



ALCOVISTA[®]
ALCOHOL SIMULATION
SINCE 2006



This sheet covers all the Alcohol, Drugs and Fatigue models.

The Alcovista[®] Simulation Glasses are an excellent educational tool to educate and raise awareness among people of all ages about the consequences of excessive alcohol and drug consumption and driver fatigue.

Alcovista[®] Simulation Glasses use an optical technology that allows the user to be in an impending situation with behaviours ranging from imbalance, vision distortion, reaction times.

The main effects produced

Alcohol Simulation

- Reduced alertness,
- Slower reaction times,
- Visual distortion,
- In-depth modification of the appreciation of distances,
- Reduced peripheral vision, (tunnel effect)
- Splitting of vision,
- Lack of balance and muscle coordination.

Drugs Simulation

- Disorientation
- A strong change in the perception of the surroundings
- Alteration of space
- Visual difficulties
- Colour changes
- A high level of indecision
- Feelings of loss of control etc.

Fatigue simulation

- Simulation after a sleepless night with or without alcohol effect
- Blue tinted lenses to reproduce dawn
- Feeling of drowsiness/instability in line (difficulty to stay in the lane)
- Decreased reaction time
- Tired and blurred vision

Visual impairment can vary between individuals

Day or night vision

Day vision: clear lenses

Night vision: Shaded lens

Alcohol Equivalences: "High Level" for Example

Alcohol in the Blood

1,3 g/l

1,3 ‰

.13 BAC

Alcohol in breath

0,65 mg/l

0,65 mg/l

0,65 mg/l

The level of alcohol in the breath is measured by a breathalyser

Educational objectives

- Understand the change in feelings following alcohol, drug or sleepless driving
- Identify strategies to increase the effectiveness of your awareness campaigns.

The advantages of Alcovista® glasses



Technical specifications

- Dimensions: 190 mm x 90 mm
- Goggle weight: 150 grams
- Clear polycarbonate lens
- Possibility to wear corrective glasses
- High ventilation, anti-fog lens
- Anti-scratch treatment
- Impact resistant
- Material: soft, easy-care, non-injurious ABS, adaptable to all face shapes
- Adjustable and replaceable latex strap with articulated fasteners
- Delivered with a bag and microfiber wipe
- Made in Europe

Maintenance of Alcovista® glasses

Clean your glasses with the microfiber cloth provided. For Covid disinfection do not use solvents or detergents, only use 70° alcohol and wipe with the cloth provided.

Advice on use and precautions

Blood alcohol goggles are not protective eyewear or sports eyewear and should not be used for these purposes. Blood alcohol goggles should only be used in the presence of an instructor or trainer to simulate the effects of alcohol, drugs or fatigue.

Manufacturer and seller

Manufactured in Spain by Addixis Consulting S.L. , alfonso XII 8, 28014 Madrid , Spain
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DRUNK GOGGLES



High Level impairment
BAC of .10 - .16
Average BAC: .13
Item: DF-WN4I-3ZGJ



Medium Level impairment
Bac of .06 - .10
Average BAC: .08
Item: 103-101-0006



Low Level impairment
Bac of .04 - .06
Average BAC: .05
Item: 103-101-0002



High Level impairment.
Shaded lens.
BAC of .11 - .17
Average BAC: .14
Item: 103-101-0004



Medium Level impairment.
Shaded lens.
BAC of .07 - .11
Average BAC: .09
Item: 103-101-0007



Low Level impairment.
Shaded lens.
Bac of .05 - .07
Average BAC: .06
Item: 103-101-0003



Binge Drinking impairment
Blue lens.
Bac of .25 - .35
Average BAC: .30
Item: 103-101-0008

The BAC indicated are approximate, each individual may have a different perception depending on his or her eyesight, so the rates are expressed as a range and not as a fixed BAC.

The simulation results in visual distortion and a reduction in the angle of vision.

Shaded models simulate a night situation (tinted lenses), they are to be used during the day. to simulate a night situation

DRUGS GOGGLES



Drugs and Psychotropic
substances
Item: 103-101-00010



Cannabis and Opiates
4 to 5 joints, Strong effects
Item: 103-101-00011



Cannabis 1st Contact
1 to 2 joints, Light effects
Item: 103-101-00012



Hallucinogens LSD , Tripis, MDMA
Item: 103-101-00013

These goggles simulate many of the effects of illicit drugs or an overdose of prescription drugs. The visual effects include disorientation, altered spatial perception, altered perception of space, dizziness, lack of concentration, image distortions, memory problems, and a feeling of euphoria.

DROWSINESS GOGGLES



Drowsy Driving
12 hours of driving without rest
Item: 103-101-00024



Drowsy Driving
With alcohol effect BAC .13
Item: 103-101-00020

Fatigue goggles simulate fatigue after a long night's work, a night out at a disco, an evening in a smoky place, a case of extreme fatigue as well as at the end of a day with bad weather conditions.

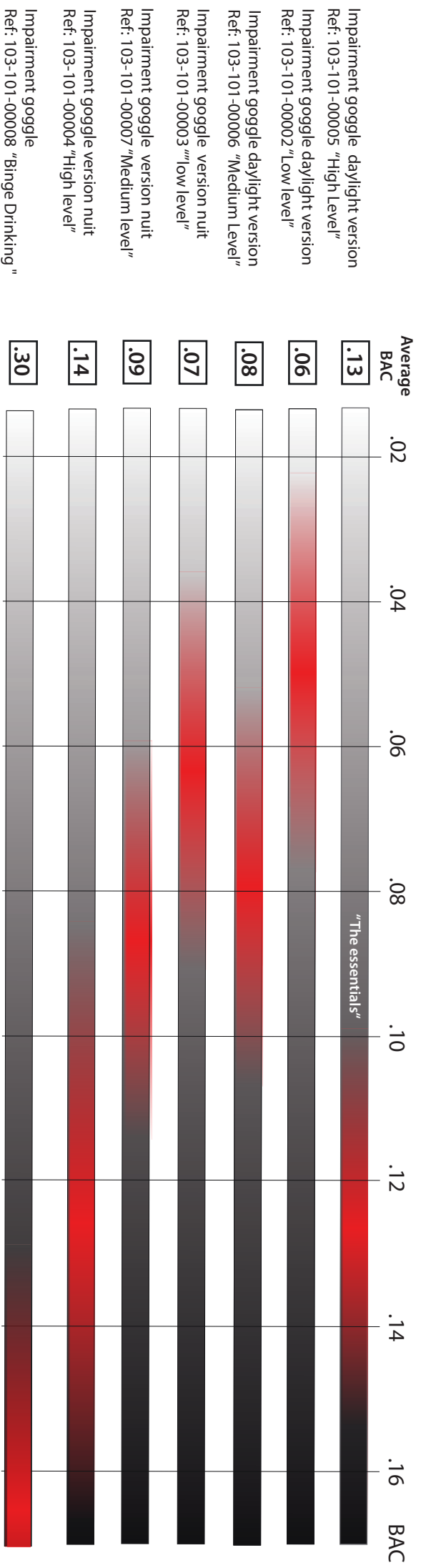
Safety precautions: Do not use in vehicles on public roads or in life-threatening situations.

ALCOVISTA® goggles are designed for educational use, the presence of an instructor is strongly recommended during use.

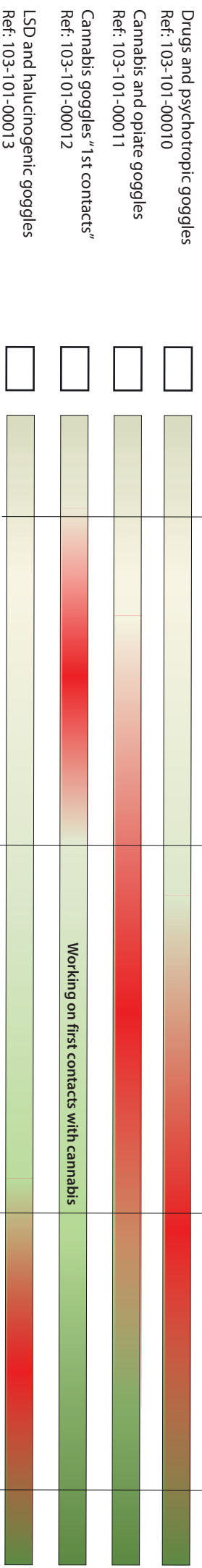
Although in some exercises the goggles allow for slowness or clumsy behaviour, driving under the influence of alcohol, drugs or fatigue may result in different behaviours in reality. For example, the goggles do not simulate aggressive behaviour, drowsiness and longer reaction times due to reduced reflexes.

IMPAIRMENT GOGGLES

Experts in Alcohol prevention always recommend the use of a BAC range because not all individuals react visually in the same way, it is illusory to set a fixed rate for each model.



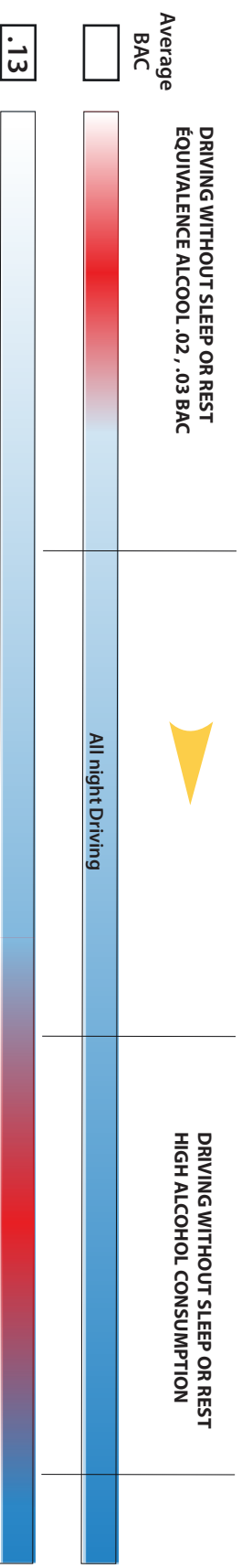
IMPAIRMENT DRUGS GOGGLES



SNOOZE DROWSY GOGGLES

Snooze Drowsy and Distracted Goggle
Ref: 103-101-00024

Snooze Drowsy Goggle + alcohol .13 BAC,
Ref: 103-101-00020



LOW CONSUMPTION

MEDIUM CONSUMPTION

HIGH CONSUMPTION

DRIVING WITHOUT SLEEP OR REST
EQUIVALENCE ALCOOL .02, .03 BAC

Average BAC



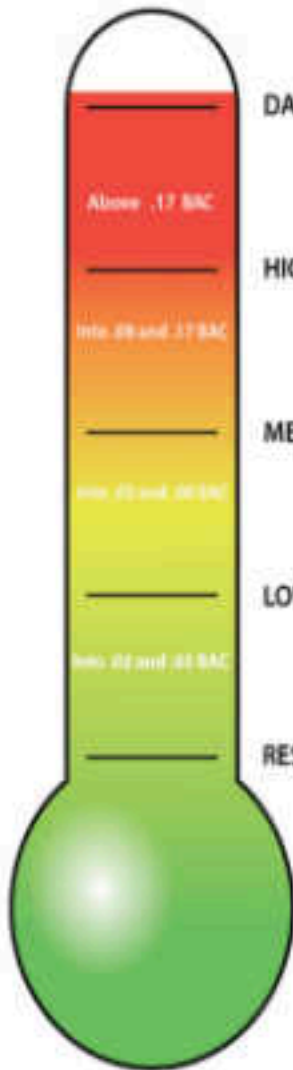
DRIVING WITHOUT SLEEP OR REST
HIGH ALCOHOL CONSUMPTION

BLOOD ALCOHOL THERMOMETER

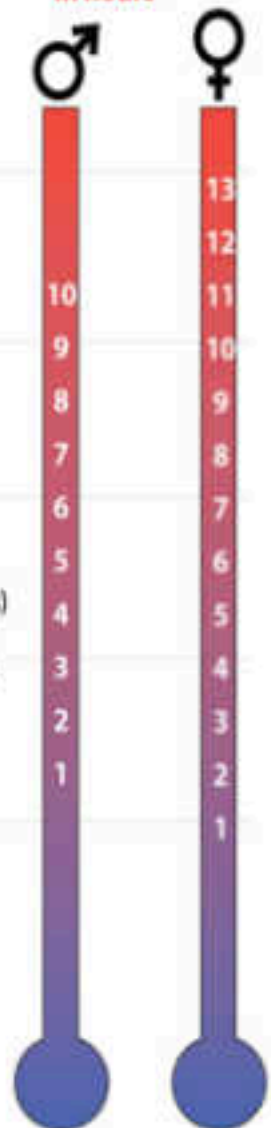
ALCOHOL LEVEL

EFFECTS

ELIMINATION* in hours



ALCOHOL LEVEL	EFFECTS
DANGEROUS LEVEL Above .17 BAC	Coma or death Paralysed breathing, Unconsciousness No reflexes
HIGH LEVEL Into .08 and .17 BAC	Sleep Inability to act and think Apathy mental, confusion Vomiting
MEDIUM LEVEL Into .05 and .08 BAC	Motor incoordination, loss of balance Overestimated abilities Excitement
LOW LEVEL Into .02 and .05 BAC	Euphoria Disturbed vision and reflexes (elongated reactions) Increased risk-taking, distorted estimation (Speed and distance) Decreased attention
RESIDUAL LEVEL	Mild intoxication and euphoria



*Approximate elimination in hours.

Male : .010 to .015 BAC per hour.

Female : .0085 to .010 BAC per hour.