

## INSTRUCTOR'S GUIDE

### ABOUT YOUR GOGGLES

Drunk Busters Goggles simulate effects of impairment, including reduced alertness, slowed reaction time, confusion, visual distortion, alteration of depth & distance perception, reduction of peripheral vision, poor judgment and decision making, double vision, and lack of muscular coordination. For some people, impairment might result after as little as one drink of alcohol, even though their Blood Alcohol Concentration (BAC) level would be quite low. Combining a small amount of alcohol with prescription medication can also lead to impairment, again with the possibility of a low BAC level. Use of illegal drugs is also impairing, with no BAC level even present.



**BAC of .04 to .06**  
**Drunk Busters**  
**Low Level BAC Goggle**  
 (green strap)



**BAC of .06 to .08**  
**Drunk Busters Low Level**  
**BAC Nighttime Goggle**  
 (blue strap)



**BAC of .08 to .15**  
**Drunk Busters**  
**Impairment Goggle\***  
 (black strap)



**BAC of .15 to .25**  
**Drunk Busters**  
**Twilight Vision Goggle\***  
 (red strap)



**BAC of .26 to .35**  
**Drunk Busters**  
**Totally Wasted Goggle**  
 (orange strap)



**DRUG IMPAIRMENT GOGGLE**  
 Simulates many of the effects of using illegal drugs or overdosing on prescription medication, including disorientation, altered space perception, vertigo, lack of concentration, image distortion, memory problems, and feelings of euphoria.  
 (camo strap)



**SNOOZE GOGGLE®**  
 Simulates fatigue in the early morning after working all night long and also extreme fatigue.  
 (grey strap)



**RED-EYE GOGGLE™**  
 Simulates fatigue late in the day when the sun is about to go down and fatigue under low light conditions.  
 (rose strap)



**CANNABIS GOGGLE™**  
 Impairs concentration and coordination, slows reaction time, results in a feeling of nausea, and can result in short-term memory loss.  
 (olive strap)



**ECSTASY/MOLLY/LSD GOGGLE™**  
 Distorts the perception of the size and shape of objects and also gives the user a distorted perception of color.  
 (tie-dye strap)



# HOW TO USE YOUR GOGGLES



For your most effective program, participants should have the opportunity to perform at least five tasks while “sober” and then be asked to repeat the same tasks in the same order while “impaired” wearing the goggles. The more time spent with each participant, the more effective your program. You must convince them that impairment can lead to serious injuries or death for themselves, friends, family members, or innocent victims. Stress to participants that the goggles only simulate visual impairment, and that when one is actually impaired, there are other consequences as well. In a small classroom setting, time may allow for everyone to wear the goggles. With a larger audience, use one volunteer for demonstration purposes.

Remember to always use caution and emphasize that safety is the number one priority. **DO NOT** let anybody use the goggles unsupervised. You, as the user, assume all responsibility for accidents or injuries.

## SUGGESTED ACTIVITIES



### DRIVING COURSE

On a flat, paved parking lot with no obstructions, or in a gymnasium, set up a course using traffic safety cones. Using a Drunk Busters Pedal Kart, have the participant drive the course “sober” and then a second time “impaired” while wearing the Drunk Busters Goggles. When they finish driving “impaired” have them perform four or five tasks, including the Walk the Line test and the One Legged Stand test, both of which are Standardized Field Sobriety Tests.



## SUGGESTED ACTIVITIES

### STANDARDIZED FIELD SOBRIETY TESTS

The first test you should use with every participant is Walk The Line. Place a ten-foot line on the floor with field sobriety test tape. Ask the participant to take nine steps, in a straight line, walking heel to toe with their hands at their sides, turn, and walk nine steps back, counting the steps out loud as they walk. The second test is the One Legged Stand. With their hands at their sides, have them lift one foot six inches off the floor, parallel to the ground. Looking at the extended foot, have the participant count out loud “one thousand one, one thousand two, etc...” until they have held the foot out for 30 seconds. When sober, just like any driver, they should perform these tests perfectly. When wearing the goggles, like a drunk driver, they will flunk both of these tests.

### CATCH THE BALL

Have the participant stand with one hand behind their back; throw five small balls one at a time that they need to catch with one hand without using any other parts of their body.

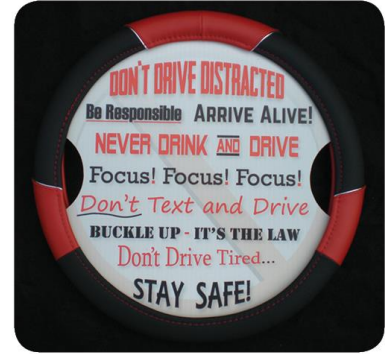
### OTHER IDEAS...

Find a specific telephone number in a phone book, call or text a friend on a cell phone, unlock a lock, walk to a car in a parking lot, use a computer keyboard to type several sentences onto the screen (time them and compare the number of errors), or ride as a passenger in a car and try to read traffic and street signs.



### DRUNK BUSTERS CHALLENGE ACTIVITY MAT

The participant needs to drive the course “sober” the first time and “impaired” with the Drunk Busters Goggles the second time, staying on the road, obeying traffic signs, and avoiding pedestrians, wild animals, and other vehicles. This can also be used to teach the dangers of texting and driving.

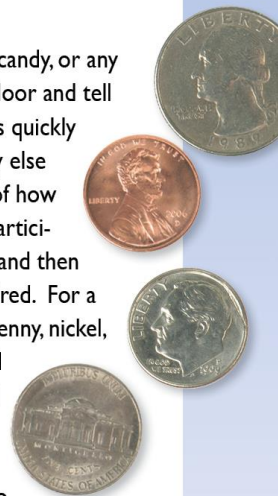


### STEERING WHEEL

Using a Drunk Busters steering wheel, have the participant drive around the classroom on a simple course that you design using masking tape and traffic safety cones. Use caution—you do not want somebody to get hurt!

### PICK UP

Throw car keys, coins, dice, candy, or any other small objects on the floor and tell them to pick the items up as quickly as possible. Have somebody else in the audience keep track of how many seconds it takes the participant to do this while sober and then the second time while impaired. For a variation, you can throw a penny, nickel, dime, quarter, half dollar, and dollar coin on the floor, and then have the participant pick up a specific coin only when you command them to do so.



### MARIO KART WII



## CLEANING YOUR DRUNK BUSTERS GOGGLES

Always handle your goggles with care and clean them like you would a pair of eye-glasses. Use a lens cleaner spray and a micro fiber cleaning cloth. Do NOT use water, rubbing alcohol, cleaning agents such as 409, bleach, or anything else. Treat the Drunk Busters Goggles with respect, and you will be able to use them for many years. The 5-year warranty covers the frame, lens, and strap. Normal wear and abuse are not covered.

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