment from drowsiness or distraction. This will leave a strong impression on all participants that responding to a text message while driving can wait and why attempting to drive after a poor night's sleep is not a wise choice. This is the course that your participants will talk about most.

Includes: Fatal Vision® Drowsy and Distracted Goggles with hard carrying case, stop/go paddle, arrow paddle, flex flyer steering wheel, course tape, timer, backpack, and in-app educational materials that include: six instructional videos, activity and user guides.

Extras

Driving Course Package **+\$2,950.00**

Build the ultimate driving course. Perfect for larger demonstrations.

Includes: 2 helmets with sanitary fabric caps, 2 safety glasses, marking pistol, 4 spray chalk, 20- 28" traffic cones, 30- 6" traffic cone, 20 cone clips, 4 traffic signs, SIDNE Cap, 18 checkered pennants, mini measuring wheel, cone stick, and 3 course figures.

SIDNE® Trailers *Single Trailer* **+\$3,495.00**

Need a safe and secure way to haul and store your SIDNE®? The steel and aluminum trailer has plenty of space on its exterior side and back panels to advertise your program and sponsors. It is spacious enough to store your SIDNE®, SIDNE® Course Kit and other SIDNE® supplies.

2nd Day of On-Site Training **+\$1,500.00**

Ideal for larger group trainings.

SIDNE® Infrared Transmitter **+\$335.00**

The SIDNE® Infrared Transmitter has rocker switches for the Low/High and Normal/Impaired controls, improving its durability. It has a lanyard for easy carrying and to prevent drops. The transmitter comes with a second battery clip and AA batteries to keep your program on track.

SIDNE® AGM Battery Set **+\$999.00**

A must for all day events. The set includes two 12v AGM batteries. Each battery comes in its own rugged, plastic carrying case with handle and necessary connections for a "plug and go" installation with your SIDNE®.

SIDNE® Charging Adapter **+\$175.00**

The charging adapter works with your SIDNE® batteries. Use it to charge your spare set of batteries. It also enables you to charge your batteries when they are out of SIDNE®.

SIDNE® Protective Cover **+\$350.00**

Extended Warranty - additional 12 months **+\$1,600.00**

Prices do not include delivery call 800-272-5023 for a quote.

BANNERS AND POSTERS



Alcohol Banners and Posters

Alcohol “You Call the Shots” Banners and Posters

See how much alcohol is in the drinks you are consuming with “You Call The Shots”

These banners and posters include a calorie count for 52 popular drinks and highlight how much alcohol is typically contained in each serving. This information will help people understand the amount of alcohol they are really consuming in any particular drink.

“You Call the Shots” Floor Banner

This retractable banner is 32” wide x 84” high and comes standard with a protective carrying bag. **\$499.00**
SHOTSBANNERV2

“You Call the Shots” Table Top Banner

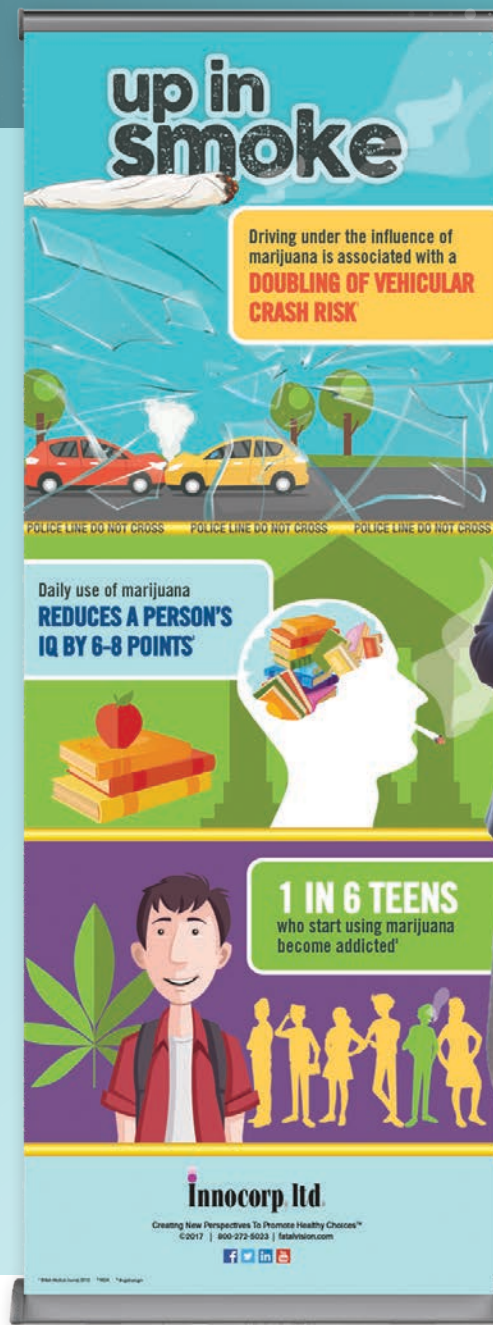
This retractable tabletop banner is 32” wide x 40” high and comes standard with a protective carrying bag. **\$475.00**
SHOTSBANNERTTV2

“You Call the Shots” Poster

This poster measures 20” wide x 28” high. **\$24.95**
SHOTSPOSTERV2

“You Call the Shots” 3 Poster Pack

Includes: Three 12 wide x 18” high posters, “What’s Brewing”, “Craft Cocktails” and “Party Punches”. **\$30.00**
SHOTSPOSTERPACK



Banners and Posters

Marijuana Banners and Posters

Marijuana “Up In Smoke” Banners and Posters
Designed to get people thinking about the effects of Recreational Marijuana. These eye-catching banners and posters provide statistics about the potential consequences that recreational marijuana has on driving, education and addiction.

Marijuana “Up In Smoke” Floor Banner

This retractable banner is 32” wide x 84” high and comes standard with a protective carrying bag.

\$499.00 MARIBANNER

Marijuana “Up In Smoke” 3 Poster Pack

Includes: Three 12” wide x 18” high posters.

\$30.00 MARI POSTER PACK

EDUCATIONAL DVDs

See a complete listing of DVD titles and view video trailers at fatalvision.com

Alcohol and Drinking

All You Need To Know About Alcohol in 17 Minutes



All types of alcohol-related health problems are reviewed, including addiction, damage to the teen brain, and details about fetal alcohol syndrome. ©2011 | Target audience: grades: 5-9. | Time: 17 minutes. **\$139.95** HRMAL17

FEATURED DVD

Binge Drinking: THE FACTS



The trend of binge drinking--the intentional consumption of excessive amounts of alcohol--shows no decline in schools and colleges across the country. This program examines the dangers of alcohol poisoning and describes the correct life-saving procedures to follow in order to save someone. ©1998 | Grade Level: 7-College | Running Time: 24 Minutes **\$99.95** HRMBINGE

Brain Scans: Alcohol And The Teenage Brain



This video takes teenagers on a tour of several labs across the country, including one at the University of California at San Diego, where doctors are researching the effects of alcohol use in teenage brains. The groundbreaking studies highlighted in the video dramatically connect long-term brain damage to teenage drinking. ©2002 | Grade Level: 7-12 | Running Time: 22 Minutes **\$139.95** HRMBRAIN

Confronting Drunk Driving



This memorable video features the true story of Mike Poveromo, a young man who killed his two best friends in a drunken driving car crash when he was a teenager. Viewers will also hear from law enforcement officers who explain the legal risks involved in drinking and driving, including harsh jail sentences for those convicted of driving under the influence (DUI). ©2003 | Grade Level: 7-College, Adults | Running Time: 26 Minutes **\$139.95** HRMCFDD

DUI: The Hard Truth



Hosted by a career EMT, this video reveals the hard truth and horrifying ordeals resulting from driving under the influence of alcohol--a young woman tells the story of having to identify her little sister's body at a morgue after she was killed by an intoxicated teen driver; an ER doctor talks about "breaking the news" to parents whose son was killed in a drunk driving crash; and a young man shares the details of his living nightmare when he killed his two best friends while he was driving under the influence. ©2008 | Grade Level: 7-College | Running Time: 29 Minutes **\$139.95** HRMDUIHT

How Could This Happen? A True Story about Binge Drinking and Death



This program gives students a close-up look at the story of Molly Amman, a vivacious 19-year-old, straight-A student who died of acute alcohol poisoning in 2011. Students are made aware of the all-too-real dangers of alcohol poisoning and learn what actions to take if they suspect that someone is at risk of being poisoned. ©2013 | Grade Level: 7-College | Running Time: 18 Minutes **\$149.95** HRMHCTH

FEATURED DVD

This Is Your Brain On Alcohol



New studies show that the complex brain builds its basic capacities and potential for the future during the adolescent years. The message to middle school students in this peer education program is clear: alcohol use is not healthy or cool, most kids do not use alcohol, and those who drink risk irreversible damage to their developing brains. ©2006 | Grade Level: 5-9 | Running Time: 17 Minutes **\$99.95** HRMBRACL

Underage Drinking: Is It Worth It?



Underage drinking is a national epidemic. The risks are sky-high for teens and for our communities. This gripping docudrama video program lays out the many risks of underage drinking. Students are asked: Is it worth it? Is it worth getting caught with a fake ID and risking a permanent police record? Is it worth riding in a car with a drunk driver? Is it worth risking your brain's health? Is it worth causing serious injury to someone else? Is it worth dying for? ©2013 | Grade Level: 7-College | Running Time: 27 Minutes **\$149.95** HRMUNADRK2

Driver Safety

Asleep At The Wheel



Each year, drowsy driving causes more than 100,000 car crashes and 1,500 deaths. More than 50 percent of the drivers involved in these crashes are teenagers and young adults in their early 20s. Real-life accident victims reiterate chilling stories of the repercussions of drowsy driving. This DVD raises viewer awareness of warning signs and risk factors of drowsy driving and gives information to ensure alertness and responsible, safe driving. ©2006 | Grade Level: 7-12 | Running Time: 15 Minutes **\$139.95** HRMASLEEP

Danger Behind the Wheel: The Facts On Distracted Driving



This powerful program emphasizes the dangers of driving distractions--applying makeup, eating, and changing radio channels, but most of all, talking or texting via cell phone while driving. Viewers hear from ordinary people whose lives have been forever changed because of distracted driving. The program's unforgettable stories and statistics make it clear that no cell phone call is worth losing a life. ©2010 | Grade Level: 7-College | Running Time: 26 Minutes **\$139.95** HRMDWHEEL

Texting & Driving: The Deadliest Distraction



The shocking stats are a wake-up call for all teens--drivers and passengers alike: Driving while texting kills 3,000 teens each year and injures 330,000 more. Half of all teen drivers admit to texting while driving--that's the equivalent of driving blind for five seconds at a time. This program clearly explains the dangers, presents the facts and stats, and teaches teens to put the brakes on texting and driving. ©2015 | Grade Level: 7-College | Running Time: 17 Minutes **\$149.95** HRMTEXTING



Drug Abuse

Drugged Driving: The Road To Disaster



Intoxicated teen drivers are responsible for 18 percent of motor vehicle deaths each year. Alcohol abuse is a major factor, but teen drivers' abuse of over-the-counter drugs, prescription drugs, and marijuana is rising at an alarming rate. Viewers get a comprehensive view of the devastating effects of drugged driving on teens, their families, and their communities. ©2009 | Target audience: grades 9–college | Time: 25 minutes.
\$139.95 HRMDRUGDRI

Everything You Need to Know About Drugs and the Teen Brain in 22 Minutes



Using the latest research, this fast-paced program explains why the teen years are a critical time for brain development—and why drug use of any kind can derail the brain's full potential when it comes to critical skills like thinking, remembering, learning and decision-making. Viewers learn the anatomy of the brain and visit a state-of-the-art research lab to see clinical proof of the damage that drugs and alcohol cause. Students also learn the basic functions of the brain, the role of dopamine in the brain's reward pathway, and how drugs impact that pathway, leading to addiction. ©2012 | Grade Level: 7–College | Running Time: 22 Minutes
\$139.95 HRMDTB22

Edible Marijuana: Is It Safe?



While many teens may think that eating marijuana is an okay way to get high, it is, in fact, dangerous, risky and still illegal for teens in every state, even those where marijuana use is legal. This program helps teens understand the science of why the THC in edible marijuana causes unpredictable and dangerous highs. As edibles become more and more easily available, teens need to understand the risks and dangers, including DUI. ©2015 | Grade Level: 7–College | Running Time: 18 Minutes
\$149.95 HRMEDIBLE

FEATURED DVD

Everything You Need to Know About Prescription & OTC Drugs In 17 Minutes



Teenagers often don't realize that the chemicals in Rx and over-the-counter drugs are just as potent and addictive as illicit drugs like cocaine and heroin. Even younger viewers will understand why medicine must only be used by the person for whom it was prescribed, and will be ready to heed the warning against the dangers of polypharmacy—mixing several medicines together in a way that causes a magnified and sometimes deadly reaction. ©2011 | Grade Level: 5-9 | Running Time: 17 Minutes
\$139.95 HRMPOTC17

Marijuana and the Teenage Brain



This program informs students about the latest research on the effects of marijuana on the brain. Animated graphics clearly show how THC, the active ingredient in marijuana, hijacks the brain's endocannabinoid system and harms the functioning of different parts of the brain associated with coordination, cognition and intelligence, and mental illness. Recovering marijuana addicts provide a human face to the effects of marijuana as they describe why they started using and how use led to dependency and addiction. ©2013 | Grade Level: 7–College | Running Time: 23 Minutes
\$149.95 HRMMTB

Marijuana: Does Legal Mean Safe?



Many teens think that pot is harmless because some states have legalized marijuana for medical and/or recreational purposes. This fact-based program emphasizes that legality is not the same thing as safety, and details the risks of marijuana on mental and physical health. Clinicians talk about how the vast majority of their patients have been addicted to marijuana, and recovering addicts themselves vividly describe their struggles with addiction. Their stories illustrate how marijuana has affected their school and family lives, their ability to drive a car, and their mental health. ©2013 | Grade Level: 7–College | Running Time: 20 Minutes
\$149.95 HRMDLMS

New Marijuana: Higher Potency, Greater Dangers



The potency of THC, the mind-altering chemical in marijuana, has more than doubled in the last 20 years, creating a greater risk for impairment and a far higher risk of addiction. This video presents viewers with up-to-date information on THC potency and looks at how THC affects the brain; how you become addicted; and how marijuana impacts brain chemistry, cognitive function, and mental and physical health. ©2010 | Target audience: grades 7–college. Time: 15 minutes.
\$139.95 HRMHPGD

FEATURED DVD

Overdose Epidemic: What Can Be Done To Stop It?



The spike in drug overdoses is alarming and dangerous—it has become an epidemic in many communities across the country. Why is this happening? The program includes vital information on how to recognize drug overdose in others and how to get immediate help. ©2015 | Grade Level: 7–College | Running Time: 20 Minutes
\$149.95 HRMVERDOSE

FEATURED DVD

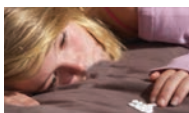
OPIOIDS: Addiction, Overdose and Death



This program, designed for middle and high school students, clearly describes the dangers of prescription-based opioids abuse. Opioid abuse is epidemic with thousands of overdoses and many deaths. The NIH reports that among youth aged 12 to 17, 3.0% reported past-month non-medical use of prescription medications. Four young users talk about how they first started on drugs like Oxycodone or Percocet, and then spiraled down into using heroin, morphine, fentanyl and others. ©2018 | Grade Level: 7–College | Running Time: 18 Minutes
\$149.95 HRMOAOD

FEATURED DVD

OPIOIDS EPIDEMIC: How I Became A Heroin Addict



The CDC reports 28,000+ overdose deaths this year from opioids overdose. It is very clear that America is in the grip of a serious opioids epidemic. The young users talk about the devastating personal toll of their addiction and its impact on their families and their communities. They also talk about hope—hope to not use again, hope to get through the pain of detox, and the hope of a better, sober life ahead. ©2016 | Grade Level: 7–College | Running Time: 22 Minutes
\$149.95 HRMOPIOIDS

ON-SITE TRAINING

“The training was exceptional, and we are so excited to put this new kit to work when “On the Move” goes to our schools this fall.”

- Debbie Trusty, Operation UNITE



On-Site Training

Innocorp’s certified trainers work with your instructors, teachers, outreach staff, and prevention specialists to teach them how to use the Innocorp products that you’ve purchased and incorporate them into your existing awareness and prevention programs. We will help you fine-tune your prevention lesson and prepare your staff to deliver a successful program. We can customize the class length and content based on your training needs. The on-site training is ideal for new instructors or those who need a refresher to improve their program delivery techniques and methods for an effective and successful program.

On-site Training Objectives

- Learn and apply safe and effective demonstration techniques using Innocorp products to engage your community.
- Effectively identify how to integrate Innocorp products into your existing program.
- Perfect your program delivery through role play and activity demonstrations.

Training Fee Includes

- One-day on-site training (4-6 hours), which can accommodate up to 10 attendees
- One Innocorp Trainer
- All travel expenses

Frequently Asked Questions about our training services

How quickly can I schedule my training session?

- Innocorp requires up to 6 weeks to schedule your training session.

What products can I be trained on?

- Innocorp can provide on-site training for all of our products including: Fatal Vision® packages (Alcohol, Marijuana, and Concussion), M.E.T.H.O.D.®, SIDNE®, and intoxiclock®. The number of training days required will be determined by your particular product training needs.

Why do I need an on-site training session?

- An Innocorp on-site training session is an ideal way to help ensure a confident, safe, and uniform demonstration is delivered by everyone in your organization. These sessions are popular with police department, community coalitions, schools and colleges, and the military.

How will an on-site training session impact my program?

- On-site training will help ensure that your staff will be better equipped to use your investment in Innocorp products while helping to deliver a clear safety message and promote healthy choice.

\$2,850.00 OStrain – one-day training to continental USA (AK, HI, and international must call for price quote).

Add \$1,500.00 OStrain Addl Day – additional consecutive training day (AK, HI, and international must call for price quote).

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WHITE LABEL	Est. BAC <.06				
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Innocorp, Ltd. products, except for electronic products, are warrantied for one year. If you encounter a problem, call at 1-800-272-5023 or 1-608-845-5558.

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Innocorp, Ltd./Fatal Vision® Product Return Policy

To return or exchange product, you must have a Return Authorization Number provided by Innocorp, Ltd., which you may obtain by calling 1-800-272-5023. For a full credit, you must return the product within 30 days of invoice date and the product must be in condition; otherwise, a restocking fee may apply. Shipping costs for original shipment or for a return are not reimbursed or credited.

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Innocorp, Ltd. DVD Return Policy

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