

DRUGS and DRUG PARAPHERNALIA - INFORMATION and PHOTOS

Includes information on:

- ◆ [Alcohol](#) (page 2)
- ◆ [Amphetamines](#) (includes [methamphetamine](#)) (page 3)
- ◆ [Cannabis](#) (includes [marijuana](#), [hashish](#) and [Marinol](#)) (page 4)
- ◆ [Cocaine](#) and [crack cocaine](#) (page 5)
- ◆ [Designer drugs](#) including “[bath salts](#)” (page 6)
- ◆ [Dextromethorphan](#) (DXM) and cough suppressants (page 7)
- ◆ [Ephedrine](#), [ephedra](#), [pseudoephedrine](#), and “[herbal ecstasy](#)” (page 8)
- ◆ [Gammahydroxybutyrate](#) (GHB) (page 9)
- ◆ [Hallucinogens](#) {includes [tryptamines](#), [LSD](#), [PCP](#) (phencyclidine), [psilocybin](#) (mushrooms), [DMT](#), [peyote](#) and [mescaline](#), and [Salvia Divinorum](#)} (pages 10 – 12)
- ◆ [Heroin](#) (page 13)
- ◆ [Inhalants](#) (includes [nitrous oxide](#)) (pages 14 – 15)
- ◆ [Ketamine](#) (page 16)
- ◆ [MDMA](#) (Ecstasy) (page 17)
- ◆ [Methamphetamine](#) (see [Amphetamines](#), page 3)
- ◆ [Paraphernalia](#) (pages 24 – 28)
- ◆ [Prescription depressants and sedatives](#) (includes [depressants](#), [sedatives](#), [barbiturates](#), [tranquilizers](#) including [benzodiazepines](#)) (page 18)
- ◆ [Prescription narcotics](#) (includes [morphine](#), [hydromorphone](#), [oxycodone](#), [hydrocodone](#), and [methadone](#)) (page 19)
- ◆ [Prescription stimulants](#) {includes [Adderall](#) and [Dexedrine](#), [Ritalin](#) (methylphenidate,) and [anorectics](#)} (page 20)
- ◆ [Rohypnol](#) (Flunitrazepam) (page 21)
- ◆ [Steroids](#) (anabolic and androgenic) (page 22)
- ◆ [Tobacco](#) (page 23)

- ◆ [Drug Paraphernalia](#) (pages 24 – 28)



ALCOHOL

WHAT IS ALCOHOL: Alcohol is a central nervous system depressant produced by the action of yeast cells on carbohydrates in fruits and grains. Alcohol is the oldest and most widely used drug in the world. There are three basic types of alcoholic drinks.

- ◆ Beer is made from fermented grains and has an alcohol content of 3 - 6%. Malt liquor is a type of beer that typically has an alcohol content of 8 to 12%.
- ◆ Wine is made from fermented fruits and typically has an alcohol content of 11 - 14%. Some wine drinks have fruit juice and sugar added, lowering alcohol content to 4 - 7%. Fortified wine (e.g. fortified wine coolers, port, aperitifs, and "dessert wines") typically has an alcohol content of 14 - 20%.
- ◆ Liquor is made by distilling a fermented product to yield a drink that usually contains 40 - 50 percent alcohol. The alcohol content in liquor is indicated by degrees of proof, which in the US is twice as high as the percent. Thus, 80-proof liquor is 40 percent alcohol.

A 12-ounce glass of beer, a 5-ounce glass of wine, and a 1.5-ounce shot of liquor all contain about the same amount of alcohol.

ALCOHOL EFFECTS: Alcohol is absorbed into the bloodstream from the stomach and circulates to all the tissues. Effects of alcohol depend on a person's size, weight, age, and sex, as well as the amount of food and alcohol consumed and individual physiologic factors. Depending on these factors: consumption of two or three drinks in an hour can impair judgment, lower inhibitions, and induce mild euphoria. Once a drinker stops drinking, his or her blood alcohol level typically decreases by about 0.01%/ hour.

Signs and symptoms of alcohol use and intoxication may include:

Alcohol smell on breath	Unsteady gait	Loss of consciousness	Nausea, vomiting
Irritability	Loss of coordination	Slowed thinking	Blackouts
Euphoria	Inappropriate behavior	Depression	Hangovers
Loss of balance	Slurred speech	Impaired memory	

Signs and symptoms of alcohol withdrawal, experienced by people physically addicted to alcohol, include:

Tremors	Visual hallucinations	Increased temperature	Death is possible if untreated
Anxiety, panic attacks	Nausea and vomiting	Elevated blood pressure	
Paranoia and delusions	Elevated heart rate	Convulsions/Seizures	

ALCOHOL ABUSE EFFECTS:

- ◆ Alcohol abuse is a significant factor in the three leading causes of death in teens (accidents, suicides and homicides.)
- ◆ Neurological dangers include impaired vision, impaired coordination, memory defects, blackouts, hallucinations, and seizures. Long-term consumption can result in permanent brain damage. There is evidence that any alcohol consumption during adolescent years causes changes in the brain that do not entirely reverse.
- ◆ Cardiac problems include elevated blood pressure and heart rate, risk of stroke, heart failure.
- ◆ Respiratory dangers include respiratory depression and failure, pneumonia, and lung abscesses.
- ◆ Alcohol abuse increases the risk of some types of cancer.
- ◆ Chronic alcohol abuse causes liver disease, including alcoholic fatty liver, hepatitis, and cirrhosis.
- ◆ Other physiological dangers include damage to the gastrointestinal system (including duodenal ulcers, reflux, and diarrhea,) the pancreas, and the kidneys.
- ◆ Alcohol abuse may cause malnutrition, disrupt the absorption of nutrients in food, and suppress the immune system.
- ◆ Psychological dangers include impaired judgment and verbal ability, apathy, introversion, antisocial behavior, inability to concentrate, and deterioration of relationships.

ALCOHOL and PREGNANCY: Drinking during pregnancy raises the risk of low-birth weight babies and intrauterine growth retardation, and of long-term developmental problems. Drinking during pregnancy can cause fetal alcohol spectrum disorders, with irreversible physical abnormalities including small skulls, abnormal facial features, heart defects, stunted growth and mental development and cognitive and behavioral problems.

ALCOHOLISM: Addiction to alcohol is a disease. An alcoholic will continue to drink despite serious family, health, or legal problems. Alcoholism is chronic, meaning that it lasts a person's lifetime; it is progressive, meaning it tends to get worse over time; and it has symptoms. There is no known cure for alcoholism at this time, but with help alcoholics can abstain from alcohol and recover from the disease.

FEDERAL CLASSIFICATION: Not scheduled; alcohol is a legal purchased product for adults.



AMPHETAMINES and METHAMPHETAMINE

WHAT ARE AMPHETAMINES: Amphetamines are stimulant drugs that increase activity of the central nervous system. Their effect is similar to adrenaline. Some amphetamines can be legally prescribed, although their medical uses are limited. They are sometimes used in low doses to treat obesity and narcolepsy. Amphetamines are found in pill, capsule, powder and crystal forms



HOW ARE THEY USED: Amphetamines can be taken orally in pill or capsule form, snorted, smoked or dissolved and injected. **Methamphetamine** is available as a fine coarse powder, crystal or chunks, or in pill form. Methamphetamine can be injected, inhaled or taken orally. "Crystal," "ice" or "glass" is a concentrated form of methamphetamine that resembles tiny chunks of translucent glass and is vaporized and inhaled. Methamphetamine is often smoked in a small pipe. Some users spread the powdered drug on aluminum foil, heat the foil, and inhaling the fumes. Some users "speedball," combining methamphetamine and heroin.

EFFECTS: Amphetamines produce effects similar to other stimulants, but often longer lasting. The "high" of methamphetamine may last from two to 20 hours, depending on how much is smoked. Amphetamine use typically produces feelings of euphoria, heightened alertness and increased energy. The mouth is usually dry and swallowing is difficult, which makes eating difficult. Urination may be difficult. The users' pupils are dilated, and reflexes are faster. Rapid speech often occurs, followed by slurred speech. Heart rate, breathing and blood pressure increase, and sensations of hunger and fatigue are reduced. Heart palpitations may be experienced. High doses may cause a rapid or irregular heartbeat, loss of coordination and sometimes physical collapse. Amphetamine use may result in stroke, high fever or heart failure. Users often become agitated and feel "wired." Their behavior becomes unpredictable. Users may repetitively perform mechanical tasks, such as taking apart and reassembling machinery. Formication (a sensation of insects crawling under their skin) may cause users to pick at imaginary bugs on their skin. There is a reduced ability for users to relate to others socially. The behaviors common to amphetamine use are often referred to as "tweaking."

Tissue tolerance for methamphetamine develops quickly, and increasingly high dose are required to produce the desired effect. Users often "binge" on methamphetamine for days, with little or no sleep or intake of food, until they are overcome by exhaustion or psychosis or have no drug left. As the drug wears off, feelings of fatigue and depression are experienced and the user may "crash." Initially, the "crash" is marked by agitated depression, sometimes accompanied by an urge for more methamphetamine. Then lethargy occurs, followed by a long deep sleep. The depression returns once the user awakens and may last for days, producing a high potential for suicide.

LONG-TERM EFFECTS: Chronic use of amphetamines may lead to malnutrition, weight loss, sleep disturbances, skin disorders, dental problems, ulcers and diseases resulting from vitamin deficiencies. With prolonged high-dose use or long binges, stimulant psychosis may develop. The psychotic user may feel intensely paranoid, hear voices, and experience bizarre delusions or paranoia. Methamphetamine-induced panic and psychosis can result in incidents of extreme violence. The psychosis may persist for days to weeks after the last dose of methamphetamine; occasionally, methamphetamine-related psychosis lasts for years. There is evidence of permanent damage to brain cells from methamphetamine use. Intravenous users risk AIDS, hepatitis, infections at the injection site, and infection of the heart lining and valves (endocarditis.) In pregnancy, amphetamine use can cause premature labor, detachment of the placenta, low birth weight, neurological damage to the fetus, and long-term developmental risks. Abrupt discontinuation of amphetamines in chronic users may result in serious withdrawal symptoms, including death if untreated. Amphetamine use may result in dependency.

FEDERAL CLASSIFICATION: Schedule II.



CANNABIS (marijuana, hashish)

WHAT IS CANNABIS: Marijuana and hashish are forms of cannabis and are products of the hemp plant, *Cannabis sativa*. Marijuana consists of dried, shredded flowers and leaves of *Cannabis sativa*. Hashish is a resinous material made by drying and compressing cannabis into solid or paste-like balls, cakes, or sheets. Hashish oil ("hash oil") is a thick liquid made by dissolving hashish or marijuana in solvents, separating out the plant material, and evaporating the solvent, leaving a concentrated form of cannabis. Marinol is a synthetic form of THC used orally for medical purposes.



POTENCY: There are about 400 chemicals found in *Cannabis sativa*, including several cannabinoids. The main psychoactive chemical in cannabis is delta-9-tetrahydrocannabinol (THC.) Cultivation techniques are producing increasing levels of THC. The average level of THC of seized marijuana rose from 1 - 2 percent in the 1970s, to just under 4% in 1983, to 10.1% in 2009. Sinsemilla and other "high grade" forms of marijuana made from the buds and flowering tops of female plants, may have a THC content of 24 to 35%. THC levels of hashish typically range from 20 to 80%.



HOW IS IT USED: Marijuana and other cannabis products are usually smoked. Techniques for smoking cannabis include rolling it into cigarettes ("joints,") replacing the tobacco in a hollowed-out cigar with cannabis, using a pipe or water pipe, or heating the cannabis with hot glass or metal to produce smoke or vapor. Marijuana can also be brewed into tea or mixed in baked products. Marijuana may sometimes be laced with other substances, such as crack cocaine or PCP.

EFFECTS: Effects of cannabis are generally felt within a few minutes and peak in 10 to 30 minutes. Most of cannabis's short-term effects wear off within two or three hours. Studies have demonstrated that the effects of cannabis on attention, organization and driving skills persist for as long as 24 hours. THC is a fat-soluble substance and accumulates in fatty tissues in the liver, lungs, testes, and other organs. Two days after smoking cannabis, one-quarter of the THC content may still be retained. Cannabis will show up in urine tests three days after use (or up to weeks in chronic users) and traces may be picked up by sensitive blood tests two to four weeks later.

Cannabis has depressant and disinhibiting properties and is mildly hallucinogenic. Cannabis use alters perception, coordination, concentration and judgment. Short term effects include dry mouth and throat, increased heart rate, hunger, impaired coordination and balance, delayed reaction time, and diminished short-term memory. Cannabis usually produces a sense of well-being and relaxation Use distorts perception (making it dangerous to operate machinery or vehicles.) Cannabis use, especially in high doses, may sometimes produce anxiety, paranoia and hallucinations. Research has demonstrated that cannabis limits the capacity to absorb and retain information, and to use math and verbal skills. Chronic cannabis smoking may result in frequent upper respiratory infections, bronchitis, emphysema, and bronchial asthma. Cannabis affects the ability of the immune system to fight infection and disease. Cannabis also affects hormones; regular use can delay the onset of puberty in young men and reduce sperm production. For women, regular use may disrupt normal monthly menstrual cycles and inhibit ovulation. When pregnant women use cannabis, they run the risk of having smaller babies with lower birth weights, who are more likely than other babies to develop long-term health and behavioral problems. Studies have found developmental and behavioral problems in children exposed to cannabis before birth

Chronic cannabis use can result in dependency (addiction.) Long-term users of cannabis have reported withdrawal symptoms when use is stopped, including insomnia, depression, nightmares and vivid dreams, sweats especially at night, anger, irritability, labile emotions, headaches, impotence, changes in sex drive, reduced ability to concentrate or learn, reduced appetite, digestive problems, tremors, and dizziness.

FEDERAL CLASSIFICATION: Schedule 1 controlled substances. Marinol is a schedule III controlled substance.



COCAINE and CRACK COCAINE

WHAT IS COCAINE: Cocaine is a central nervous system stimulant extracted from the leaves of the coca plant, indigenous to the Andean mountains in South America. Coca leaves have been used by indigenous people as a part of religious and social rites; leaves are chewed or brewed into tea and are used to relieve apoxia (high altitude sickness,) hunger, and fatigue. The primary route of administration for cocaine powder is inhalation, commonly referred to as "snorting." This is often done in a ritualistic way by pouring cocaine onto a mirror, chopping it and separating it into "lines," and then "snorting" off a small "coke" spoon or through a straw or rolled-up currency. Some users dissolve the powder and inject it.



"**Crack cocaine**" is a smokable, rapidly reacting form of cocaine hydrochloride that has been processed with ammonia or sodium bicarbonate (baking soda) and water into freebase cocaine in the form of chips, chunks, or rocks. Crack is usually placed in a pipe or similar vessel, often made of glass, and heated with a lighter. The user inhales the fumes. Crack is less expensive than powder cocaine and its effects are more rapid and intense.

Cocaine can be used medically as a topical preparation applied to mucus membranes to constrict blood vessels and stop or reduce bleeding.

EFFECTS: Cocaine in all its forms stimulates the central nervous system. The "high" from snorting cocaine may last 15 to 30 minutes, while that from smoking crack cocaine may last 5 to 10 minutes. Cocaine's effects are short lived, and once the drug leaves the brain, the user experiences a "coke crash" that includes depression, irritability, and fatigue.

Effects may include:

- ◆ Cocaine makes the user feel more alert, energetic, and self-confident and powerful. Appetite is reduced. There may be feelings of restlessness, irritability, and anxiety.
- ◆ Cocaine increases heart rate, blood pressure and temperature, and causes peripheral blood vessels to constrict. Cardiovascular problems, including irregular heartbeat, heart attack, and heart failure may occur.
- ◆ Pupils become dilated. Neurological incidents may occur, including strokes, seizures, fungal brain infections, and brain hemorrhage.
- ◆ Pulmonary effects, such as fluid in the lungs, aggravation of asthma/lung disorders, respiratory failure
- ◆ Increased risk of traumatic injury from accidents and aggressive, violent, or criminal behavior
- ◆ Dependence and addiction
- ◆ With high doses especially, users can become delusional, paranoid, and suffer psychiatric complications including psychosis, paranoia, depression, anxiety disorders, and delusions.
- ◆ Other effects include: reduced appetite with resultant weight loss, sleeplessness, sexual dysfunction, diminished sense of smell, perforated nasal septum from snorting powder cocaine, nausea, and headaches.
- ◆ Crack users may singe eyebrows or eyelashes with the flame of matches or lighters, or burn fingertips and other body parts from contact with superheated vessels (e.g., glass pipes).
- ◆ Fetal cocaine effects include premature separation of the placenta, spontaneous abortion, premature labor, low birth weight and head circumference, greater chance of developmental problems.
- ◆ For intravenous (IV) cocaine users, there is increased risk of hepatitis, HIV infection, and endocarditis.
- ◆ Cocaine use in any form may result in dependency.

FEDERAL CLASSIFICATION: Schedule II.

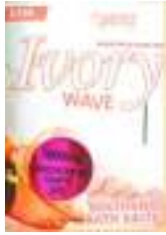
DESIGNER DRUGS including “Bath Salts”



What are designer drugs?

The term “designer drugs” refers to drugs that are analogs or derivatives of existing drugs. Designer drugs are created in a laboratory by chemically changing the pre-existing chemical structure and thus the properties of another drug or substance to create a drug with different effects, and/or to get around existing drug laws.

Examples of “designer drugs” include GHB, Ketamine, MDMA (“ecstasy,”) or Fentanyl analogs. There has recently been great concern over a class of designer drugs known as “bath salts.”



What are “bath salts”?

“Bath salts” is a term for a substance that can contain one or more “designer drugs.”

Ingredients vary but may include MDPV (methylenedioxy pyrovalerone) or mephedrone (a Khat derivative that is a Schedule I drug in Michigan). This product has no use for bathing.

Appearance: “Bath salts” are sold as crystalline powder in a small bag with various names including Ivory Wave, Blow, Red Dove, Vanilla Sky, Aura, Zeus 2, Zoom, Bliss, Blue Silk, White Lightning, Ocean, Charge, Cosmic Blast, Scarface, Hurricane Charlie, Cloud 9, Energy 1, or White Dove.

How are bath salts used? “Bath salts” are most often snorted but can also be mixed with water and ingested, injected, or inserted rectally or vaginally. It is most often used by young adults in their 20’s to 30’s. Binges lasting 3-4 days are common; reportedly the experience of “coming down” is so unpleasant that users binge as long as they can in order to avoid that feeling. There is craving for more once the binge is done.

Effects of “bath salts”: Symptoms of bath salt ingestion may include tachycardia (fast heart rate,) chest pain, confusion, high blood pressure, sweating, hyper-alertness, sleep deprivation, agitation, extreme anxiety, hallucinations, bruxism (teeth grinding,) compulsive water drinking, motor automatisms (compulsive repeated hand washing), tremors, and seizures. Severe symptoms may progress to rhabdomyolysis (destruction of skeletal muscle,) kidney failure or liver failure, severe paranoia, terrifying hallucinations, violent behavior, seizures, self mutilation, suicide and death. Users frequently describe the high as “horrible” and report seeing demons, monsters, foreign soldiers or aliens. Symptoms may last for 2-3 days; some users have experienced persistent suicidality or psychiatric symptoms.

Federal Classification: On Sept. 7, 2011, the U.S. Drug Enforcement Administration invoked its “emergency scheduling authority” to control three common “bath salts” ingredients: mephedrone, MDPV, and methylene. The DEA plans to make possessing and selling these chemicals, or products that contain them, illegal in the United States. The emergency action will remain in effect for at least a year, during which time the government is expected to call for permanent control of the drugs.



DEXTROMETHORPHAN (DXM) and COUGH SUPPRESSANT PREPARATIONS

WHAT IS DEXTROMETHORPHAN (DXM):

Dextromethorphan is the active cough-suppressant ingredient in many commercial cough remedies. It is sold under such brand names as: Robitussin(r), Delsym(r), Pertussin(r), Drixoral(r), Vicks formula 44(r), Triaminic(r), Coricidin(r), Sudafed(r), Contac(r), and several generic brands. Most of these brands come in multiple formulations, and not each formulation of these brands contains dextromethorphan. Dextromethorphan-containing remedies often are labeled as "DX" or "Maximum Strength." Each brand contains different quantities of dextromethorphan, with capsules, gel caps, tablets, lozenges and other "pills" typically containing about 20-30 mg per "pill." In order to

create the mind-altering effects desired by most DXM users, doses in excess of 100 mg. are usually taken. Tolerance develops to this drug, so longer-term users may increase doses to 1,000 mg. or more. Dextromethorphan is also available as a powder, often purchased over the Internet.

Dextromethorphan acts as an NMDA receptor antagonist. When taken at much higher doses than recommended, it acts as a dissociative anesthetic, similar to PCP and ketamine. At high doses, DXM is a central nervous system depressant and is mildly hallucinogenic.

EFFECTS: The effects of DXM abuse vary with the amount taken. Common effects of doses greater than the recommended therapeutic amount can include confusion, dizziness, double or blurred vision, slurred speech, impaired physical coordination, abdominal pain, nausea and vomiting, rapid heartbeat, drowsiness, numbness of fingers and toes, and disorientation. Dextromethorphan users describe a set of distinct dose-dependent "plateaus" ranging from a mild stimulant effect with distorted visual perceptions at lower doses, to a sense of complete dissociation from one's body at higher doses. The effects typically last for about 6 hours. Effects can include:

- ◆ Decreased ability to regulate body temperature, resulting in reduced sweating and increased body temperatures; possible heat stroke.
- ◆ Dry mouth and loss of body fluid, from the anti-cholinergic effect of the drug.
- ◆ Blurred vision, hallucinations, cognitive alterations, delusions, dissociative state.
- ◆ Nausea, abdominal pain, vomiting, possibly vomiting of blood.
- ◆ Irregular heartbeat, high blood pressure, numbness of fingers or toes, redness of face, headache.
- ◆ Loss of consciousness, death on rare occasion.
- ◆ Dry itchy skin and occasional flaky skin patches may develop from chronic use.

Most commercial cough remedies contain multiple active ingredients, and these other ingredients may create their own toxic effects when used in the high doses common among psychoactive users. Ingredients found in some preparations include: acetaminophen, guaifenesin, ephedrine and/or pseudoephedrine, and chlorpheniramine maleate. Each of these chemicals can produce serious toxic side effects when taken in the large doses needed to create the mind altering effects from the dextromethorphan.

FEDERAL CLASSIFICATION: Dextromethorphan is a legally purchased over-the-counter product; laws in some states limit the amount that may be legally purchased at one time. Cough preparations containing codeine may be scheduled III to V, depending on the amount of codeine contained.



EPHEDRINE, EPHEDRA, “HERBAL ECSTASY” and PSEUDOEPHEDRINE

WHAT IS EPHEDRINE and WHAT ARE EPHEDRA

PRODUCTS: Ephedrine is an amphetamine-like compound that stimulates the sympathetic branch of the nervous system. Chemically synthesized ephedrine is used to treat asthma, bronchitis, and allergic reactions. Ephedrine alkaloids are found naturally in a number of plants, including the ephedra species (also known by the traditional Chinese medicine name of “ma huang,” or Chinese Ephedra or epitonin). Ephedra products have been marketed as dietary supplements to promote weight loss, increase energy, and enhance athletic performance and endurance. The U.S. Food and Drug Administration (FDA) banned the sale of dietary supplements containing ephedrine alkaloids due to the risk of adverse cardiovascular effects. The ban does not pertain to traditional Chinese herbal remedies or to products such as teas that are regulated as conventional foods. Products that contain chemically synthesized ephedrine are regulated by other rules.

EFFECTS: Ephedrine stimulates the cardiovascular and central nervous system. It may cause harmful reactions in people with high blood pressure, heart disease, diabetes, and other conditions. Adverse reactions include liver failure, elevated blood pressure, heart attack, seizures, stroke, and deaths.

WHAT IS “HERBAL ECSTASY”: Herbal ecstasy is a term used to describe a combination of ephedrine and other substances (often caffeine) that are legal, inexpensive, and are often marketed as a “natural high,” “legal high” or “herbal high.” Herbal ecstasy can be purchased over the counter in various shops or on the Internet, in the form of pills that are often sold in colorful packaging. The packaging on these products often promises increased energy and performance, enhanced sexual performance and experiences, and/or “inner visions” or altered consciousness. Pills are usually swallowed but can also be crushed and snorted or smoked.

WHAT IS PSEUDOEPHEDRINE: Pseudoephedrine is a decongestant found in over the counter tablets and capsules. Medically, it is used to treat congestion associated with allergies, hay fever, sinus irritation, and the common cold. Pseudoephedrine is a key ingredient in the production of the illicit drug methamphetamine. Because of this, laws were passed to limit the amount of products containing pseudoephedrine that can be legally purchased.

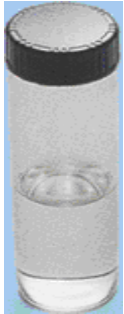
FEDERAL CLASSIFICATION of EPHEDRINE and PSEUDOEPHEDRINE: Federal law and some state laws restrict the quantity of pseudoephedrine that can be purchased at one time. FDA regulations prohibit the sale of dietary supplements containing ephedrine alkaloids.

Gammahydroxybutyrate (GHB)



WHAT IS GHB: GHB (gammahydroxybutyrate or gammahydroxybutyric acid) is a fast-acting central nervous system depressant. GHB is made from a combination of gamma butyrolactone (GBL) and sodium hydroxide or potassium hydroxide (substances commonly used as floor stripping solvents and drain cleaners.) GHB is often "home made," leading to significant variations in potency, purity, and concentration. It is available in powder and capsule form, and as a colorless and odorless clear liquid with a slightly salty

taste. In the dance club/party scene, GHB is often mixed with water and passed around.



GHB is used legally in Europe for treatment of sleep disorders. Before being made a schedule 1 controlled substance in the USA, GHB was marketed as a dietary supplement for body builders to promote muscle development. GHB promotes slow-wave sleep, which is when muscle growth hormone release takes place, but it has not been proven to increase body mass. It is no longer legally sold in the USA.

EFFECTS: A low to moderate dose is considered to be between 5ml and 15ml or 1 to 2 grams. 2.5 grams will usually induce forced sleep. Effects of GHB occur five to twenty minutes after ingestion and usually last one and a half to three hours, although effects can be indefinitely prolonged through repeated dosing. The same dose of GHB can have different effects on different people. At first, users may experience feelings of relaxation, calmness, tranquility and drowsiness. GHB can produce a similar feeling to alcohol. Sometimes GHB is used as a calorie-free and hangover-free alternative to alcohol, especially by young women. GHB can produce giddiness, drowsiness, dizziness, nausea, loss of muscle control, interference with verbal coherence. GHB can reduce inhibitions and may increase sexual feelings. Overdose effects of GHB can occur within 20 minutes. The effects of an overdose include deep sedation for about three hours; seizures; sudden and dangerous drop in blood pressure, heart rate or breathing; coma and death. The effects of GHB are potentiated when taken with alcohol or other drugs; this makes it especially dangerous when used to spike an alcoholic drink. A withdrawal syndrome can develop with prolonged use that includes sweating, insomnia, muscular cramping, tremors and anxiety.

GHB is sometimes characterized as a "date-rape" drug. Because it is odorless and colorless, it can be slipped into someone's drink without their knowledge. People have used GHB as a means to incapacitate women (or men) for the purpose of committing sexual assault. GHB may produce amnesia, leaving the victim unable to recall and testify as to what happened.

FEDERAL CLASSIFICATION: Schedule I controlled substance.

Hallucinogens, including LSD, PCP (Phencyclidine), Psilocybin (Mushrooms), Salvia Divinorum, DMT and other Tryptamines

The term hallucinogen is used to describe naturally occurring or synthetic drugs taken primarily for the distorting effects they have on the user's perceptions. Hallucinogens induce effects ranging from mild sensory distortion to hallucinations, paranoia, and delirium.

WHAT ARE TRYPTAMINES: Tryptamine is a monoamine alkaloid found naturally in fungi, plants, and animals. It is chemically related to the amino acid tryptophan. Tryptamine is basic to the structure of a group of compounds known collectively as tryptamines. This group includes many biologically active compounds, including neurotransmitters and hallucinogens. Well-known tryptamines include serotonin, an important neurotransmitter; and melatonin, a hormone involved in regulating the sleep-wake cycle. A number of Schedule I hallucinogenic substances are classified chemically as tryptamines and are used for their psychotropic effects. Examples include psilocybin ("magic mushrooms,") DMT and ayahuasca. The tryptamine backbone is part of the structure of other psychoactive compounds, including LSD, lboaine and yohimbine. Tryptamines can also be synthesized.



WHAT IS LSD: LSD (d-lysergic acid diethylamide, commonly called "acid") is a naturally occurring derivative of ergot, a fungus that attacks rye. It is now used almost exclusively in its synthesized form. The drug was first derived in 1938 in Switzerland, by chemist Albert Hofmann, who was searching for a circulatory and respiratory stimulant. Although LSD proved useless for this purpose, it was found to have psychoactive properties. LSD is generally taken orally, in very small doses. A typical single dose is 100 micrograms (one-tenth of a milligram). LSD is often sold in small squares of impregnated paper, called "blotter acid." The squares may come in perforated sheets, like postage stamps, often with an image on each square. LSD may also come in tiny tablets, called "microdots," or in small, thin, gelatin squares, known as "windowpane." LSD is sometimes available in a clear liquid solution that is dispensed with an eyedropper onto sugar cubes or directly onto the tongue, eyes or mucus membrane. "Blue dot acid," consists of paper slips smeared with a blue-colored solution of LSD.

LSD EFFECTS: Physical effects of LSD include dilated pupils; increased temperature, heart rate and blood pressure; sleeplessness; reduced appetite; sweating; dry mouth; and tremors. Psychological and emotional effects can vary from person to person and last for about 12 hours. During the first 30 to 90 minutes, changes occur in visual perception and mood. Emotions may undergo rapid swings. As the drug achieves its one- to two-hour "peak," the user may experience distorted impressions of time, space, distance and self. "Tracking" may occur, which is the observation of streams of colored light following the path of a moving object, and "psychedelic" patterns may appear. The drug can impair judgment and the ability to recognize immediate danger. Users have reported "hearing colors" and "seeing sounds." Acute anxiety, depression, panic, paranoia, or psychotic behavior may accompany a "bad trip" and may occur after other effects of the drug have worn off. An

overdose can result in a longer, more intense, and more frightening experience. Spontaneous, recurring hallucinations known as "flashbacks" (hallucinogen persisting perception disorder, or HPPD) can occur days, weeks, or more than a year after LSD use.

FEDERAL CLASSIFICATION of LSD: LSD is a schedule 1 controlled substance.



WHAT IS PCP: Phencyclidine (PCP, or angel dust) is a synthetic developed in 1959 as an anesthetic. Use for humans was halted in 1965 due to adverse reactions. In its pure form, PCP is a white, crystalline powder. PCP can be smoked, taken orally, snorted, or injected. It is sold in capsules, tablets, powder, and liquid. Most often the crystalline powder is sprinkled on a leafy substance (e.g. tobacco, parsley, mint, oregano, or marijuana) and then smoked in rolled cigarettes. PCP is sometimes substituted for methamphetamine, ecstasy or other drugs, or added to marijuana, sometimes without the user's knowledge. PCP is sometimes combined with formaldehyde.

PCP EFFECTS: PCP produces trance-like, dissociative effects that can be unpredictable and severe. Moderate doses (5 mg. or less), generally produce initial feelings of relaxation and mild euphoria. Users may feel powerful, "spaced out," "out of body" or detached, and may experience visual distortions. Agitation, delusions, irrational behavior, depression, anxiety, or disorientation can also occur. Speech may be sparse and/or garbled. Physical effects include increased heart rate, blood pressure, and body temperature; flushing and sweating; shallow breathing; numbness; and loss of coordination. At higher doses, respiration drops and users may experience nausea, vomiting, loss of balance, drooling, blurred vision, abnormal eye movements, and dizziness. Catatonia may occur. Users often display dramatic mood swings and are prone to anxiety, paranoia, and aggressiveness. Violent behavior is not uncommon, and the drug's ability to lower the pain threshold increases the likelihood of injury and self-mutilation. Paranoid delusions and aggressive behavior are sometimes followed by PCP-induced psychosis that may mimic symptoms of schizophrenia. Psychotic episodes can last several days. At toxic levels, or when interacting with alcohol or other depressant drugs, PCP can cause convulsions, coma, respiratory arrest and death. People who use PCP for long periods report memory loss, difficulties with speech and thinking, depression, mood disorders and weight loss which can persist up to a year after stopping use.

FEDERAL CLASSIFICATION of PCP: Schedule II controlled substance.



WHAT IS PSILOCYBIN: Psilocybin (O-phosphoryl-4-hydroxy-N, N-ethyltryptamine) and psilocin (4-hydroxy-N, N-dimethyltryptamine) are found in types of mushrooms native to Central America and North America. The mushrooms have been used in native rituals for hundreds of years. Psilocybin mushrooms are eaten or brewed into a tea; synthetic psilocybin is generally taken in tablet form. There are many species of "magic" mushrooms that contain varying amounts of tryptamines, as well as uncertain amounts of other chemicals. As a consequence, the hallucinogenic and psychoactive activity is often uncertain.

EFFECTS OF PSILOCYBIN: The effects produced by consuming preparations of dried or brewed mushrooms are unpredictable and largely depend on the particular mushrooms used and the age and preservation of the extract. Psilocybin generally causes nausea before the mental effects appear. Psilocybin at doses of 10 to 20 mg produces muscle relaxation, dilation of pupils, vivid visual and auditory distortions, and emotional disturbances. There may be altered feelings and distorted perceptions of touch, sight, sound and taste. Other effects can include nervousness and paranoia. At times, terrifying thoughts, anxiety, and fears of insanity, death, or losing control may be experienced. "Flashbacks" (hallucinogen persisting perception disorder, or HPPD) may occur.

FEDERAL CLASSIFICATION of PSILOCYBIN: Schedule I controlled substance.



WHAT ARE DMT (DIMETHYLTRYPTAMINE) and OTHER SIMILAR DRUGS:

Dimethyltryptamine (DMT) is a naturally occurring tryptamine found in a variety of plants and seeds. It can also be produced synthetically. It is one of the main components of the hallucinogenic drink "Ayahuasca." It is ineffective when taken orally unless combined with another drug that inhibits its metabolism (e.g. a monoamine oxidase inhibitor.) Generally DMT is smoked in freebase form, sniffed or injected. A number of other hallucinogens have structures and properties very similar to DMT. Diethyltryptamine (DET), for example, is an analogue of DMT and produces the same pharmacological effects but is somewhat less potent. Alpha-ethyltryptamine (AET) is another tryptamine hallucinogen. Bufotenine (5-hydroxy-N-N-dimethyltryptamine) is a Schedule I substance found in certain mushrooms,

seeds, and skin glands of Bufo toads. In general, most bufotenine preparations from natural sources can be extremely toxic. N,N-Diisopropyl-5-methoxytryptamine ("Foxy-Methoxy") is an orally active tryptamine.

EFFECTS OF DMT and RELATED DRUGS: The effective hallucinogenic dose of DMT in humans is about 30 to 100 mg. Effects last for 5 to 60 minutes; the short duration has led to the experience being called a "businessman's trip." Users report feeling mildly euphoric, "out of body" and "floating in hyperspace." Users have reported feeling experiences of contact with "alien beings." Visual hallucinations often include complex, interlocking, geometric patterns of colors and textures, referred to as "the chrysanthemum pattern." Blood pressure, temperature and heart rate increase; pupils dilate. Large doses may produce unconsciousness. "Bad trips" with negative psychological/emotional effects may occur.

FEDERAL CLASSIFICATION of DMT: Schedule I controlled substance.



WHAT ARE PEYOTE and Mescaline: Peyote (*Lophophora williamsii*) is a small (less than 12 cm in diameter), spineless, round cactus with fuzzy tufts that usually grows less than an inch or so above the soil surface in northern Mexico and the U.S. Southwest. Mescaline is the psychoactive ingredient extracted from peyote. The drug is contained in button-like nodules at the top of the plant, which can be cut and consumed either fresh, dried and chewed, or made into tea. Usually, between four to a dozen buttons are used at a time. Powdered mescaline is also made into tablets. Peyote produces over 50 chemically related compounds, so using experiences vary. Peyote has been used as part of religious rites for centuries.

Mescaline Effects: Effects often begin with a period of lethargy and nausea. This may progress to a feeling of physical energy and well being. Mescaline produces an altered state of perception and feeling. Depending on dose, users may experience what they believe to be visionary experience. Stomach discomfort, nausea and vomiting are common during the first few hours. Other effects can include increased body temperature, heart rate and blood pressure; and reduced appetite, sleeplessness, numbness, weakness, and tremors. Psychic effects usually last 10 hours or so after they begin. "Flashbacks" may occur after the drug effects have dissipated.

FEDERAL CLASSIFICATION of PEYOTE and Mescaline: Schedule I controlled substance.



WHAT IS SALVIA: (*Salvia Divinorum*, Maria Pastora, Salvia, Salvinorin A, Divinorin A)

Salvia Divinorum is a hallucinogenic perennial plant in the Lamiaceae family native to parts of Mexico. "Salvinorin A" is the psychoactive component of *S. Divinorum* and is contained in the leaves of the plant. Chemically, Salvinorin A is a psychotropic terpenoid. Salvinorin A is a potent activator of kappa opioid receptors in the brain. Traditionally, *S. divinorum* has been ingested by chewing fresh leaves or by drinking their extracted juices as a tea. The dried leaves of *S. divinorum* can also be smoked as a joint, consumed in water pipes, or vaporized and inhaled. Salvia in the USA is usually smoked; smoking requires less of the plant and tends to deliver more of the active drug

EFFECTS OF SALVIA: Subjective effects have been described as intense but short-lived; they appear in less than 1 minute and usually last less than 30 minutes when smoked. The oral and sublingual methods take longer to begin effects and last up to two hours or occasionally longer. Effects include psychedelic-like changes in visual perception (often snake-like patterns,) hallucinations, mood, and body sensations; emotional swings; feelings of detachment; and a highly modified perception of external reality and the self, which leads to a decreased ability to interact with one's surroundings. Salvia can produce loss of physical coordination. A dose of 200 to 500 micrograms produces profound hallucinations when smoked.

FEDERAL CLASSIFICATION of SALVIA: *S. Divinorum* and its active ingredients are not specifically listed in the Controlled Substances Act, but some states have controls on the sale and use of Salvia.



Heroin

WHAT IS HEROIN: Heroin is a morphine derivative, and morphine is the most potent active ingredient of opium. Heroin affects the brain's pleasure systems and interferes with the brain's ability to perceive pain. Pure heroin is a white powder with a bitter taste. Street heroin may vary in color from white to dark brown. A dense, dark brown or black form of the heroin is known as "black tar" or "sticky heroin." Heroin can be injected, inhaled ("snorted,") smoked, smoked in a water pipe, or dissolved in nose drops. It may also be heated and burned, releasing fumes that users inhale ("chasing the dragon.") Injection is usually done directly into a vein ("mainlining"), although some users may inject into a muscle or under the skin ("skin popping,") especially when their veins become inaccessible.



EFFECTS: The heroin "high" typically last 3 to 4 hours. Short-term effects of heroin occur within minutes of use and last for a few hours. When heroin is injected or smoked, the high is preceded by a short period of intense pleasure known as a "rush." User report feeling a surge of euphoria accompanied by a warm flushing of the skin, dry mouth, and heaviness of the extremities. Following this, the user experiences an alternately wakeful and drowsy state. Mental functioning becomes clouded due to the depression of the central nervous system. Speech is slowed and slurred, gait slows, pupils constrict, eyelids droop, night vision is impaired, and there may be vomiting.



Overdose may result in slow, irregular heart beat and breathing, coma, respiratory and cardiac arrest and death. Chronic users may develop collapsed veins, infection of the heart lining and valves, abscesses, cellulitis, and liver disease. Pulmonary complications, including various types of pneumonia, may result from the poor health condition of the abuser, as well as from heroin's depressing effects on respiration. Street heroin may have additives that do not fully dissolve and result in clogging the blood vessels that lead to the lungs, liver, kidneys, or brain, leading to infection, death of small patches of cells in vital organs, stroke or heart attack. With regular heroin use, tolerance develops, meaning the user requires increasing doses to achieve the same effect. Physical dependence and addiction can develop. With physical dependence, the body has adapted to the presence of the drug and withdrawal symptoms may occur if use is reduced or stopped. Withdrawal symptoms, which in regular users may occur a few hours after the last dose, include drug craving, restlessness, muscle and bone pain, insomnia, diarrhea, vomiting, cold flashes with goose bumps ("cold turkey"), kicking movements ("kicking the habit"), and other symptoms. Major withdrawal symptoms peak between 48 and 72 hours after the last does and subside after about a week.

FEDERAL CLASSIFICATION of HEROIN: Schedule I controlled substance.

INHALANTS (INCLUDING NITROUS OXIDE)



WHAT ARE INHALANTS: Inhalants are chemicals that are inhaled and absorbed into the body through the lungs to produce a quick “high” generally with lightheadedness and euphoria. More than a thousand common household products can be used to get high. Inhalants are easily obtained and relatively inexpensive, even for minors. Inhalants are especially popular among children and young adolescents through middle school-age.



TYPES of INHALANTS: There are three main types of inhalants:

- ♦ Organic solvents are liquid compounds of carbon that have the power to break down, or dissolve, other carbon compounds. Organic solvents are highly volatile and readily evaporate from a liquid to a gas or aerosol, which can be inhaled. Many common products are either based on organic solvents or contain high concentrations of them. They include air conditioner fluid (Freon), gasoline, lighter fluid and butane lighter fuel, spray paint, paint thinners and removers, transparent glue, rubber-cement thinner, hair spray, degreasers, cleaning fluids, cooking spray, correction fluid, nail polish remover, and computer keyboard cleaner. Organic solvents are the easiest inhalants to obtain and the most potentially dangerous to abuse.



- ♦ Nitrites are compounds of nitrogen and act mainly as vasodilators, causing the walls of blood vessels to relax and dilate. They are used medically to relieve attacks of chest pain caused by insufficient blood flow in the vessels serving the heart. They also depress the activity of the central nervous system, producing giddiness and euphoria. The most commonly abused nitrites are amyl nitrite and butyl nitrite. Amyl nitrite is usually packaged in small, crushable glass or plastic capsules, known as poppers or snappers. Butyl nitrite often comes in a bottle or spray can and is sold as an air freshener under names such as Rush, Locker Room, or Jac-Aroma. “Poppers” are sometime used to enhance sexual experiences.



Nitrous oxide, commonly called laughing gas, was introduced as an anesthetic in the 1850's; it is still used medicinally, particularly by dentists.

Nitrous oxide is a compound of nitrogen and oxygen. It doesn't completely block pain, but it does alter the perception of pain, so that there is no distress. Nitrous oxide tends to produce a dreamy state of consciousness, somewhere between waking and sleep. For medical use, nitrous oxide is compressed and stored in metal tanks, to which a hose and inhalant mask are attached. The compressed gas is also used to make whipped cream. It can be packaged in small cartridges, called whippets. Nitrous oxide can be dispensed for purposes of abuse from tanks, whippets or cans.

HOW INHALANTS ARE USED: Inhalants are sniffed or huffed in somewhat different ways.

- ♦ The fumes from organic solvents may simply be inhaled from their containers. A liquid solvent may also be poured or sprayed on an absorbent material, such as a balled up sock or rag or a roll of toilet paper, to increase the release of fumes. Abusers often try to concentrate the fumes by putting the solvent in a paper or plastic bag or a rubber balloon, and then holding the open end over the mouth and nose.
- ♦ The capsules containing amyl nitrite are crushed and held beneath the nose. Butyl nitrite may be inhaled in its container, or applied to absorbent cloth or paper.
- ♦ Nitrous oxide may be inhaled through a mask from a tank of the compressed gas or directly from a punctured whippet. The nozzle of a whipped-cream container can also be depressed in a manner that allows only the nitrous oxide to be discharged into a bag or balloon.

COMMON SIGNS OF INHALANT ABUSE:

- ♦ A sweetish, chemical smell on the clothes or body
- ♦ Inflammation of the nostrils, frequent nosebleeds, or a rash around the nose and mouth
- ♦ Poor appetite and loss of weight
- ♦ Pale, bluish skin
- ♦ Watery, bloodshot eyes with dilated pupils
- ♦ Slow, slurred speech
- ♦ Clumsy, staggering gait, and drunken appearance

EFFECTS: The effects generally last from a few minutes to about three-quarters of an hour. Effects may be followed by after-effects like those of an alcohol hangover, such as drowsiness, headache, or nausea, which last for an hour or two. Short-term effects include:

- ◆ Slurred speech, an inability to coordinate movements, dizziness, confusion, delirium, nausea and vomiting, lightheadedness, numbness and tingling of the hands and feet, giddiness, laughter.
- ◆ Physical coordination and mental judgment are impaired. Abusers often suffer falls and accidents.
- ◆ Inhalants, particularly in heavy doses, may produce mental confusion, hallucinations, and paranoia.
- ◆ Inhalants depress the central nervous system and may dangerously inhibit the activity of the nerves that control breathing. The resulting respiratory depression may cause unconsciousness, coma, or death. The danger is especially great if inhalants are taken along with other nervous-system depressants, such as alcohol or barbiturates (sleeping pills).
- ◆ Abusers may engage in irresponsible, dangerous or violent behavior.
- ◆ Inhaling from a bag or balloon may cause a dangerous reduction in blood oxygen levels. Oxygen deprivation (asphyxia) may lead to unconsciousness, coma, or death.
- ◆ Even first-time users run the risk of sudden sniffing death (SSD). The mechanics are not well understood, but abusers may suffer fatal irregularity of heartbeat (arrhythmia) or cardiac arrest. The risk of SSD seems to be higher if the abuser engages in strenuous physical activity or is startled.
- ◆ Inhalants irritate the breathing passages, sometimes provoking severe coughing, painful inflammation, and nosebleeds.
- ◆ Nitrite inhalants often cause intense facial flushing, feelings of severe weakness and dizziness, and heart palpitations.
- ◆ Toxic effects to the liver and/or kidneys may occur, depending on the substance used.

Long-term effects include:

- ◆ Repeated use tends to produce increased tolerance to the drugs and larger doses are needed to achieve the same results. Heavy doses increase the risk of permanent neurologic damage, with effects such as poor memory, extreme mood swings, tremors, and seizures. Heavy use increases the risk of heart arrhythmia and respiratory depression. Inhalant use is associated with miscarriage in pregnant women.
- ◆ Nitrite inhalants tend to raise the pressure of the fluid in the eyes. The raised pressure may eventually lead to glaucoma and blindness. Regular nitrite abuse may also cause severe, pounding headaches.
- ◆ Organic solvents are poisons that break down organic compounds of all kinds including those that make up living cells. Once absorbed into the body, they tend to concentrate in the liver and kidneys, where they are processed for disposal. Repeated, heavy abuse may cause fatal damage to these organs, as well as to the heart and nervous system.

FEDERAL CLASSIFICATION of INHALANTS: Not applicable/not classified by Federal law. Some state and local governments enforce age limits on the sale of products containing substances that may be abused by inhalation and classify these substances as “schedule VI.”



KETAMINE

WHAT IS KETAMINE: Ketamine, or ketamine hydrochloride, is a non-barbiturate, rapid-acting dissociative anesthetic used on both animals and humans. Ketamine is manufactured as a liquid that can be injected intramuscularly or intravenously. Ketamine also can be made into a fine white powder that can be smoked or snorted. Because of its appearance, Ketamine is sometimes mistaken for cocaine or crystal methamphetamine. It is sometimes misrepresented to buyers as MDMA (Ecstasy) and it may be mixed with other drugs such as ephedrine and caffeine. Ketamine is similar molecularly to phencyclidine (PCP or "Angel Dust")



Effects: The effects of a ketamine 'high' usually last an hour but can last for 4-6 hours, and 24-48 hours are generally required before the user will feel completely "normal" again. Ketamine produces a dissociative state and impaired perception. Ketamine effects can range from rapture to paranoia to boredom to coma. Low doses (25-100mg) impair attention, learning ability, and memory and produce mild psychedelic effects. Ketamine effects include numbness, loss of coordination, sense of invulnerability, muscle rigidity, aggressive/violent behavior, slurred or blocked speech, exaggerated sense of strength, a blank stare and amnesia. Users report sensations of floating or being separated from their bodies. Ketamine causes depression of respiratory function but not of the central nervous system, and cardiovascular function is maintained. Ketamine reduces the feeling of pain, which can lead the user to inadvertently cause injury to himself/herself. In high doses, ketamine can cause delirium, amnesia, impaired motor function, high blood pressure, depression, and potentially fatal respiratory problems. Some ketamine experiences involve a terrifying feeling of almost complete sensory detachment that is likened to a near-death experience. These experiences are called a "K-hole." Large doses can produce vomiting and convulsions and may lead to oxygen starvation to the brain and muscles; one gram can cause death. Flashbacks may occur up to one year after use. Long-term use produces tolerance. Ketamine has been used as a "date rape drug."

FEDERAL CLASSIFICATION of KETAMINE: Schedule III controlled substance.



MDMA (ECSTASY)

WHAT IS MDMA (ECSTASY): MDMA or Ecstasy (3,4-methylenedioxyamphetamine,) is a synthetic drug with stimulant and hallucinogenic properties. Ecstasy comes in pills that are often branded with designer symbols. Pills are usually white, yellow or brown; size, shape and design vary. MDMA was developed as an appetite suppressant in 1914 and later was used as a psychotherapeutic tool. It became available "on the street" in the late '70s and was made illegal in 1985. Illegal manufacturers of ecstasy often mix potentially harmful additives with the drug, which are responsible for many of the deaths and adverse effects associated



with MDMA. "Drug test kits" are available for users to test MDMA for purity. Ecstasy is usually taken orally; it can also be injected. Some users crush the pill and snort the resulting powder. Others insert the pill into the anus where it is absorbed (known as "shafting.")

EFFECTS: Ecstasy effects usually average three to four hours but can last up to six to 24 hours. Some reactions have been reported to persist from one to 14 days after use. Ecstasy speeds up the nervous system and acts as a mood enhancer. Common effects include increased heart rate, blood pressure and temperature, reduced appetite, feelings of confidence and well-being. Ecstasy often makes the user say they feel good, happy and relaxed. Adverse effects can include confusion, depression, sleep problems, craving, anxiety, paranoia, muscle tension, involuntary teeth clenching with possible damage to the teeth and jaws, nausea, blurred vision, rapid eye movement, high fever, and inability to urinate. Research has connected use of Ecstasy to memory loss. Use of Ecstasy can deplete serotonin, a brain chemical which regulates mood, sleeping and eating habits, thinking and behavior processes, sexual function, and sensitivity to pain. Toxic dosages can cause convulsions, irrational behavior, hallucinations, breathing problems, collapse and death. Death may result from hyperthermia, or from thirst leading to drinking too much water and resultant low sodium levels in the blood (hyponatremia,) a condition where excess fluid intake swells the brain and results in coma. Death may also occur from overstimulation of the nervous system resulting in heart attack or brain hemorrhage. Death is more often caused by effects of impurities or additives than from MDMA. Warning signs of overdose include feeling hot or unwell, becoming confused, being unable to talk properly, headache, vomiting, lack of sweating, racing pulse at rest, fainting or collapsing, loss of control over body movements, or tremors. Ecstasy use during pregnancy is associated with certain birth defects.

FEDERAL CLASSIFICATION of MDMA: Schedule I controlled substance.



Barbiturates



Benzodiazepines

PRESCRIPTION DEPRESSANTS and SEDATIVES (BARBITURATES, SEDATIVES, TRANQUILIZERS, BENZODIAZEPINES) (Also see Rohypnol)

WHAT ARE PRESCRIPTION DEPRESSANTS and SEDATIVES:

Prescription depressants and sedatives are medications that act as central nervous system (CNS) depressants. Barbiturates are prescription sedatives or “sleeping pills” and benzodiazepines are prescription “tranquilizers.” Depressants slow normal brain function. Because of this property, some CNS depressants are useful in the treatment of anxiety and sleep disorders. In higher doses, some CNS depressants can be used as general anesthetics. Depressants/sedatives include:

- ◆ Barbiturates such as mephobarbital (Mebaral) and pentobarbital (Nembutal) are used to treat anxiety, tension, and sleep disorders. In high doses some barbiturates are used as general anesthetics or to induce coma for a medical reasons.
- ◆ Benzodiazepines, e.g. diazepam (Valium), chlordiazepoxide HCL (Librium), lorazepam (Ativan) and alprazolam (Xanax) are prescribed to treat anxiety, stress reactions, and panic attacks; more sedating benzodiazepines, e.g. triazolam (Halcion) or estazolam (ProSom) are used for sleep disorders.

Type	Slang Terms	Appearance	How used
Barbiturates (Amobarbital) Amytal, Seconal, Phenobarbital, Butisol, Tuinal Methaqualone Sopor, Parest, Quaalude, Mecquin	Yellows, Barbs, Reds, Tooies, Red Birds, Phennies, Yellow Jackets	Colorless, White crystalline powder, Tablets	Oral, Injected
Benzodiazepines Ativan, Azene, Clonopin, Dalmane, Diazepam, Librium, Halcion, Serax, Tranxene, Valium, Xanax	Downers, Sleeping Pills, Candy	Ranges in color/ liquid or solid	Oral, Injected
Other Depressants (Eqanil, Miltown, Noludar, Placidyl, Valmid, Chloral Hydrate)	Tranquilizers, Muscle Relaxants, Sleeping Pills, "Mickey Finn" Knock-out drops	Ranges in color/solid or powder	Oral, Injected, Smoked

EFFECTS: Most CNS depressants act by affecting the neurotransmitter gamma-aminobutyric acid (GABA). Neurotransmitters are chemicals that facilitate communication between brain cells. GABA works by decreasing brain activity. Although the different classes of CNS depressants work in unique ways, ultimately it is through their ability to increase GABA activity that they produce a drowsy or calming effect that is beneficial to those suffering from anxiety or sleep disorders. During the first few days of taking a prescribed CNS depressant, a person usually feels sleepy and uncoordinated, but as the body becomes accustomed to the effects of the drug, these feelings begin to disappear. Depressants in small amounts produce calmness and muscle relaxation, while larger doses can cause slurred speech, staggering gait, and altered perception. Higher doses cause impairment of memory, judgment and coordination, irritability, and sometimes paranoid and suicidal ideation. Some people experience a paradoxical reaction to these drugs and become agitated or aggressive. Very large doses can cause respiratory depression, coma, and death. The combination of depressants and alcohol can multiply the effects of the drugs,. Over time tolerance to the drug's effects can develop, meaning that larger doses are needed to achieve similar effects as those experienced initially. Regular use of depressants over time can result in physical and psychological addiction. People who suddenly stop taking large doses can experience withdrawal symptoms, including anxiety, insomnia, tremors, delirium, convulsions, and possible death.

FEDERAL CLASSIFICATION of SEDATIVES and TRANQUILZERS: Most barbiturates are schedule II controlled substances; some have been classified as schedule I. Most benzodiazepines are schedule IV controlled substances.

PRESCRIPTION NARCOTICS



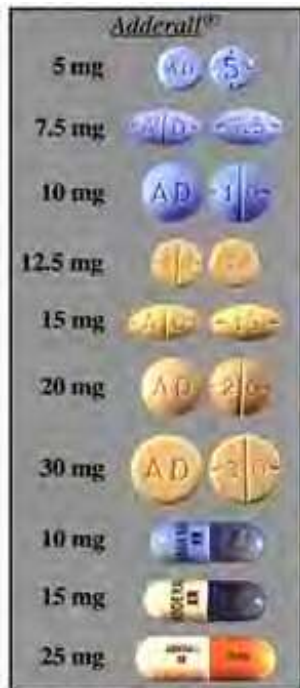
WHAT ARE PRESCRIPTION NARCOTICS: Narcotic drugs (opioids) are derivatives of the opium poppy (*Papaver somniferum*) or similar synthetics. Opium, the sticky sap of the poppy seed pod, is now rarely used medicinally except for severe diarrhea. Narcotics act on the central nervous system to relieve pain, control diarrhea, suppress coughing, and for other medicinal effects. Morphine is widely used to relieve severe pain. Codeine is a natural ingredient of opium that is less potent than morphine and is used in prescription cough medicines and pain relievers. Other opium derivatives prescribed for moderate to severe pain include hydromorphone (Dilaudid), meperidine (Demerol), oxycodone (Oxycontin, Percodan, Percocet), and hydrocodone (Vicodin, Lortab, Lorcet). OxyContin is available in sustained-release tablets in doses of 10, 20, 40, 80, and 160 mg. Fentanyl is a powerful synthetic narcotic used for severe pain and as an anesthetic. Overdose deaths have occurred due to fentanyl being mixed with or substituted for heroin without the addict knowing he/she was using fentanyl. Methadone is a synthetic narcotic most often used as substitute for heroin and other narcotics for long-term maintenance of abstinence from heroin, or a shorter-term aid to prevent withdrawal symptoms from cessation of narcotic use. It is also used to manage chronic pain, and is available in tablets, oral liquid, and injection forms. Methadone effects typically last 24 to 72 hours. Because of its long duration of action, detoxification from high doses of methadone can take months.

ADMINISTRATION: Narcotics used medicinally or abusively may be taken by mouth, injected intravenously, injected into a muscle or under the skin, or prepared in a skin patch that releases the drug over time (e.g. Fentanyl.) Some are available in suppositories for rectal administration. Injection for purposes of abuse is usually done directly into a vein, although abused narcotics may also be injected into a muscle or under the skin ("popping") especially when chronic intravenous injection results in veins becoming inaccessible. Sometimes narcotic abusers crush pills and dissolve and inject the powder, or "snort" or "sniff" it; some dissolve it in nose drops. People who become dependent on prescription narcotics will sometimes switch to heroin because the "street" cost of heroin is less than the "street" cost of prescription narcotics.

EFFECTS: Narcotic effects last for minutes to several hours, depending on the drug. Opioids act by attaching to specific proteins called opioid receptors, which are found in the brain, spinal cord, and gastrointestinal tract. When these compounds attach to opioid receptors in the brain and spinal cord, they change the way a person experiences pain. In addition, opioid medications can affect regions of the brain that mediate what we perceive as pleasure, resulting in the initial euphoria that many opioids produce. In addition to pain relieving properties, some narcotics can be used to relieve severe diarrhea (e.g. Lomotil, or diphenoxylate) or severe coughs (e.g. codeine.)

Narcotics affect the autonomic nervous system, which controls circulation, respiration, and digestion. Narcotics cause blood vessels to relax and heartbeat to slow, lowering blood pressure. They slow and weaken contraction of muscles that control breathing, and slow intestinal motility, slowing digestion and causing nausea and constipation. Narcotics produce drowsiness, grogginess, and mental confusion. Narcotics can induce feelings of euphoria. Regular use of narcotics causes the body to develop tolerance, requiring higher and more frequent doses to achieve the same results. Over time, regular users may become physically and/or psychologically dependent, craving the drug and unable to interrupt use without suffering symptoms of withdrawal (including chills, muscle cramps, shaking, nausea, vomiting, and diarrhea.) Injecting drug users are at risk for collapsed veins, hepatitis, HIV/AIDS, abscesses, cellulitis, blood stream infections, infection of the heart lining and valves, liver disease, and stroke or heart attacks from insoluble additives. Overdose of narcotics will suppress breathing and cause a slow or irregular heartbeat, critically low blood pressure, coma, respiratory and cardiac arrest and death.

FEDERAL CLASSIFICATION: Prescription narcotics are Schedule II or III controlled substances.



PRESCRIPTION STIMULANTS (including Adderall, Anorectics, Dexedrine, Ritalin)

ABOUT PRESCRIPTION STIMULANTS: Stimulants, such as dextroamphetamine (Dexedrine and Adderall) and methylphenidate (Ritalin and Concerta) have chemical structures similar to a family of key brain neurotransmitters called monoamines, which include norepinephrine and dopamine. Stimulants enhance the effects of these chemicals in the brain. Stimulants historically were used to treat asthma and other respiratory problems, obesity, neurological disorders, and a variety of other ailments. As their potential for abuse and addiction became apparent, the medical use of stimulants began to wane. Now, stimulants are prescribed for the treatment of only a few health conditions, including narcolepsy, ADHD, and depression that has not responded to other treatments. Prescription stimulants used for ADD/ADHD have a calming effect on hyperactive children and adults and a "focusing" effect on those with ADHD.

Anorectic drugs were developed to replace amphetamines as appetite suppressants. Anorectic drugs include benzphetamine (Didrex), diethylpropion (Tenuate, Tepanil), fenfluramine (Pondimin), mazindol (Sanorex, Mazanor), phendimetrazine (Bontril, Prelu-2, Plegine) and phentermine (Ionamin, AdipexP). Anorectics produce many of the effects of amphetamines but are less potent. These products can be prescribed for weight loss and are sometimes abused as stimulants.



Prescription stimulants and anorectics come in pill or tablet form, sometimes in immediate release form and sometimes in extended release form. Tablets can be taken orally or crushed and then snorted or injected. They may be abused for the stimulant effects and by students attempting to stay awake or increase their alertness to complete assignments or tests.

EFFECTS: Prescription stimulants are similar to amphetamines in the nature and duration of effects. Stimulants work by activating the brain stem arousal system and cortex, which increase the amounts of norepinephrine and dopamine in the brain. Stimulants increase alertness, attention, concentration, energy and possibly cognitive ability. Abuse can produce feelings of euphoria. Short-term side effects can include increased blood

pressure and heart rate, constriction of blood vessels, increase in blood glucose, increase in respiratory rate, nervousness, insomnia, loss of appetite, nausea and vomiting, dizziness, palpitations, headaches, sometimes skin rashes and itching, abdominal pain, weight loss, digestive problems, toxic psychosis, psychotic episodes, and drug dependence. Changes in vision may occasionally occur with some stimulant medications. Withdrawal symptoms from discontinuing stimulant use include fatigue, depression, and disturbance of sleep patterns, and depression. Repeated abuse of some stimulants can lead to feelings of hostility or paranoia. Taking high doses of a stimulant may result in dangerously high body temperature and an irregular heart rate, with potential for cardiovascular failure or seizures.

FEDERAL CLASSIFICATION: Most prescription stimulants are classified as Schedule II controlled substances. Anorectic drugs are generally classified as schedule III or IV controlled substances.



ROHYPNOL (FLUNITRAZEPAM)

WHAT IS ROHYPNOL: Rohypnol, the trade name for Flunitrazepam, is a member of the benzodiazepine family. On the street, Rohypnol is called roofies, rophies, roche, and the “forget-me pill.” Rohypnol has sedative-hypnotic effects. Rohypnol can be used as a “date rape drug;” it can incapacitate a victim and prevent her or him from resisting sexual assault.

Rohypnol is prescribed in England and several other countries for treatment of insomnia and pre-surgical sedation, but is illegal in the United States. It is manufactured in tablet form, and can be crushed and dissolved in liquid. It is tasteless and odorless, and can thus be slipped into people's drinks without their knowledge.

EFFECTS: Rohypnol creates a sleepy, relaxed, and “drunk” feeling that lasts 2 to 12 hours. Rohypnol produces feelings of intoxication, muscle relaxation, and drowsiness. Users under the influence may exhibit slurred speech, impaired judgment, and difficulty in walking. Other effects may include blackouts with a complete loss of memory, dizziness and disorientation, nausea, difficulty with motor movements and speaking. The drug causes “anterograde amnesia,” whereby individuals are unable to remember events they experienced while under its effects. Adverse effects of Rohypnol may include respiratory distress, decreased blood pressure, hallucinations, dizziness, confusion, gastrointestinal disturbances, urinary retention, headaches, and muscle pain. Some users may display aggressive behavior. Rohypnol can produce physical and psychological dependence. Chronic users can experience withdrawal effects including seizures. When used in combination with alcohol and other depressants, Rohypnol effects are intensified and can be fatal.

FEDERAL CLASSIFICATION: Schedule IV controlled substance.



STEROIDS (anabolic and androgenic)

WHAT ARE STEROIDS: Anabolic and androgenic steroids are man-made hormones closely related to testosterone. "Anabolic" refers to muscle-building, and "androgenic" refers to increased masculine characteristics. "Steroids" refers to the class of drugs. These drugs are available legally only by prescription, to treat conditions that occur when the body produces abnormally low amounts of testosterone, such as delayed puberty, some types of impotence, and some types of anemia. They are also used to treat body wasting in patients with AIDS and other diseases that result in loss of lean muscle mass. Anabolic steroids are abused to enhance performance and physical appearance. Anabolic steroids are taken orally or injected, typically in cycles of weeks or months (referred to as "cycling") rather than continuously. "Cycling" involves taking

multiple doses of steroids over a specific period of time, stopping for a period, and starting again. Users often combine several different types of steroids to maximize their effectiveness while minimizing negative effects (referred to as "stacking"). Steroids are available as tablets or liquid and in injectable form.

EFFECTS: Steroids can increase lean muscle mass, strength, and ability to train longer and harder. Abuse of anabolic steroids can lead to serious health problems, some irreversible. The major side effects from abusing anabolic steroids can include liver tumors and cancer, jaundice (yellowish pigmentation of skin, tissues, and body fluids), fluid retention, high blood pressure, increases in LDL ("bad" cholesterol), decreases in HDL ("good" cholesterol) and heart disease. Other side effects include kidney tumors, severe acne, and trembling. In addition, there are some gender-specific side effects:

- ◆ For men--shrinking of the testicles, reduced sperm count, infertility, baldness, development of breasts, increased risk for prostate cancer.
- ◆ For women--growth of facial hair, male-pattern baldness, changes in or cessation of the menstrual cycle, enlargement of the clitoris, deepened voice.
- ◆ For adolescents--growth halted prematurely through premature skeletal maturation and accelerated puberty changes. This means that adolescents risk remaining short the remainder of their lives if they take anabolic steroids before the typical adolescent growth spurt.

People who inject anabolic steroids run the risk of HIV/AIDS or hepatitis.

Aggression and other psychiatric side effects may result from abuse of anabolic steroids. Many users report feeling good about themselves while on anabolic steroids, but extreme mood swings can occur, including manic-like symptoms leading to violence. Depression often is seen when the drugs are stopped and may contribute to dependence on anabolic steroids. Users may suffer from paranoid jealousy, extreme irritability, delusions, and impaired judgment stemming from feelings of invincibility. Some steroid abusers turn to other drugs to alleviate some of the negative effects of anabolic steroids.

FEDERAL CLASSIFICATION: Schedule III controlled substance.



TOBACCO

WHAT IS TOBACCO: Tobacco is a plant that comes in two varieties, *nicotiana tabacum* and *nicotiana rustica*. The latter is the source of all the tobacco produced in the U.S. The raw leaves are dried and shredded and then rolled into cigarettes or cigars, or packaged as pipe or chewing tobacco or as snuff. Tobacco is the only organic source of nicotine, which is its addicting agent. In addition to nicotine, tobacco smoke contains some 4,000 different gases and particles. Among the harmful gases in tobacco smoke are nitrogen oxide, carbon monoxide, and cyanide. More than 40 carcinogens have been identified in tobacco smoke. Tobacco is powerfully addicting and is the leading cause of preventable premature death in the U.S.

People with addictions to other drugs often (but not always) use tobacco as well. People with addictions who use tobacco often use greater quantities of tobacco and tend to inhale more deeply and hold the smoke in their lungs longer than people who do not have other drug addictions. Drug addicts and alcoholics who quit using tobacco at the same time that they quit using alcohol/other drugs have a statistically greater chance of achieving long-term abstinence from alcohol and other drugs as well.

HOW TOBACCO IS USED: Most tobacco users smoke cigarettes and inhale the nicotine-laden smoke into their lungs. A smaller percentage smoke cigars and pipes, and generally do not inhale. A smaller group uses "smokeless tobacco" in the form of snuff (a pulverized tobacco preparation) or chewing tobacco. Snuff used to be inhaled through the nostrils; now it is mostly placed in the mouth ("dipped"), where the nicotine is absorbed. Chewing tobacco is taken in similar fashion

PASSIVE SMOKING is the process that causes non-smokers to inhale smoke involuntarily. Passive smoking is deleterious to health and can cause many of the same problems as smoking, especially for children.

EFFECTS: Tobacco use creates a pleasurable effect generally described as relaxing. Nicotine is an addictive central nervous system stimulant. When nicotine is taken into the lungs, it is transmitted to the brain in seconds. It causes blood vessels to constrict and increases blood pressure and heart rate. Smokers constantly experience symptoms of nicotine withdrawal, and almost all tobacco users, including those who use smokeless varieties, become physiologically and psychologically dependent on nicotine. When they stop using, the withdrawal symptoms they experience can include anxiety, insomnia, nausea, irritability, headache and fatigue. Tobacco use is implicated in development of several cancers, and in cardiovascular disease including heart attack, fatal heart failure, and stroke; and in pulmonary diseases such as sinusitis, bronchitis, pneumonia, emphysema, and tracheitis. Reproductive complications include a higher incidence of miscarriage, premature birth, birth defects, and low-birth weight babies and babies with later developmental problems.

FEDERAL CLASSIFICATION: Tobacco is a legal purchased product for adults; its purchase and use is age-restricted in all states.

DRUG PARAPHERNALIA

WHAT IS DRUG PARAPHERNALIA?

The term "drug paraphernalia" refers to any equipment that is used to produce, conceal and consume illicit drugs. Under federal law the term "drug paraphernalia" means "any equipment, product or material of any kind which is primarily intended or designed for use in manufacturing, compounding, converting, concealing, producing, processing, preparing, injecting, ingesting, inhaling or otherwise introducing into the human body a controlled substance."

WHAT DOES DRUG PARAPHERNALIA LOOK LIKE?

Products often are marketed as though they were designed for legitimate purposes other than drug use. Marijuana pipes and bongs, for example, frequently carry a misleading disclaimer indicating that they are intended to be used only with tobacco products. Conversely, paraphernalia, clothing, jewelry, temporary or permanent tattoos, jargon of users, publications and other displays may reflect messages associated with the "drug culture" to openly display drug culture involvement to all, or to identify drug culture involvement to "insiders."



The appearance of drug paraphernalia varies depending upon the manufacturer and intended purpose. Paraphernalia may also be manufactured in bright, trendy colors and bear popular designs, often intended to be attractive to adolescents and young adults.

Drug paraphernalia may include ordinary items or may be disguised to resemble ordinary items. E.g., water bottles are used to bring alcohol to parties or to transport liquid drugs such as GHB. Aluminum foil is used to package drugs, smoke drugs or make pipes to smoke drugs. Ordinary items may also be used specifically to cover up or disguise drug use, e.g. eye drops are used to conceal bloodshot eyes, and occasionally to deliver LSD or other drugs. Sunglasses may cover up "red eyes" from smoking drugs, or changes in pupil size or eye movements related to drug use. Mouth washes, breathe sprays and mints are used to cover alcohol or other drug odors.

DRUG STORAGE:

"Stash cans" can be made to resemble pop cans or other containers and are unscrewed to hide substances inside. The top half may contain some of the "real" product. Items commonly used to store drugs include small coin envelopes, letter envelopes, plastic baggies, small paper bags, make-up kits, change purses, plastic film canisters, cigarette packs, travel/water bottles, small glass vials, pipes, cans, pill bottles, breath mint containers, pen or marker cases, or inside candy or gum wrappers.



ACCESSORIES for PREPARING and USING DRUGS:

Grinders are used for preparing some drugs, usually those produced from dried plant matter. Scales are used to weigh drugs for sale. Lighters provide a source of flame for igniting smokable drugs, and a continuous flame for smoking freebase or crack cocaine and “cooking” or preparing drugs for injection.



INJECTION PARAPHERNALIA:

(“Works”): Drugs most often associated with IV drug use are heroin, cocaine and methamphetamine, but users may inject steroids, designer drugs, or pills or tablets that have been crushed and dissolved. Syringes and needles are used, or an eyedropper and needle. Drugs may be injected into a vein, or under the skin (“skin popping”) or sometimes into a muscle. Needles leave needle “track marks” visible on the skin, so users will sometimes inject themselves in concealed locations, or wear long sleeves to avoid detection. Drugs can be placed on a spoon or bottle cap, heated until dissolved, then drawn up for injection, often through a cotton ball “filter.” Makeshift tourniquets (rope, belts, pieces of rubber, thick rubber bands) are used to help veins to “pop up.” Liquids such as lemon juice or cool-aid may be used to dissolve drugs for injection.



PIPES:

Pipes are used for heating and inhaling drugs such as marijuana, crack cocaine or methamphetamine. Pipes can be made of wood, glass, metal, or synthetic, in many shapes and sizes. Examples of simple homemade pipes: a pop can, dented with holes punched in the dented area; a toilet paper roll wrapped in aluminum foil; or an antenna from a car or TV. Some are elaborate. Some filter smoke through water (a “bong” or a “hookah.”)



PIPE ACCESSORIES:

Dime sized, round pieces of screen are used for filtering substances when they are heated and smoked in a pipe. Lighters, matches and pipe cleaners are commonly used. High flame butane lighters and pencil propane torches are popular in place of disposable lighters and matches.

CANNABIS PARAPHERNALIA:

Marijuana is a brown, green or grayish mixture of dried cannabis leaf, flower and bud materials, sometimes with stems and seeds. It is often packaged in small zip-lock baggies, baby bottle liners, or tinfoil wrap. Hashish is compressed into brown or black balls, cakes, or sheets that is often packaged in tinfoil wrap or small zip lock bags Hashish also comes in a dark, black oil that is packaged in glass or plastic vials.



Common marijuana paraphernalia includes:

- ◆ Rolling papers; used to roll marijuana cigarettes.
- ◆ Cigars: tobacco is replaced with marijuana to make a “blunt”.
- ◆ Containers: baggies, “stash cans”, kits.
- ◆ Deodorizers: Incense, room deodorizers, and special pipe deodorizers are used to disguise the characteristic marijuana odor. Fabric softener sheets are stuffed into a hollow tube (e.g. a toilet paper roll) to make a “blow tube;” marijuana smoke is exhaled into the tube so the fabric softener absorbs the odor.



- ◆ Pipes: Pipes may be professionally made or homemade, ornate or simple. They may be made from wood, metal, glass, ceramic, acrylic or other materials. They are usually smaller than tobacco pipes and usually one piece, but range from a few inches to a few feet. Some are made to resemble ordinary items, such as pens. Each pipe has a bowl, or burning area. Water pipes or "bongs" are used to draw the hot smoke through cool water and avoid burning the throat. Water pipes and bongs have a bowl or burning area attached to a tube, which is submerged a short distance into water. There will be a second piece of tubing, which the user inhales through which ends above the water.
- ◆ Razor blades are used to slit cigars, and replace the tobacco with marijuana to make a "blunt."
- ◆ "Roach clips" are used to hold the marijuana cigarette end so it can be smoked in its entirety without burning the fingers. These may be simple bent paperclips, tweezers, medical hemostats, or ornate "alligator" or other style clips with feathers, beads or other decorations, sometimes worn as jewelry.



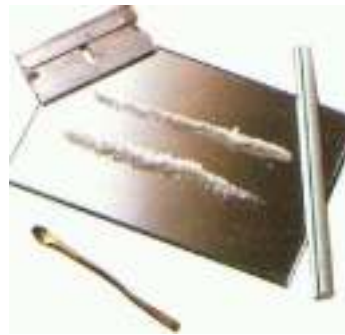
METHAMPHETAMINE PRODUCTION: Methamphetamine can be produced in clandestine labs with fairly easily assembled chemicals and items, including a system of flasks, funnels, tubing, adapters and "joints," cooking equipment, thermometers, and various chemicals, including solvents and ephedrine or pseudoephedrine. The volatility of the chemicals and the process involved make the risk of fire and explosion in methamphetamine production very high.

COCAINE and CRACK COCAINE PARAPHERNALIA:

Cocaine hydrochloride is a white crystalline powder. "Freebase" cocaine is cocaine hydrochloride processed with ammonia and ether to "free" the cocaine "base" from the hydrochloride and allow it to vaporize at a lower temperature. "Crack" is a type of freebase cocaine made by processing cocaine hydrochloride with sodium bicarbonate (baking soda) and water. Crack comes in white to tan pellets, chips, "rocks" or soap-like chunks and is most often sold in small vials. Cocaine base (including coca paste, freebase cocaine, and crack cocaine) typically is smoked in pipes constructed of glass bowls fitted with one or more fine mesh screens that support the drug. The user heats the side of the bowl (usually with a lighter), and the heat causes the cocaine base to vaporize. The user inhales the cocaine fumes through the pipe. Crack can also be added to cigarettes and smoked.

Cocaine and crack paraphernalia include:

- ◆ Crack pipes: crack pipes can be elaborate or as simple as a pop can dented in the side near the bottom with small holes poked in it (it will be blackened.) Clear glass or Pyrex tubes and small screens may be used to smoke crack.
- ◆ Aluminum foil: freebase cocaine or other drugs may be placed on foil, lit, and fumes inhaled.
- ◆ Small mirrors and short plastic straws or rolled-up paper tubes: mirrors or glassy surfaces are used to "cut" cocaine powder and add volume enhancer and to separate cocaine into lines for "snorting" into the nose through the straw or paper tube.
- ◆ Paper Folds: the glossy non-porous magazine paper found in magazine publications will not absorb or trap the powder in its surface and is used for snorting cocaine.
- ◆ Razor blades: to cut cocaine into lines to snort.
- ◆ Small spoons: used to snort powder cocaine. Strainers are used to break up cocaine
- ◆ Lighters: Smoking crack cocaine requires a constant source of flame, as it will not smolder like tobacco. A butane lighter or small torch is often used for smoking crack or free-basing.



INHALANTS and INHALANT PARAPHERNALIA:

Most inhalants are common, every day household products. Be on the lookout for common products that are out of place. Substances abused as inhalants include: computer dust-off, cooking spray, whipped cream in cans, any propellants, correction fluid, disinfectants, markers, furniture polish and wax, oven cleaners, air fresheners, hair spray, nail polish remover, spray deodorants, butane, gasoline, glues and adhesives, paint, paint thinners. Paraphernalia and items associated with inhalant use include: rags; empty spray cans; tubes of glue; ping-pong balls; plastic bags; balloons; nozzles; bottles or cans with hardened glue, sprays, paint or chemical odors inside of them, metal cylinders that contain nitrous oxide. "Poppers" refers to amyl, butyl or isobutyl nitrate. They come in glass ampoules or small bottles of liquid and are sniffed. Nitrous oxide is a colorless, sweet-smelling gas and can be found in whippets (small, silver-colored cartridges manufactured for whipped cream dispensers) or in cans of whipped cream, or tanks of medical gas. Nitrous oxide can be inhaled directly from a punctured whippet, or by using a "cracker" to dispense the gas into a balloon.



ECSTASY and ECSTASY PARAPHERNALIA: In its purest form, Ecstasy is a white crystalline powder. It is usually sold as a pill with characteristic branding, or a capsule. The pills come in different colors and with different imprints, such as blue dolphins, yellow gators, or doves. Pacifiers, mouth guards, masks, vapor rubs, lotions and other items may be associated with use of ecstasy and with "raves". Ecstasy paraphernalia is often related to relieving the involuntary jaw clenching, teeth grinding, and muscle tension that Ecstasy causes, or to increasing the tactile sensations that are said to be heightened by Ecstasy use.



Items associated with Ecstasy use and/or "raves" include:

- ◆ Glow Sticks/Chem-Lights: for visual stimulation.
- ◆ Baby's pacifier and Blow Pop@s: used for the involuntary teeth-grinding common with Ecstasy.
- ◆ Mentholated nasal inhalers (e.g. eucalyptus), chest rubs (e.g. Vick's) and surgical or painter's masks. The chest rub is put under the nose, on the upper lip, or put into a surgical or dust mask and passed around on the dance floor to heighten the effects of Ecstasy.
- ◆ E test: reagent or kits for determining if pills contain ecstasy (this does not rule out the presence of other drugs.)
- ◆ Skittles® or packs of M&M@s: packs are slit, filled with ecstasy tablets and resealed for sale.
- ◆ Tootsie Roll@s: are melted, ecstasy is placed in the candy and it's rolled back up and sold.
- ◆ Lollipops and hard candy are used to relieve the dry mouth caused by ecstasy.
- ◆ Energy pills and caffeinated beverages: usually caffeine or ephedrine, used as a substitute for ecstasy when it cannot be obtained.
- ◆ Water bottles: may be used for transporting liquid drugs e.g. GHB, and for water to prevent dehydration from prolonged dancing and increased body temperature. Club owners often sell water at inflated prices.
- ◆ Viagra: is used to prolong sexual performance in association with ecstasy or other drug use.



DRUG TEST KITS and ADULTERANT TEST

KITS: There are many products designed to help drug users pass drug tests. Whether or not they work depends on the type of drug(s) being tested, the “half life” of the drugs, the level of drugs in the body, the time frame in which drugs were used in relation to the test, the type and method of testing, the method of collecting the sample, the method being used to “beat” the test, and other factors. These items can be purchased in local stores, head shops, and on the Internet. **MANY OF THESE PRODUCTS CAN HAVE DANGEROUS SIDE EFFECTS ESPECIALLY IN HIGH OR REPEATED DOSES.**

Examples of these products include:

- ◆ Goldenseal and other teas or herbs, niacin and other B vitamins, vinegar and products containing vinegar, creatine and other substances that are consumed in the belief that they will speed detoxification of drugs by the liver or disguise the presence of drugs
- ◆ Drinks, pills or powders that are said to “detoxify” the body, “wash out” drugs from the body or speed liver metabolism of drugs.
- ◆ “Clean” urine or concentrated or powdered “clean” urine samples and special containers that keep the sample at body temperature.
- ◆ Agents to add to urine that are said to “detoxify” a “dirty” (drug-positive) urine sample.
- ◆ Drug testing kits to see whether a person will test “clean” or not.
- ◆ Shampoos to negate hair follicle testing.

Reliable laboratory drug testing has several safeguards to detect when many of these methods have been used.

