

THE HIGH—WAY CODE THE GUIDE TO SAFER, MORE ENJOYABLE DRUG USE

[LSD/MAGIC MUSHROOMS]



WHAT IS IT?

The first guide to safer drug use voted for by people who take drugs.

HOW WAS IT WAS DEVELOPED?

GDS asked loads of people who take drugs, as well as other experts, what strategies they thought would reduce the risk of harm when taking some commonly used drugs. As part of GDS2014, we asked people from around the world who had used those drugs in the last year to vote on these strategies. For each strategy we asked:

- 1. if they usually (i.e. more than 50% of the time) did it
- 2. to rate how important it is in reducing the risk of harm (10 being the max reduction of risk)
- 3. to tell us whether using that strategy increased, decreased or had no effect on the pleasure they got from the drug.

WHO DEVELOPED IT?

The guys and gals at Global Drug Survey—a nice bunch of smart people who know a bit about drugs and, with people's help everywhere, will continue to learn more and share what they find out.

ANYTHING ELSE?

Yep follow us on twitter @globaldrusurvy @drugsmeter, like us on Facebook and check out our free apps the drinks meter: www.drinksmeter.com and the app stores, and the drugs meter: www.drugsmeter.com and google play store.

For more interesting info on drugs check out our drugs meter minutes videos on the Global Drug Survey YouTube channel. For suggestions on how to improve GDS, email: adam@globaldrugsurvey.com

KNOW YOUR DRUG EFFECT, THE DOSE, TIME TO ONSET, TIME TO PEAK AND HOW LONG IT LASTS



All drug effects are dose related. Usually the more drugs you take the stronger and longer lasting the effects (and the greater the risk of harm).

Because drug purity and potency varies so much you need to treat every new batch as a new drug. This means 'test dosing' each new batch. Knowing how strong your drug is can help you titrate (adjust/measure) how much you take so hopefully you get the effect you want and avoid overdosing. By knowing how long it takes for a drug to come on and how long it lasts, you reduce your risk of taking too much. People also vary widely

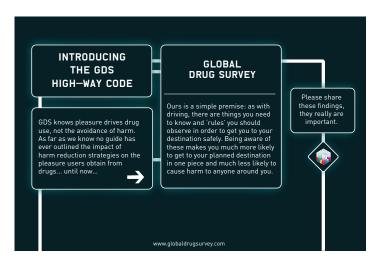
in how they respond to drugs and how much they need to take. Everyone has to find their own 'right dose'.

Not all drugs suit all people so if you get anxious or paranoid on a drug don't use it.

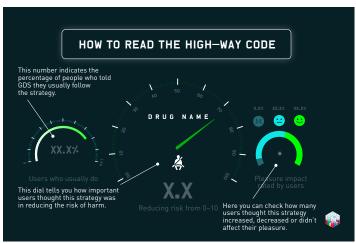
Remember being greedy is not good for you. Less is more.

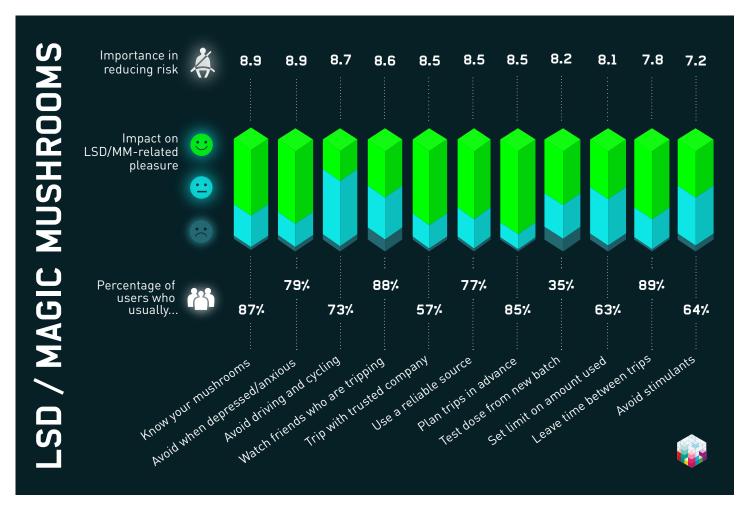
Don't ever be worried about calling for an ambulance if you're worried about the state of a mate.

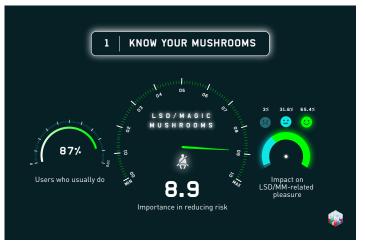
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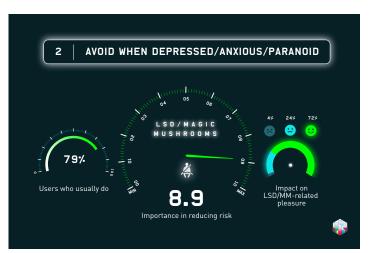


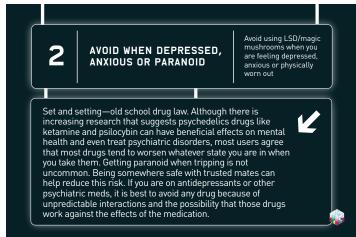














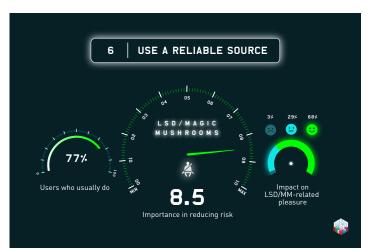






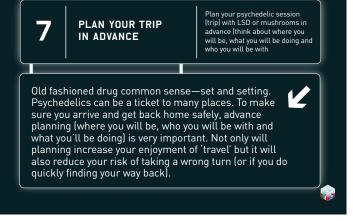


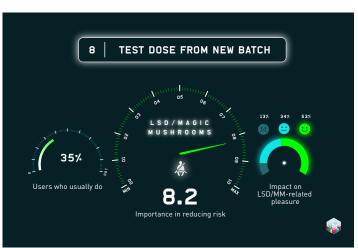












TEST DOSE FROM NEW BATCH

Test dose your LSD/mushrooms before a full trip by taking a smaller dose than a full trip dose and waiting at least 90-120 min before taking a further dose]

Drug purity varies—buyers beware! Because illicit preparations vary in potency and precise composition, you should check new batches by taking a small 'test' dose at least 90-120 minutes before re-dosing. Better still: test on a completely separate day. Note that small doses of LSD or psilocybin may take longer to come on than expected and 90 min may not be long enough for some people to feel the effect. This is often the reason that people take too much psilocybin: they take more before the effects of the initial dose come on.

Although dosing mushrooms might be easier if you have used that type before, there can still be marked variation in psilocybin content between batches. Sadly there's nothing about the size, shape or logo on your blotter that gives you a clue about how much LSD is in it Inote: NBOMe class of drugs that are being sold as LSD are just as potent but more unpleasant). Test dosing can help you find out how strong your drug is so you can titrate ladjust/measure] future doses and hopefully get the effect you want.







LEAVE TIME BETWEEN TRIPS

Leave enough time between trips with LSD/magic mushrooms to integrate [make sense of / understand] the experience

Wait until you have integrated the experience before tripping again. Some journeys take longer to process/ recover from than others [think screaming babies, flight delays, sitting next to a Muppet on a 12hr plane journey). We asked MAPS 'how long between trips'. They said till you've integrated the experience. How long? Time's not the key issue. One issue is that people build up tolerance to psychedelics very quickly so they're best used with weeks, months, years (or a lifetime) between sessions.



