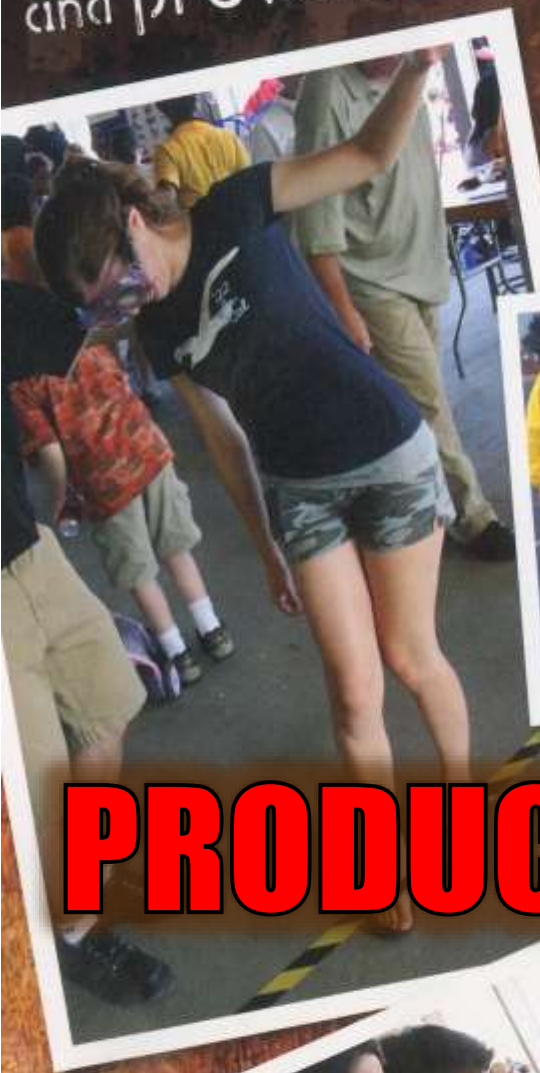
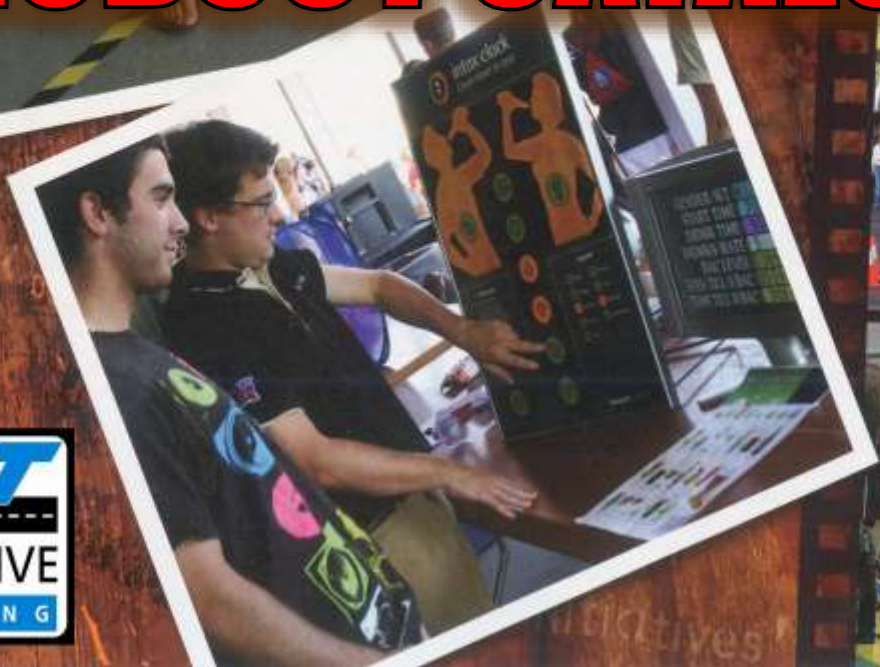


DRIVER EDUCATION

OUTREACH that saves lives
and prevents injuries



PRODUCT CATALOGUE



FATAL VISION IMPAIRMENT GOGGLES

A Sobering View of What Impairment Can Do



Safe Drive Training is the exclusive distributor for Fatal Vision Alcohol Education products. Fatal Vision Goggles are used extensively by over 1000 High schools, Driving Schools, Community Groups, Health Departments, Police Services and Transport Departments across the Asia-Pacific region to demonstrate the driving impairments inherent with alcohol and drug consumption.

The mission of Fatal Vision is to promote safety in our schools and communities and to contribute to the reduction of alcohol and other drug related fatalities and injuries through innovative, interactive and fun educational programs. Fatal Vision Goggles are a specially designed and manufactured goggle that simulates the visual impairment caused by drugs or alcohol. Viewing through the goggles is rather clear, but confusing to the mind. Normal movements are affected which produces one of the effects of intoxication. Both the wearer and those observing are convinced that such impairment makes activities with known risks, such as driving vehicles, very dangerous. THE IMPACT IS LONG LASTING.....The principle underlying the goggles is to demonstrate how quickly an impaired driver can turn fun into devastating consequences. Program materials will help you put this dynamic principle into action. When people directly experience impairment while trying to do a task, the lesson sticks. Research shows that those who learn from hands on experience retain two to four times more than those who learn from just listening or listening and seeing. Don't say DON'T...show them WHY!



DON'T JUST TALK ABOUT IT...SIMULATE THE IMPACT



GET REAL
ABOUT THE
RISK OF
MARIJUANA
IMPAIRED
DRIVING

IMPAIRED MOTOR SKILLS

IMPAIRED PROBLEM-SOLVING

DELAYED REACTION TIME

COMPROMISED DECISION-MAKING ABILITIES

IMPAIRED SHORT-TERM MEMORY





IMPAIRMENT GOGGLES

MARIJUANA



The **Marijuana Goggle Simulation Experience** is the perfect training tool to start discussions about recreational drug use. It has a colour filter and causes the wearer to experience disorientation.

Please Note: this goggle must be used with the additional resources in the training kit.



The Marijuana Goggles when used with the training kit activities, deliver a memorable lesson about the impact of marijuana impairment to help you address such topics as impaired driving or substance abuse.

The **Danger in Every Step (D.I.E.S.)** floormat compliments the use of any of the Fatal Vision Goggles.



ALCOHOL



The Fatal Vision **Alcohol Goggles** deliver memorable lessons on topics like impaired driving, underage drinking and other substance abuse issues. There are 5 different levels of impairment, allowing the participant to experience low impairment through to high levels of intoxication. There are also clear lenses for simulating daytime impairment and tinted lenses for nighttime impairment.

- **WHITE:** (B.A.C. of < .06)
- **BRONZE:** (B.A.C. of .07 - .10)
- **RED:** (B.A.C. of .12 - .15)
- **SILVER:** (B.A.C. of .17 - .20)
- **BLACK:** (B.A.C. of > .25+)



Tunnel Vision Lenses (TVL) are an add-on resource that can be used with the Alcohol Goggles. The TVL create the tunnel vision effect of alcohol impairment on peripheral vision and allow users to experience the potential consequences on their driving.



CONCUSSION

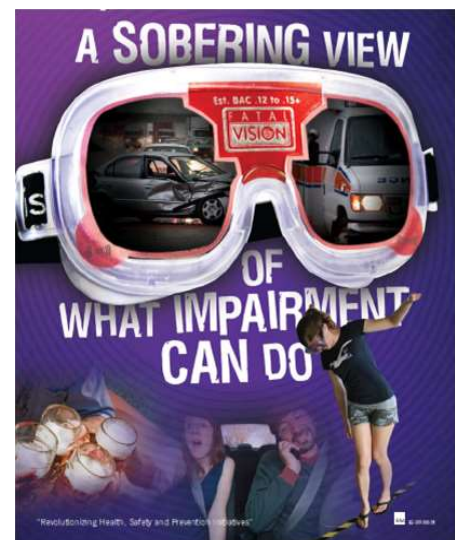


The **Concussion Goggle** is an awareness tool that is specifically constructed to simulate the potentially debilitating effects of a traumatic brain injury (TBI).

These goggles are being used to deliver programs to sporting teams, schools and community organisations about concussions, helmet and seat belt safety. Participants will experience simulated TBI symptoms such as dizziness, visual disconnect, disorientation, hesitation, confusion, apprehension and lack of confidence when trying to perform simple activities while wearing these unique goggles.



Concussion Training Kits are available which include resources and educational games to help the trainer to deliver better lessons.



ORDER GOGGLES IN PACKS OF:

1, 2, 4, 6 or 12



1 Select impairment

BLACK Label	Est. B.A.C. .25+
SILVER Label	Est. B.A.C. .17-.20+
RED Label	Est. B.A.C. .12-.15+
BRONZE Label	Est. B.A.C. .07-.10+
WHITE Label	Est. B.A.C. <.06
BLUE Label	Double-Vision Goggle

SELECTING YOUR FATAL VISION® GOGGLES IS EASY!



2 Select lens

-  CLEAR
Simulates impairment during daylight conditions.
-  SHADED
Simulates impairment during nighttime conditions.

3 Select quantity



Every goggle is supplied in a cloth storage bag inside an individual storage box (which has instructions printed inside)

Introducing the Tunnel Vision Lens, or TVL™, from Innocorp, Ltd., the makers of the internationally popular Fatal Vision® Impairment Simulation Goggles. Designed to work with the Fatal Vision® Goggles, TVL™ is the newest tool available to help you deliver a more realistic lesson about the consequences of alcohol misuse and abuse.



WHAT IS TUNNEL VISION AND TVL™?

People who have consumed relatively moderate amounts of alcohol experience reduced peripheral vision, and are less likely to perceive or recognize objects and signals outside the central visual field. This change in focus and judgment can be described as tunnel vision. A person that is experiencing tunnel vision may intently focus on an object directly in front of them but not be aware of what is happening outside of their central visual field. A car, a person or an animal will not catch their attention until it/they have moved from their peripheral vision into their line of central vision when it may be too late to react safely. The Tunnel Vision Lenses (TVL™) are a set of self-adhesive lenses applied to the Fatal Vision® Goggles that will restrict a person's peripheral vision. There are three levels of TVL™ that are correlated to increasing levels of intoxication, .10 B.A.C., .15 B.A.C., and .20 B.A.C. with decreasing levels of peripheral vision.



The TVL™ Lens Package is currently available for the Fatal Vision® Bronze, Red and Silver Label Impairment Goggles. Fatal Vision® Goggles sold separately.

HOW DOES TVL™ WORK?

When law enforcement suspects a driver of being under the influence of alcohol, the officer may conduct a Horizontal Gaze Nystagmus (HGN) to assist in determining an individual's Blood Alcohol Concentration (B.A.C.). A person who has been properly trained to administer a HGN can accurately assess a person's B.A.C. based on when their eye muscles can no longer smoothly pursue an object moving across their field of vision. When an officer sweeps their finger across a person's field of vision, the eye begins to quiver at the angles described below and corresponds to their B.A.C. level.

B.A.C.	Peripheral Vision	Fatal Vision® with TVL™
0.10	40 degrees	Bronze Label (estimated B.A.C. of .07-.10+)
0.15	35 degrees	Red Label (estimated B.A.C. of .12-.15+)
0.20	30 degrees	Silver Label (estimated B.A.C. of .17-.20+)

TVL™ comes in three levels and simulates an estimated loss of peripheral vision that is correlated to the angles at which the eyes quiver as measured during an HGN Test. Using the Fatal Vision® Goggles and the TVL™, participants will experience tunnel vision. TVL™ will narrow the wearer's peripheral vision to focus their sight more directly in front of them; demonstrating the impact of missing cues outside of their direct line of sight.



View Without TVL® Lens



View With TVL® Lens

TVL Combo Pack: includes 12 TVL lens sets EACH for Bronze, Red and Silver Goggles, program binder and quick start guide

TVL Pack: includes 12 TVL lens sets for use on your choice of either Bronze, Red or Silver Goggles, program binder and quick start guide

TVL Refill: includes 12 TVL lens sets for use on your choice of either Bronze, Red or Silver Goggles and a quick start guide

SAVE \$\$\$ BUY A KIT OR PACK



PROGRAM KIT



EVENT KIT



CAMPAIGN KIT

PRODUCT	PROGRAM KIT	EVENT KIT	CAMPAIGN KIT
Fatal Vision Alcohol Goggle	5 goggles	5 goggles	10 goggles
Germicidal disposable wipes	1	1	1
"Walk the Line" tape	1	1	1
TVL lens combo pack	1	1	1
Smash Match Impairment Challenge	–	1	1
DIES Winding Sidewalk Mat	–	1	1
DIES Roadside Sobriety and Stairs Challenge Mat	–	1	1
DIES Balcony Danger Mat	–	–	1
Backpack	1	1	1

DIES® - IMPAIRMENT ACTIVITY MAT



The **Danger in Every Step (D.I.E.S.)** floormat is a specially designed 3D printed floor mat to be used in conjunction with any of the Fatal Vision Goggles to provide an interactive demonstration of the dangers of alcohol and drug impairment (e.g. walking along the footpath, tripping over obstacles etc). There are 2 versions: the Winding Sidewalk Mat or the Roadside Sobriety Test and Stairs Challenge Mat. Each mat is 1.2 metres x 3 metres





Fatal Vision® Polydrug Alcohol & THC Goggles

Experience: Fatal Vision® Polydrug [Alcohol & THC] Goggles replicate the amplified impairments that arise from consuming multiple drugs simultaneously. When alcohol and Tetrahydrocannabinol (THC) are used together, impairments are enhanced over the impact of either drug used alone. Users will find that their coordination is compromised, cognitive processing is distorted, and driving skills are negatively affected to an amplified degree.

How it works: The Fatal Vision Polydrug [Alcohol & THC] Goggles and training activities simulate impairments like distorted perception, poor motor coordination, slowed decision-making, and delayed reactions. Demonstrating cognitive distortion and balance challenges when impaired. Note: THC does not affect a person's ability to perceive colour. The green lens feature is solely used to illustrate impaired cognitive perception and the potential consequences. The goggles also impact targeting, decision-making speed, reaction time, and motor skills, highlighting amplified impairments and risks of polydrug [Alcohol & THC] use.

Benefits:

- ✓ Safely address the growing concern of polydrug-impaired driving
- ✓ Multiple activities demonstrate the amplified impairments and their negative impact on communities, homes, schools, and workplaces
- ✓ Engaging instructional materials facilitate effective demonstrations
- ✓ Understand and display the amplified impairments resulting from combined alcohol and THC use
- ✓ Developed in collaboration with Drug Recognition Experts to ensure a realistic simulation of impairments

POLYDRUG PROGRAM KIT:

- 1 x Fatal Vision® Polydrug [Alcohol & THC] Goggle
- 1 x DIES® Maze Driving Mat Activity
- 1 x Tic Tac Two activity
- 1 x Backpack
- 1 x Printed user guide and online access to instructional videos and materials

(Additional Polydrug Goggles can be purchased if required)





Fatal Vision®

OPIOID GOGGLES

After years of development working with drug recognition experts in opioid abuse and addiction, it is now possible to introduce the **Fatal Vision Opioid Goggles**.

How it works: The Fatal Vision® Opioid Program Kit models how opioid abuse depresses the central nervous system. These impairments can negatively impact an individual's health, quality of life, and safety. By experiencing the behavioural effects of opioid use, participants are more aware of people's susceptibility and knowledgeable of the severe consequences associated with using opioids.

- **Divided Attention Failure:** The goggles limit the scope of the input, so participants experience decreased awareness and the impairing effects of recognizing and responding to a limited, narrow field of view while performing a task.
 - **Nodding Out:** The goggles blackout halfway, then completely, then continue to blackout for more extended periods.
 - **Contrast Sensitivity Impairment:** A special film on the goggles reduces the wearer's ability to distinguish an object from its background at the periphery.
 - **Heaviness in the Extremities:** Wrist weights cause a lack of coordination and sluggishness when performing the associated activities.
- ✓ Safely address the growing concern of opioid addiction
 - ✓ Multiple activities demonstrate the amplified impairments and their negative impact on communities, homes, schools, and workplaces
 - ✓ Engaging instructional materials facilitate effective demonstrations
 - ✓ Developed in collaboration with Drug Recognition Experts to ensure a realistic simulation of impairments

THE OPIOID PROGRAM KIT CONTAINS:

- 1 x Fatal Vision® Opioid Goggle
- 1 x Hand/wrist weights set
- 1 x Backpack
- 1 x "Opioid's Addiction, Overdose and Death" DVD
- 1 x GET IT 2GETHER™ – Home and School Activity with case
- 1 x In-app educational materials that include instructional videos and user guides

(Additional Opioid Goggles can be purchased if required)

PLAY PROMO

VIDEOS

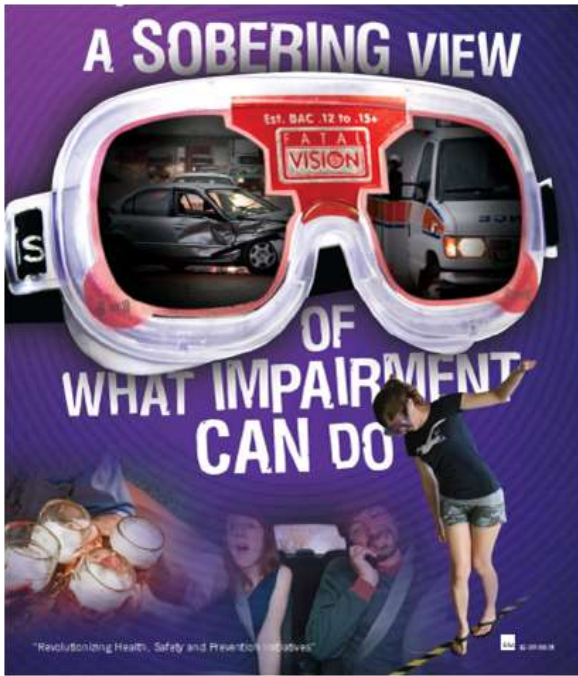




ALCOHOL EDUCATION RENTAL KIT

For short-term or one-off usage we offer an **Alcohol Education Rental Kit** containing:

- ✓ 6 x Fatal Vision goggles (day and night versions with different BAC levels)
- ✓ 4 x standard drink measurement glasses
- ✓ 1 set of standard drink demonstration resin cups
- ✓ Walk the Line Tape
- ✓ Alcohol Education Posters
- ✓ Alcohol Education PowerPoint with training videos



RESIN LOOKS LIKE ALCOHOL



How much do you know about Standard Drinks?



Beer			Wine			Spirits		
Light	Mid-Strength	Full Strength	Red Wine	White Wine	Champagne	Straight	Pre-Mix	Pre-Mix
2.7% Alc./Vol	3.5% Alc./Vol	4.6% Alc./Vol	12% Alc./Vol	12% Alc./Vol	12% Alc./Vol	40% Alc./Vol	5% Alc./Vol	5% Alc./Vol
285ml	285ml	285ml	100ml	150ml	100ml	30ml	375ml	275ml
0.6	0.8	1.0	1.0	1.5	1.0	1.0	1.5	1.1



E: info@sdt.com.au P: (07) 3299 7723 Unit 18, 33-43 Meakin Road, Meadowbrook QLD 4131



REDLINE BREATHALYSER



REDLINE is a unique, self-testing, disposable, simple, inexpensive and laboratory calibrated alcohol breathalyser, which detects the presence of alcohol in the body and gives an accurate indication of whether the blood alcohol content has exceeded a specific limit.



Redline is the ONLY disposable breathalyser in the world to hold French, German and Australian Government approvals for both quality of performance and manufacturing standards.

Its low cost, accuracy and ease of use make the REDLINE testers ideal screening tools for:

PARENTS: Checking for teenage alcohol consumption

DRIVING SCHOOLS: Checking students (or instructors) for the presence of alcohol

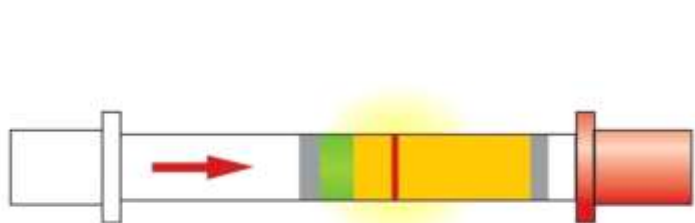
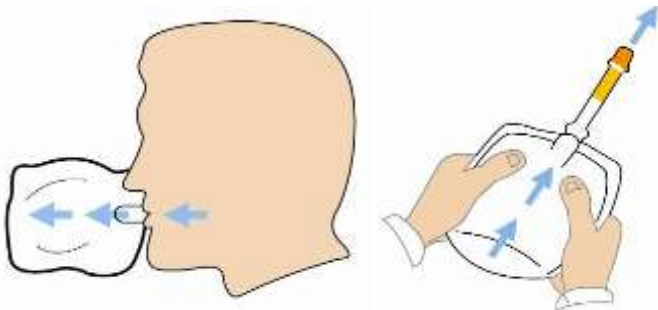
MOTORSPORT: Promoters/organisers to check for the presence of alcohol amongst competitors

BUS/TRUCK COMPANIES: Checking drivers for the presence of alcohol before they depart

COMPANIES: Checking for alcohol consumption by workers, especially if workers are using vehicles, machinery, hazardous goods, power tools, working in hazardous areas, working at height, working with electricity/explosives/flammable goods or any other safety risk.

SCHOOLS/COLLEGES/TAFE/UNIVERSITIES: Checking students for the presence of alcohol, possibly at school formals, dances, school camps and sporting events

MINING INDUSTRY: REDLINE provides a non-invasive "first screening" with results available in 2 minutes. This then qualifies an individual for submission to a forensic-quality evidential test.



ADVANTAGES OF REDLINE:

- ✓ Quick and Accurate
- ✓ Portable and Disposable
- ✓ Requires no batteries or power source
- ✓ A new test is conducted each time

- Affordable
- Unlimited Shelf Life
- Easy to use
- No residual alcohol left in tester



DISTRACTED DRIVING RESOURCES

STOP THE TEXTS. STOP THE WRECKS.

DROWSY & DISTRACTED
FATAL[®]
VISION



DROWSY + DISTRACTED DRIVING GOGGLES

These unique “blinking” goggles simulate the experience of drowsy driving [like micro sleeps] and distracted driving. Using the App, the instructor can control the blinking rate of the goggles. These are a perfect accompaniment to a driving simulator and any driver education program that targets fatigue or distracted driving.

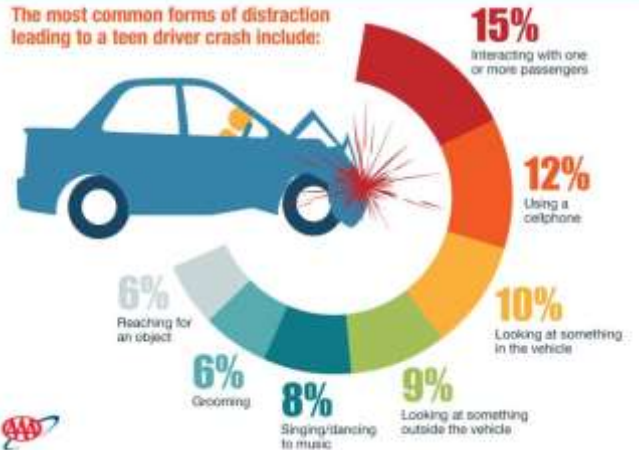
DISTRACT – A – MATCH GAME

This shape matching game helps demonstrate in a fun and engaging way the impact of distractions on our judgment and reaction time. This tool provides a clear and easy to understand lesson about the impact distractions have on a person’s ability to drive safely.



6 OUT OF 10 teen crashes involve driver distraction.

The most common forms of distraction leading to a teen driver crash include:



D.I.E.S.

Distracted Driving Activity Mat

The participant drives around the simulated town obeying the road rules then a distraction is introduced and the person will find their ability to keep the vehicle on the road and obey the rules deteriorates dramatically.

SMASH MATCH® IMPAIRMENT CHALLENGE



Smash Match® is a timed activity that involves the matching and placing of simple traffic-related shapes on the Smash Match® mat, first without and then with the impairing effect of the Fatal Vision® Goggles. This activity shows that once our senses are impaired, our ability to accomplish simple tasks is greatly diminished. The instructor relates this experience to the tasks involved in driving a motor vehicle and the significant risks associated with driving impaired.



Smash Match® is a new experience and activity for Fatal Vision® Goggle demonstrations that is sure to be a popular and engaging learning tool for your outreach and prevention efforts.

Instructional materials include a Smash Match® User's Guide that helps the instructor effectively deliver an experience about the dangers of driving impaired as participants work with their instructor to develop strategies to prevent impaired driving and promote sober driving.

BENEFITS

- Easy to use
- A hands-on and engaging activity
- Delivers a memorable safety lesson

OPTIONS

Smash Match® Plus Fatal Vision® Goggle

Includes: Smash Match® impairment challenge mat, shapes, digital timer, Smash Match® carrying bag, user guide, and Fatal Vision® Silver Label Clear Goggle.

Smash Match®

Includes: Smash Match® impairment challenge mat, shapes, digital timer, Smash Match® carrying bag and user guide.



This hands-on activity delivers a clear safety message about impaired driving

PHONE CELL

This practical zip-up PVC bag provides the driver a means to zip up phone distractions while driving. The call to action is clear, "Park your Phone, Drive your Car." Each bag comes with a card that gives a sobering fact on distracted driving on one side and a catchy tag line on the other side. Each bag comes standard with: PVC bag, carabiner attachment, and an insert card. **A very useful give-away item!**



Phone Cell® Insert Cards
Appropriate For All Ages

STOP THE TEXTS. STOP THE WRECKS.

DISTRACT-A-MATCH®2 MULTITASK CHALLENGE



Deliver a hands-on and engaging activity that powerfully demonstrates our susceptibility to distraction and the dangers of distracted driving.

Fatal Reaction® and Distract-A-Match®2 are the ideal tools to help you deliver a simple and effective lesson about the dangers of distracted driving. Distract-A-Match®2 is a simple puzzle game that uses a timed multi-tasking activity to deliver a hands-on lesson about our inability to multi-task. The lesson begins when the participant races against the clock to place shapes. The activity is then repeated, this time using a distraction such as typing a text message on a cell phone or wearing the Fatal Reaction® audio distraction unit. The activity ends when participants compare their first and second attempts playing the game. Typical results show that people will be slower and make more errors when distracted.

The Fatal Reaction® audio distraction unit is a tool that is used to help demonstrate the effects of cognitive distraction or impairment. Alcohol impairment, cell phones, eating, and tuning a radio, are common activities that can take your mind off the task of driving. Fatal Reaction® simulates a cognitive distraction when participants try to play Distract-A-Match®2 while wearing the unit. Delayed audio feedback provides a slight echo effect that causes the participant to lose their focus. This additional focus takes away from their ability to complete the game and perform the multi-task activity in a timely and efficient manner.

The experience gained by using the Distract-A-Match®2 and Fatal Reaction® delivers a memorable experience about how easily distractions and alcohol impairment can take away from a driver's ability to safely operate a motor vehicle.



Distract-A-Match®2 The Event Edition



The game is easy when the participant is not distracted



Talking while playing turns a simple task into a difficult activity



Deliver an activity that engages your entire audience

HOW DOES DISTRACTION AFFECT MY REACTION?

BENEFITS

- Safe demonstration of cognitive distraction
- Easily integrated into existing safety programs
- Delivers a memorable experience

STOP THE TEXTS. STOP THE WRECKS.

FATAL REACTION® AUDIO DISTRACTER UNIT



Fatal Reaction®

OPTIONS

Distract-A-Match®2 and Fatal Reaction®

Includes: Distract-A-Match®2 Game, Fatal Reaction® audio distraction unit and remote, headset with microphone, user guide, and hard carrying case.

Distract-A-Match®2 Game Only

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

Distract-A-Match®2 and Fatal Reaction® with Distract-A-Match®2 the Event Edition

Includes: Distract-A-Match®2 Game, Fatal Reaction® audio distraction unit and remote, headset with microphone, Fatal Reaction® program guide, user guide, hard carrying case, and Distract-A-Match®2 the Event Edition.

Distract-A-Match®2 the Event Edition Only

Includes: A 48" x 60" game mat, assorted shapes, digital timer, user guide, and aluminum backdrop stand with carrying case.

Distract-A-Match®2 the Event Edition Plus

The perfect bundle for larger classes and groups.

Includes: 1 Distract-A-Match®2 the Event Edition, 6 Distract-A-Match®2 Game, and 1 Fatal Reaction® audio distraction unit.



Distract-A-Match®2 Game



MARIJUANA SIMULATION EXPERIENCE



The Fatal Vision® Marijuana Simulation Experience is a hands-on awareness-building tool that simulates the distorted processing of visual information, loss of motor coordination, and slowed decision making and reaction time resulting from recreational marijuana use.

The purpose of the Fatal Vision® Marijuana Simulation Experience is to give participants an understanding of cognitive impairments associated with recreational marijuana use and to demonstrate the potentially severe consequences that can result.

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

- Norma Sower, Project Save Our Children

A TOTALLY NEW EXPERIENCE THAT SPECIFICALLY ADDRESSES MARIJUANA'S IMPAIRMENT

- Simulates recreational marijuana's impact on short-term memory and executive function
- Simulates altered visual perception and slight motor coordination
- Simulates slowed reactions
- Includes activities specifically addressing the impairments contributed to recreational marijuana use
- Includes instructional materials and videos to guide program delivery for each activity



ACTIVITY #1

Distorted perception and response to visual information and important visual cues



ACTIVITY #2

Impaired problem solving skills, and memory also known as executive function



ACTIVITY #3 AND #4

Loss of reaction time, attention, and a distorted perception of visual information



ACTIVITY #5 AND #6

Impaired motor skills, memory and decision making abilities



PLAY PROMO



VIDEOS



GET REAL ABOUT THE RISK OF MARIJUANA IMPAIRED DRIVING

IMPAIRED MOTOR SKILLS

IMPAIRED PROBLEM-SOLVING

DELAYED REACTION TIME

COMPROMISED DECISION-MAKING ABILITIES

IMPAIRED SHORT-TERM MEMORY



Fatal Vision® Marijuana THC Simulation Goggles

Experience: The Marijuana/THC Goggles Starter Kit features introductory activities and materials to demonstrate the impaired perception caused by recreational marijuana/THC usage. Marijuana affects the brain differently than alcohol and the Fatal Vision® Marijuana/THC Goggles reflect that difference.

How it Works: The Fatal Vision Marijuana/THC Goggle impairs a person's ability to perceive colour (NOTE: someone under the influence of marijuana DOES NOT lose their ability to distinguish between colours). We use this goggle feature to model a loss of capacity to make quick and accurate decisions, one of the main recreational marijuana/THC's impairing effects. For an impaired driver, this loss could lead to a crash. The Starter Kit comes with introductory marijuana education and prevention instructional materials and videos to help you use the marijuana goggles with custom-designed activities. These activities shed light on the potentially severe consequences that can result from recreational marijuana/THC use.

Modelled Impairments: Loss of short-term memory, executive function, altered visual perception and slight loss of motor coordination.

Benefits:

- ✓ Offers a safe and effortless way to demonstrate impairment from recreational marijuana use
- ✓ It can be easily tailored for use with participants of all ages, including teenagers to adults
- ✓ Instructional materials prepare instructors to deliver an engaging and relevant demonstration
- ✓ Activities are structured to address how distorted perception and response mimic impaired behaviours that may occur while under the influence of marijuana/THC
- ✓ Marijuana simulation goggles were developed working with Drug Recognition Experts

MARIJUANA STARTER KIT:

- 1 x Fatal Vision THC Goggle with cloth protective bag
- 12 x Activity balls
- 3 x Fabric boxes
- 1 x Executive function dry erase maze boards and markers kit
- 1 x 4-In-A-Row Memory Challenge
- 1 x Box (50/pack) of germicidal disposable wipes

(Additional Marijuana/THC Goggles can be purchased if required)

PLAY PROMO



VIDEOS





The Fatal Vision® Concussion Goggle brings awareness to people of all ages about their susceptibility to head trauma and educates them on what steps to take if someone sustains a Traumatic Brain Injury (TBI).

The Fatal Vision® Concussion Goggle is a hands-on awareness tool that is specifically constructed to simulate the potentially debilitating effects of TBI caused by a bump, blow, or jolt to the head or body.

Instructional materials include lesson plans for elementary and high school/college ages, hands-on demonstration activities, and pre/post tests to help drive the lesson home. This program can be delivered as a standalone program or as a supplement to an existing concussion presentation or curriculum.

The lesson begins with participants being led through an interactive presentation that combines a classroom discussion with simple mental, physical, and dexterity tests. Students will first perform these tests without the Fatal Vision® Concussion Goggle to establish a clear baseline or measure of their physical and mental capacities without the effects of a TBI. Immediately after establishing the baseline, students perform these tests while wearing the Fatal Vision® Concussion Goggle. The results are immediate, students experience the simulated TBI symptoms of dizziness, visual disconnect, disorientation, hesitation, apprehension, confusion, and lack of confidence. When compared to their baseline performance, participants gain a new appreciation for their own susceptibility to TBIs and the potential consequences.

BENEFITS

- Engaging and hands-on
- Promotes a clear safety and awareness lesson
- Simple to use
- Easily implemented into existing program
- Provides an experience that people will remember



Fatal Vision® Concussion Goggle Packages raise awareness on effects of head trauma, promotes steps to prevent concussions and encourages following concussion recovery protocol.



PROGRAM KIT



CAMPAIGN KIT



PLAY PROMO



VIDEOS



SIMULATOR ■ SALES ■ RENTAL ■ SOFTWARE

CONSTRUCTION SIMULATOR



Phone: +617 3299 7723
Email: info@sdt.com.au
Website: www.sdt.com.au

Simulator Driver Training offers a range of driving simulators to purchase

SIMULATOR RANGE



SDT - 21A MODEL



SDT - 21B MODEL

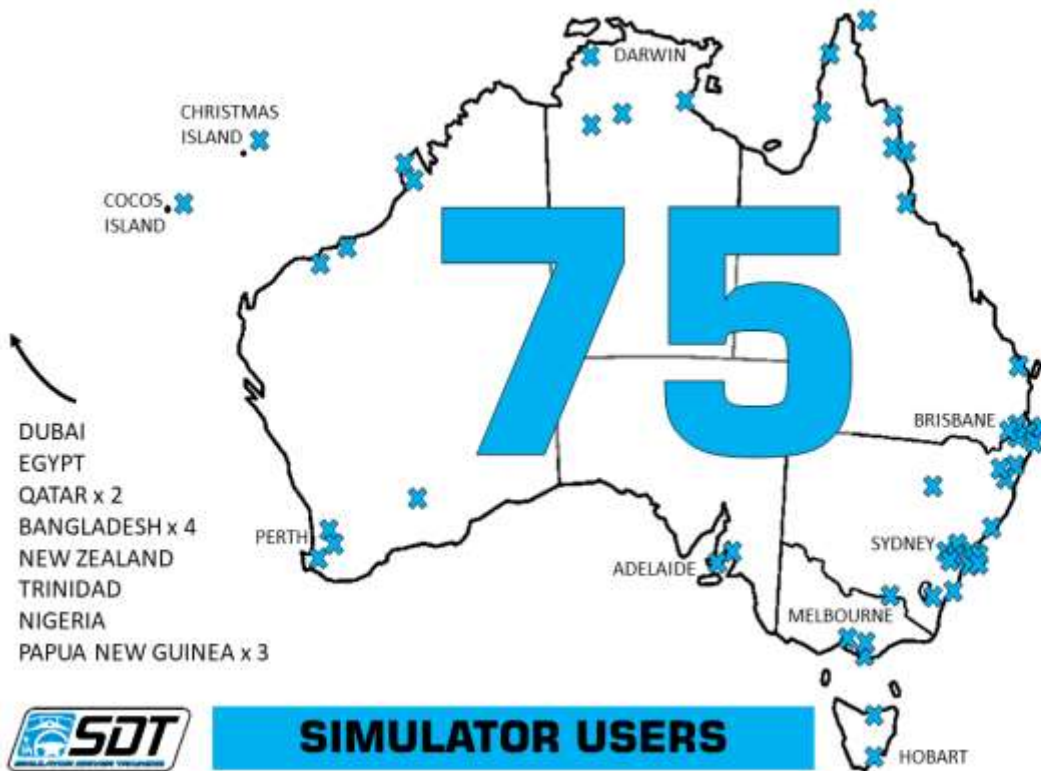


SDT - 21C MODEL



SDT - 21D MODEL

There are 75+ users of our simulators across multiple countries



- CAPE YORK x 3
- COOKTOWN
- CAIRNS x 2
- TOWNSVILLE
- BUNDABERG x 2
- BRISBANE x 4
- GOLD COAST x 4
- LISMORE
- GRAFTON x 2
- TAREE
- GOSFORD
- SYDNEY x 11
- CANBERRA
- WOOLONGONG x 3
- ALBURY x 2
- PARKES
- DUBBO
- MELBOURNE x 3
- HOBART
- LAUNCESTON
- ADELAIDE x 2
- KALGOORLIE
- PERTH x 2
- BUNBURY
- KARRATHA
- PORT HEDLAND
- COCOS ISLAND
- CHRISTMAS ISLAND
- BROOME x 2
- DARWIN
- KATHERINE x 3



SIMULATOR USERS



DRIVING SIMULATOR RENTAL



We offer 2 rental options:

1. A half day or full day rental of a triple screen simulator trailer with an instructor to run the program (this is only available in limited locations)
Prices are \$550 per half day and \$880 per day (based on maximum 150km travel distance)
2. A longer rental of a basic simulator system for you to facilitate your own training program (see next page)



Simulators allow drivers to experience:

- different traffic volumes and driver aggression
- variable road conditions (motorways, mountains, city, off-road)
- different weather (rain, snow, ice and fine weather)
- different visibility (day, night, sun glare, dust, fog)
- emergency scenarios (simulated crashes)
- vehicle problems (flat tyre, brake failure, steering malfunction)

A driving simulator used in conjunction with the correct impairment goggle can be used to demonstrate the dangers of Alcohol, Drugs, Distractions or Fatigue.



OPTION 2: SIMULATOR RENTAL



RENTAL INCLUDES:

- ✓ Driving Simulator frame with steering wheel, pedals and gear shifter (*can be used as manual, clutchless manual or auto*)
- ✓ Computer loaded with City Car Driving simulation software (*commercial edition*)
- ✓ Hard Storage Crate (*with wheels*)
- ✓ Instructions for Simulator setup and use

YOU WILL REQUIRE:

- ✓ Chair for simulator driver to sit in
- ✓ Monitor screen (*via HDMI to computer*)

USE THE SIM TO DEMONSTRATE

- ✓ Alcohol Impairment (*no goggles needed*)
- ✓ Distracted Driving (*texting, eat/drink*)
- ✓ Braking Distances vs Speed
- ✓ Reckless Driving (*handbrake spins/speeding*)
- ✓ Dangers of Tailgating (*car in front brakes*)
- ✓ Emergency Driving Scenarios
- ✓ Vehicle Crashes (*into trees/poles/vehicles*)
- ✓ Change of Weather (*change of tyre grip*)
- ✓ Change of Lighting (*night, sun glare, fog*)
- ✓ Physics in Motion (*Newton's laws*)

RENTAL FEE: Southeast QLD region

(Brisbane, Sunshine Coast, Gold Coast, Ipswich, Warwick, Toowoomba)

\$1320 inc GST for up to 7 business days including delivery and collection
+\$110 per day thereafter until returned

RENTAL FEE: rest of Australia*

\$1980 inc GST for up to 9 business days including delivery and collection
+\$110 per day thereafter until returned

* a surcharge may apply for remote locations (small towns in regional/remote locations)

NOTE: Renter **must have** people available who are experienced with computers, gaming and simulation. All users **must be 16+** (no children allowed). The renter **is liable** for any damage to the simulator and all accompanying training equipment while in your possession. Insurance coverage while in transit is covered by SDT.



E: info@sdt.com.au P: (07) 3299 7723 Unit 18, 33-43 Meakin Road, Meadowbrook QLD 4131

ADDITIONAL RENTAL ITEMS

THESE RESOURCES CAN ENHANCE YOUR TRAINING PROGRAM



FATAL VISION ALCOHOL IMPAIRMENT GOGGLES: These unique goggles demonstrate the impairment of alcohol consumption on a person's vision and co-ordination. The goggles can be used for a walk-the-line sobriety test or used with a driving simulator for a unique anti-drunk driving demonstration. The goggles are available in 5 different BAC levels which allow a person to experience different levels of alcohol impairment (eg. the effect of being at the legal limit compared to several times over the limit). The goggles come with either a clear (daytime) lens or tinted (night-time) lens to simulate impairment at night.

DANGER IN EVERY STEP FLOOR MAT: This specially designed 3D printed floor mat is used in conjunction with any of the Fatal Vision Goggles to provide an interactive demonstration of the dangers of alcohol and drug impairment (e.g. walking along the footpath, tripping over obstacles etc). Size is 1.2 metres x 3 metres



ALCO-CUPS + STANDARD DRINKS KIT:

This rental kit includes cups marked with the standard drinks for various types of alcoholic beverages and resin filled glasses to simulate a standard drink for beer, wine and spirits.



DISTRACT A MATCH GAME: This unique shape matching game helps demonstrate in a fun and engaging way the impact of distractions on our reaction time and judgment. This tool provides a clear and easy to understand lesson about the impact distractions have on a person's ability to drive safely.



DROWSY & DISTRACTED DRIVING GOGGLES: These unique "blinking" goggles simulate the experience of drowsy driving [like micro sleeps] and distracted driving. Using the App, the instructor can control the blinking rate of the goggles. These are a perfect accompaniment to a driving simulator and any driver education program that targets fatigue or distracted driving.

BUY SOME GIVE-AWAY ITEMS TO REINFORCE YOUR MESSAGE

PHONE CELLS

This practical zip-up PVC bag reminds the user to zip up phone distractions while driving. When the phone is in the bag, the message couldn't be clearer "Park your Phone Drive your Car." Each bag includes a distracted driving message card. This is a great give-away item to present to your program participants to reinforce the training provided. You can also fill the bag with other give-away items.



REDLINE ALCOHOL TESTERS are a simple to use disposable alcohol breathalyser, which detects the presence of alcohol in the body and gives an accurate indication of whether the breath alcohol content has exceeded a specific limit. Buy a box of these as a unique give-away item for the participants in your safety program.



SIDNE® 6.0

SIMULATED IMPAIRED
DRIVING EXPERIENCE®



Simulated Impaired Driving Experience®, or SIDNE®, is a battery-powered vehicle that simulates the effects of impairment from alcohol and other drugs on a motorist's driving skills. This highly interactive vehicle operates in two modes, Normal and Impaired. In Normal Mode, the vehicle's steering, braking, and acceleration respond appropriately. In Impaired Mode, the vehicle reacts with delayed steering, braking, and acceleration, simulating the effects of a vehicle being driven by an impaired driver.

The program instructor has complete control of SIDNE® through the use of an infrared remote control. The remote operates from a distance of up to 75 feet, allowing the instructor to change the vehicle between Normal and Impaired Mode, perform emergency braking, select the speed mode between 4-mph and 8 mph, and power off the vehicle. The lesson provided by SIDNE® is clear. Participants experience with a sober brain how it feels when reaction time is slowed and they are unable to make a turn or stop, even when they have ample time and space. This experience

helps the SIDNE® driver to identify first-hand with the potentially deadly consequences of alcohol and other drugs on their driving ability. Influencing your audience to consider alternative choices to impaired driving begins with engaging your audience in a meaningful experience and discussion about personal responsibility and the consequences of choice. SIDNE® is a tool that helps you accomplish that task.

We've made significant improvements to SIDNE® 6.0. The chain drive has been replaced by a belt drive delivering a smoother start up and the riding noise level has dropped significantly. SIDNE® now has active braking! This means greater stopping power and emergency braking for SIDNE®. We've paid attention to the smaller details as well. The pedal box is now shorter, making it easier to operate the accelerator and brake pedals. We've also moved the reverse switch to the top steering wheel. And we've added extensions to the seat belts making it easier for riders and passengers to buckle up!



**Provides an actual driving experience.
This is not a static computer generated simulation.**



**"WONDERFUL IMPROVEMENT GOING FROM CHAIN DRIVE TO BELT DRIVE...
THE DIFFERENCE IS NOTICEABLE. THE SMOOTHER RUNNING BRAKES MAKE
IT EASIER TO TALK TO THE KIDS WHILE THEY'RE DRIVING."**

Sue, Summit County, OH

***2 SIDNE units are currently in use in Australia by
Vinnies Services located in Deniliquin (NSW) and YMCA Katherine (NT)***

PHYSICS IN MOTION: SCIENCE EXCURSION



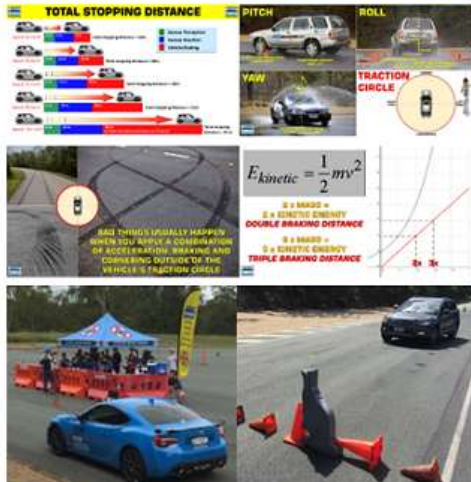
THERE ARE 2 PARTS TO THE PHYSICS IN MOTION SCIENCE EXCURSION

PART 1: TRAINING VIDEOS

You will be sent a series of videos to prepare students for the excursion.

There are 6 videos covering:

ACCELERATION **VEHICLE DYNAMICS**
BRAKING **VEHICLE SAFETY SYSTEMS**
G-FORCE **CRASH ANALYSIS**



A SCIENCE EXCURSION TO EXPERIENCE VEHICLE SAFETY AND THE LAWS OF MOTION

2. PRACTICAL EXCURSION

Students then attend a 3 hour practical session and collect data for their Physics in Motion excursion workbooks.

Practical demonstrations and experiments will cover:
BRAKING

Vehicle Safety Systems (ABS, AEB)
 Braking Techniques
 Coefficient of Friction
 Braking Distances vs Speed
 Braking Distances vs Mass
 Skid Mark Analysis

SPEED/VELOCITY

Speed & Velocity Measurements
 Radar Guns vs GPS vs Speedometer vs Distance over Time

G-FORCE

Acceleration vs Braking vs Cornering
 Vehicle Dynamics
 100% Rule of Tyres
 Stability Control on/off
 How Seatbelts Function



VENUES:

RACQ Mobility Centre¹ (Cornubia) 9am start
 Greer Park Raceway (Helidon) 9:30am start
 Also available in Townsville, Mackay, Emerald, Roma, Grafton, Armidale, Tamworth but additional costs apply

\$2750 inc GST This excursion is for up to 32 students with 2 instructors + 2 vehicles

\$4400 inc GST This excursion is for up to 60 students allowing physics classes from several schools to combine and share the cost. 4 instructors + 4 vehicles will be supplied

¹The RACQ Mobility Centre imposes strict cancellation penalties which make us liable for the venue hire within 35 days of a proposed date. As such we must seek a non-refundable deposit of \$660 and the course must proceed regardless of the weather.



info@sdt.com.au P: 3299 7723

PHYSICS IN MOTION: SIMULATOR PROGRAM



THERE ARE 2 PARTS TO THE PHYSICS IN MOTION SIMULATOR PROGRAM

1: TRAINING VIDEOS

You will be sent a series of videos to prepare students for the excursion.

There are 10 videos covering:

SIMULATOR GUIDE **VEHICLE DYNAMICS**
BRAKING **VEHICLE SAFETY**
G-FORCE **CRASH ANALYSIS**
WEATHER **TAILGATING DANGER**
ACCELERATION **IMPAIRED DRIVING**



A SIMULATOR PROGRAM TO EXPERIENCE CRASHES AND THE LAWS OF MOTION

2: SIMULATOR RENTAL

The Driving Simulator will allow your Physics students to experience the following scenarios:

Braking Distances vs Speed
 Reaction Time
 Vehicle Safety Systems (ABS on/off)
 Unexpected Emergency Situations
 Vehicle Crashes (into trees/poles/vehicles)
 Change of Weather (friction from road)
 Change of Lighting (night, sun glare, fog)
 Tailgating Dangers
 Alcohol Impairment Mode
 Distracted Driving can be experienced

THE RENTAL INCLUDES:

- ✓ Driving Simulator frame with steering wheel, pedals and gear shifter
- ✓ Computer loaded with City Car Driving simulation software (commercial edition)
- ✓ Hard Storage Crate (with wheels)
- ✓ Instructions for Simulator operation

YOU WILL REQUIRE:

- ✓ Chair for simulator driver to sit in
- ✓ Monitor screen (via HDMI to computer)



RENTAL FEE: South-east QLD
\$1430 inc GST for up to 7 business days includes delivery and collection
+\$110 per day thereafter until returned

RENTAL FEE: rest of Australia*
\$2200 inc GST for up to 9 business days includes delivery and collection
+\$110 per day thereafter until returned
 * a surcharge may apply for remote locations

The renter is liable for any damage to the simulator and all accompanying training materials/equipment while in your possession. Insurance coverage while in transit is held by us.



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Congratulations to the following schools for investing in a Safe Drive Training program for their students



Find us on:



SAFE DRIVE TRAINING Pty Ltd

Phone: (07) 3299 7723 - Fax: (07)3299 7528

Email: info@sdt.com.au - Website: www.sdt.com.au

Post: PO Box 682, Waterford, QLD, 4133