



USER GUIDE

FATAL VISION® ROAD SKILLS CHALLENGE

Introduction

When we drink alcohol, our vision, judgment, and perception of the world around us are impaired. These combined effects can make it extremely difficult to safely operate a vehicle. Yet many people believe they are not adversely affected by alcohol and can drive with no problems.

Activity Purpose

This activity shows participants what it feels like to drive under the influence of alcohol. The Fatal Vision® Goggles simulate alcohol impairment. When used with the Road Skills Challenge, they highlight the potential consequences of impaired driving in a behind-the-wheel experience.

Objective

By the end of this session, participants will:

- Experience the simulated effects of alcohol impairment on their driving skills.
- Experience potential consequences of impaired driving.

Evidence-Based Approach

Many people acknowledge that drinking and driving is dangerous, but reports show that about 4 million Americans per month admit to driving under the influence. This activity demonstrates an individual's susceptibility to impairment and the potential consequences of driving impaired.

Modeled Symptoms of Impaired Driving

The impairment demonstrated in this activity includes a loss of control and judgment and the resulting difficulty in performing various road skills.

Safety Precautions

It is important that everyone involved in conducting the program receives the proper training and follows all necessary precautions to ensure the safety of all participants.

Operate in a clear area, making sure that there is no danger of the Fatal Vision® Roadster running onto any obstacles. This includes but not limited to poles, cars, pedestrians, railings, and buildings.

Make sure that all participants strictly adhere to safety requirements and follow directions given by the staff. Wearing safety helmet, glasses when not wearing the Fatal Vision® goggles are recommended.

WARNING: The purpose of Fatal Vision® Goggle is to impair vision and is to be used only in conjunction with safety training. Do not attempt to operate a motor vehicle while wearing Fatal Vision® and only use under the supervision of a training professional. Unless this warning is heeded, serious injury may result. Wearing Fatal Vision® may cause nausea. Caution the Fatal Vision® strap contains latex which may cause an allergic reaction.

Materials Included

- Fatal Vision® Roadster Kart

Materials to Gather

- Helmets
- Safety Glasses
- Silver or Red Label Fatal Vision® Goggles (optional: add shaded version of either level for the added impairment of simulated nighttime conditions.)
- TVL® lens for the Fatal Vision® Goggle (optional)
- Spray chalk or sidewalk chalk (outdoors) or painter's tape (indoors)
- Timer
- Tape measure or line measured to 8 and 10 feet and measuring wheel
- 9 12-inch safety cones

THINK OUTSIDE THE BOX! Try the Fatal Vision® Roadster for your next distracted driving program.



ACTIVITY STEPS

FATAL VISION® ROAD SKILLS CHALLENGE - SHORT COURSE

STEP 1 - SET-UP THE COURSE

- Find an empty, flat area that is at least 100 feet long and 15 feet wide.
- Place cones 10 feet apart, and 8 feet apart for the last two spaces as shown on right. This course requires 9 12-inch cones.
- Set-up a start and a finish. Test drive the course before conducting the session.

STEP 2 - ACTIVITY INTRODUCTION

- Explain to your participants that driving a car requires accurate turns, stops, and reactions. Laws are created based on the driving environment and the abilities of the average driver to safely maneuver in that environment. This is a course that can be completed safely within 40 seconds. You will compare the driver's sober run with his or her impaired run and contrast the differences.

STEP 3 - BASELINE DRIVE WITHOUT IMPAIRMENT

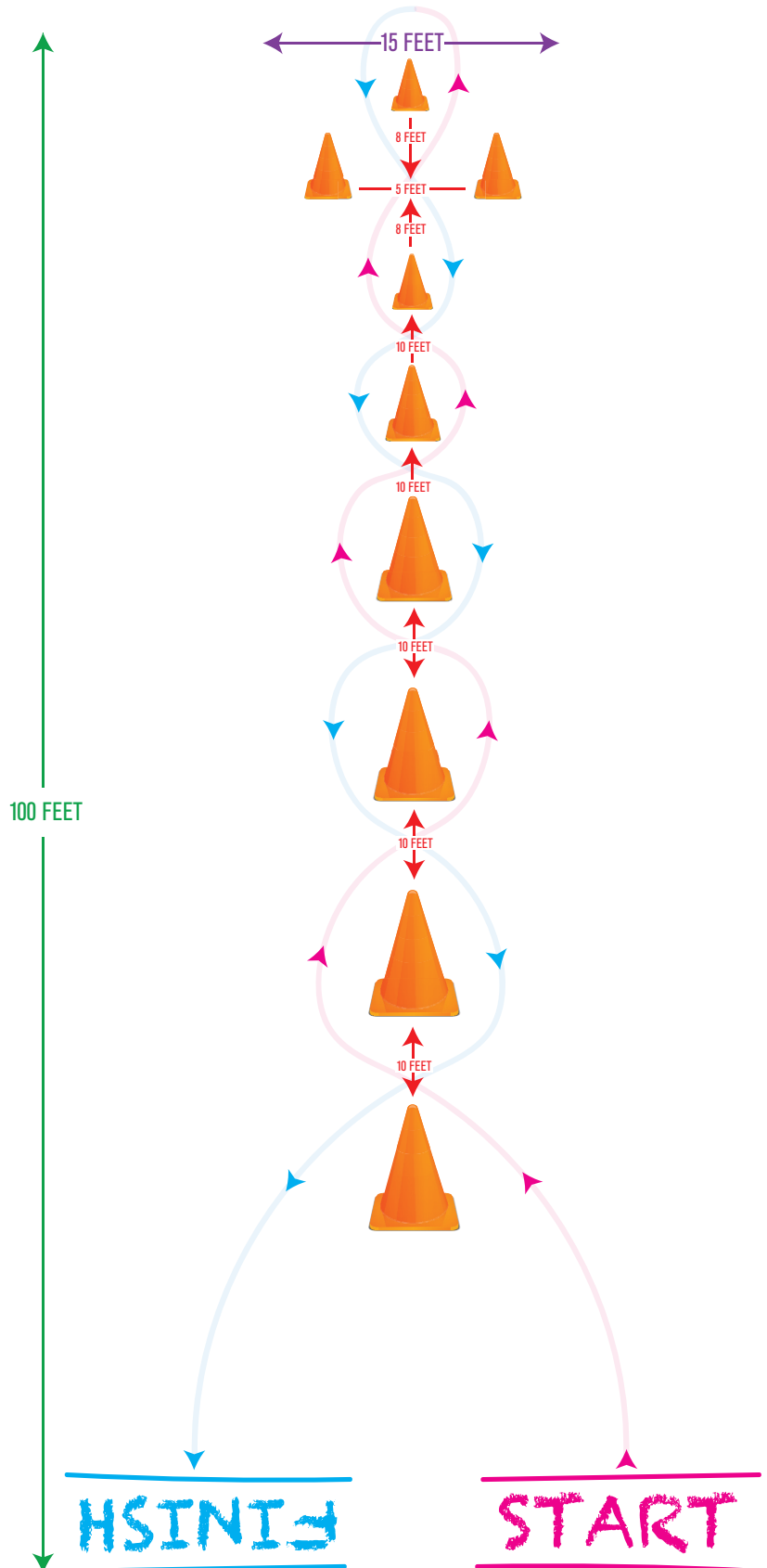
- Have each participant perform a baseline drive. Drivers should be able to complete the course in 40 seconds or less. (Option: Mount a timer on the dashboard. As soon as the driver presses start on the timer, he or she may begin the course.)

STEP 4 - BASELINE DRIVE WITH THE FATAL VISION® GOGGLES

- Have participants drive the course again wearing the Fatal Vision® Goggles (Red or Silver).
- Note the difference between the two drives.

STEP 5 - DISCUSS THE EXPERIENCE

- Ask participants about the experience using the following questions:
 - "What did you see as some of the most significant changes between the first and second drive? (Ask bystanders: "Did you see any differences between the normal and impaired driving?)
 - "What are some ways you could help prevent drunk driving?"



VIEW THE INSTRUCTOR VIDEO:

<https://youtu.be/JFUlw6dvsns>



ACTIVITY STEPS

FATAL VISION® ROAD SKILLS CHALLENGE - LANE CHANGE COURSE

STEP 1 – SET-UP THE COURSE

- Find an empty, flat area that is at least 110 feet long and 40 feet wide.
- Set up two lanes with another set of cones to turn around to make a return trip. See the diagram on the right for the course layout and measurements. This course requires eighteen 12-inch cones.
- Test drive the course before conducting the session. Note: the lanes start at 4 feet wide. If the participants can navigate the lanes impaired without hitting cones, narrow the lanes to around 3 and a half feet.

STEP 2 – ACTIVITY INTRODUCTION

- Explain to your participants that driving a car requires accurate turns, stops, and reactions. Laws are created based on the driving environment and the abilities of the average driver to maneuver in that environment safely. Participants can complete this course safely within 35 seconds. You will compare the driver's sober run with his or her impaired run and contrast the differences.

STEP 3 – BASELINE DRIVE WITHOUT IMPAIRMENT

- Have each participant perform a baseline drive with a passenger. Drivers should be able to complete the course in 35 seconds or less. (Option: Mount a timer on the dashboard. As soon as the driver presses start on the timer, he or she may begin the course.)

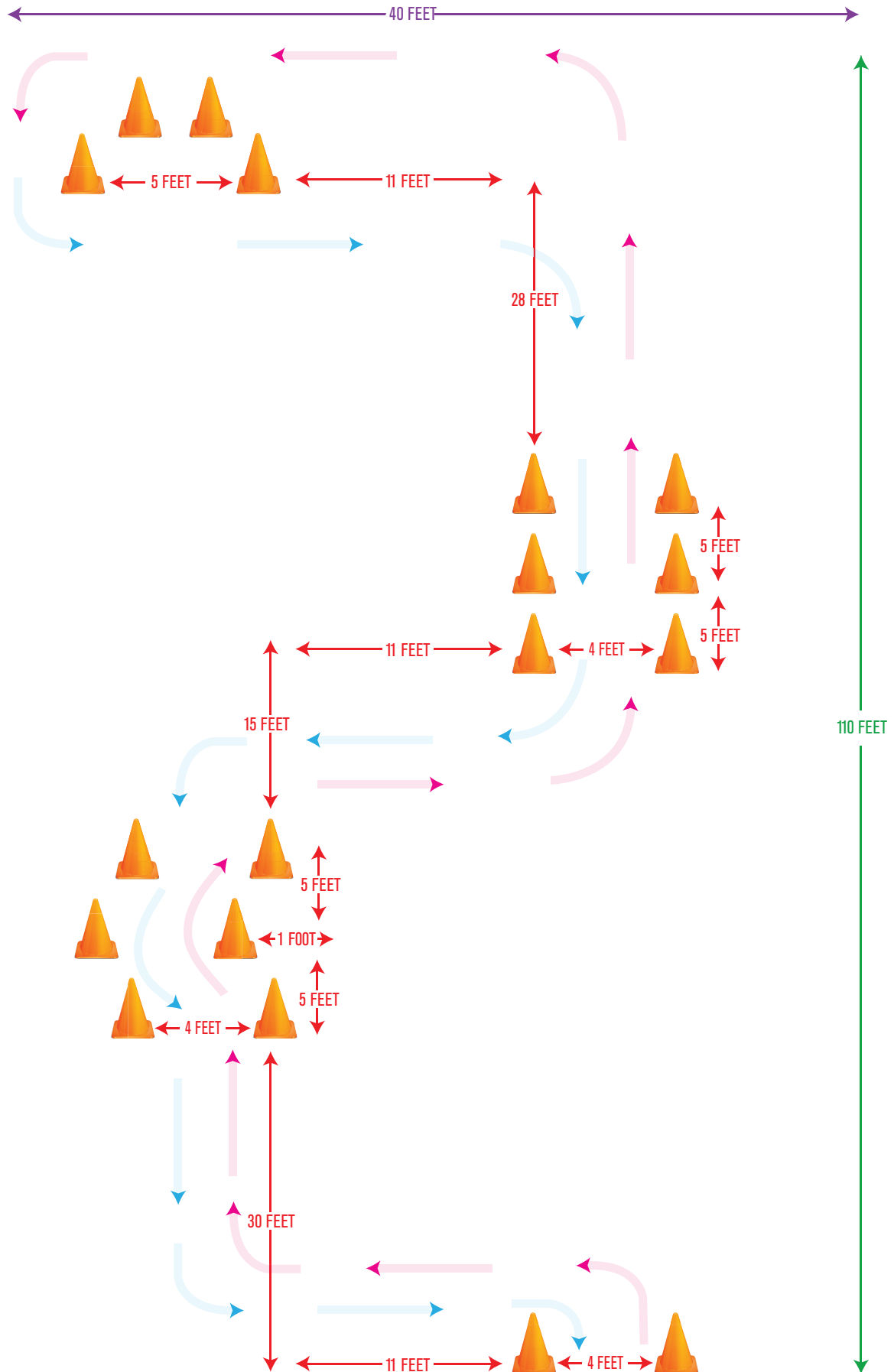
STEP 4 – BASELINE DRIVE WITH THE FATAL VISION® GOGGLES

- Have participants drive the course again wearing the Fatal Vision® Goggles (Red or Silver).
- Note the difference between the two drives.

STEP 5 – DISCUSS THE EXPERIENCE

- Ask participants about the experience using the following questions:
 - “What did you see as some of the most significant changes between the first and second drive? (Ask bystanders: “Did you see any differences between the normal and impaired driving?)
 - Ask the passenger- “How safe did you feel as a passenger with an impaired driver?”
 - “What are some ways you could help prevent drunk driving?”

FATAL VISION® ROAD SKILLS CHALLENGE - 1-SEATER LANE CHANGE COURSE



TIPS FOR SUCCESS

- The goggles are meant to impair and cause loss of balance.
 - Keep control of the session, do not allow anyone to run with the goggles.
 - Use spotters for all activities.
 - Clear the demonstration area of tripping hazards.
 - If someone is susceptible to motion sickness, do not have them wear the goggles.
- Try the goggles yourself before your presentation so you know what to expect.
- If the participant doesn't show any signs of wobbling or weaving check to make sure both eyes are open.
- Focus on the individuals' reaction to the loss of abilities and highlight the Experience.
 - ASK
 - "What was going through your mind when you were doing the activity?"
 - "How confident were you in your ability to process the situations and make quick accurate decisions?"
 - Focus on the difference in performance between the unimpaired and impaired activity.
- Expect the participants to laugh at how the person with the goggles behaves.
 - Acknowledge how funny the situation might be and guide the conversation to identify instances where the behavior might be dangerous.
- Some comments you might hear
 - "It doesn't feel that way" point out that the goggles only impair someone physically their brain is sober. When a person is impaired their brain is impaired as well and might not realize it.
 - "I've never been this bad!" Observe that the person is experiencing the impairment goggles with a sober brain. Their experience is different from when their brain itself is impaired. They may not recall details of what it was like.

