

AKA: BLOW, CHARLIE, COKE,
COLA, NOSE BEERS, NOSE
CANDY, POWDER, RACK,
SNOW, TOOT, YAY-YO

COCAINE



Disclaimer: This resource is produced by Hi-Ground & DanceWize. In an unregulated market it's impossible to know the purity or dose of any substance, educate yourself and practice harm reduction to reduce this risk. For more information visit www.hi-ground.org

Supported by: QuIVAA & QuIHN

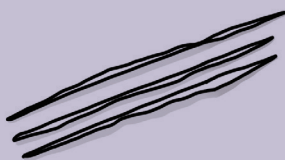
Hi-Ground

Cocaine hydrochloride is a crystalline white powder produced by adding hydrochloric acid to coca leaf paste. Cocaine is a short acting stimulant that acts on the CNS (central nervous system) speeding up heart rate and breathing.

Compound: BENZOYLMETHYLECGONINE HYDROCHLORIDE

ADMINISTRATION

Most commonly intranasal (snorted) but can also be shelved/plugged (rectal), injected intravenously (IV) or swallowed.



DURATION OF EFFECTS

	INTRANASAL
TOTAL	45MINS-1.5HRS
ONSET	5-10MINS
PEAK	20-40MINS
COME DOWN	10-30MINS
AFTER EFFECTS	1-4HRS

HALF LIFE

Even though the apparent effects of the drug wear off after 1 hour, the drug is still active in your system for up to 2 hours after you have taken it. Remember this if using other substances or redosing.

DRUG TESTS

Roadside Police: Cocaine is tested for in roadside drug tests and is detectable in saliva tests for 24 to 72 hours.

Drug Checking: DIY reagent tests can be used with cocaine. Robadope, Mecke, Liebermann, Ehrlich, and Scott can be used to positively identify cocaine and to rule out meth/amphetamines, cathinones, lidocaine, levamisole and less predictable/desirable, highly toxic dangerous drugs.

MOST COMMON EFFECTS

Increased energy, Insomnia, Increased heart rate/ blood pressure, Dilated pupils, Increased body temperature, Sweating, Decreased appetite, Euphoria, Increased confidence and/or sense of self-importance, Increased or decreased sex drive, Confusion.

LESS COMMON EFFECTS

Nasal tissue damage, Irritability / Aggression, Increased focus, Fear, Anxiety.

RARE EFFECTS

Risk of seizure, stroke or heart attack, Psychosis, Excited delirium syndrome, Paranoia Hallucinations (caused by sleep deprivation).

SAFER USING

Taking drugs is never without risk. In an unregulated market it's impossible to know the purity or dose of any drug.

Light: 10 – 30 mg

Common: 30 – 60 mg

Strong: 60 – 90 mg

- Start with a very small amount to gauge strength and assess your sensitivity.
- Give it plenty of time to work – it may take longer than you expect for the effects to come on
- Due to the potency of cocaine, it is often used in small doses or 'bumps' rather than in one large amount, such as a line, and enters the bloodstream via the membrane inside the nostril..
- Try to set a limit of how much you want to use and what time you plan to stop to avoid taking too much.
- Crush the powder so there's no crystals (sparkles can cause little cuts).
- Snort water before and after to avoid damaging the protective lining in your nose
- Use your own clean straw/spoon for snorting to prevent the risk of infection, 'Snorter' warts (HPV), or BBV transmission (e.g. hepatitis C) via microscopic amounts of blood
- Do not use money – it is covered in bacteria.
- Repeated snorting can damage the membranes of the nose leading to possible permanent damage to the septum (the middle bit). It can lead to frequent nosebleeds and runny nose, loss of smell, and problems swallowing
- Switch nostrils regularly and give your nose a break.