What is Fentanyl?

Fentanyl and various fentanyl analogs are highly potent synthetic opioids between fifty and many hundreds of times stronger that heroin. They are largely responsible for the dramatic increase in heroin-related fatalities over the past few years. People have also died after consuming counterfeit pharmaceutical pills containing fentanyl, as well as fentanyl-laced cocaine and other drugs.

Note: The term "fentanyl" refers to fentanyl itself, as well as numerous analogs such as acetyl-fentanyl, furanyl-fentanyl, carfentanil, and others. Some analogs, such as carfentanil, are so strong that a fatal dose may be invisible to the naked eye.

The Most Important Thing to Know About Fentanyl

When fentanyl (or a fentanyl analog) is mixed with heroin, cocaine or other drugs, it is *never* mixed evenly. Powder from one side of a baggie may contain no fentanyl at all, yet powder from the other side may contain a fatal dose. It is therefore important to test every bit of the drug you intend to consume, before you consume it.

About Our Testing Strips

DanceSafe's fentanyl testing strips can detect fentanyl and many of its known analogs, including acetyl-fentanyl and carfentanil. However, they cannot detect all of them. A sample that has tested negative, therefore, may still contain a fatal dose of a fentanyl analog or another synthetic opioid. Our strips have been verified to positively identify the following drugs: Fentanyl, Butyryl-fentanyl, Acetyl-fentanyl, 3-Methylfentanyl, Carfentanil, Thiofentanyl, Furanylfentanyl, 4-Flourofentanyl, Flouroisobutyryfentanyl and Sufentanil

BE CAREFUL! Fentanyl test strips from other sources may not work the same, and some may not work at all. In a soon to be published study in conjunction with the University of California San Francisco, we tested five different strips from three different manufacturers. Four did not detect carfentanil, and one set of strips from a Chinese manufacturer did not work at all!

Testing heroin and other injected drugs

If you inject heroin or other drugs, you need to test every time you inject. The easiest method is to test the residue from your spoon or cooker.

- 1. After preparing your shot, set the needle aside and wait to inject.
- 2. Add a small amount of clean (preferably distilled) water into the spoon or cooker. (1 millimeter or 1/4 teaspoon is enough.)
- 3. Use the bottom end of a clean needle to swish the water around inside the spoon or cooker
- 4. Hold the blue end of the test strip and insert the other end into the liquid, no higher than the blue line.
- 5. Allow the liquid to travel up the strip into the test area. (This takes about 15 seconds.)
- 6. Set the strip down on a flat surface and wait about two minutes. See "Interpreting the results" below.

Testing cocaine and other non-injected drugs

Method #1 - Testing everything you intend to consume

The best method for testing non-injected drugs—including powders, crystals or tablets—is to test every bit of the drug you intend to consume. Unfortunately, this requires dissolving everything first in water. You can still consume the drugs later by drinking the water (if you intended to swallow them anyway), or you can let the water evaporate and consume the drugs later. (Evaporation could take anywhere from a few hours to a few days, depending on heat and humidity.) Either way, this is the best method for testing non-injected drugs.

- 1. Place all of the drug you intend to consume into a small glass or ceramic cup. (Crush tablets and crystals into a powder.)
- 2. Add enough clean (preferably distilled) water into the cup to **completely** dissolve the crystals or powder, stirring thoroughly with a clean teaspoon.
- 3. Now test the residue on the spoon. First set the spoon down and then use another spoon to fill the first spoon up with clean water.
- 4. Hold the blue end of the test strip and insert the other end into the liquid, no higher than the blue line.
- 5. Allow the liquid to travel up the strip into the test area. (This takes about 15 seconds.)
- 6. Set the strip down on a flat surface and wait about two minutes. See "Interpreting the results" below.

Method #2 – Testing the residue inside your baggie

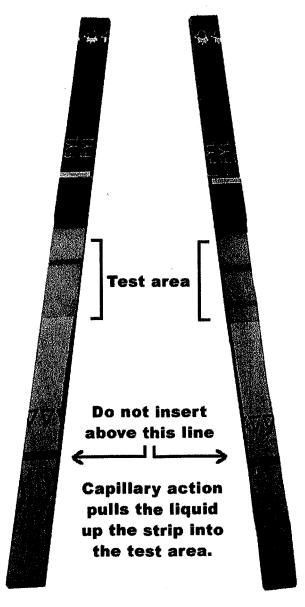
<u>CAUTION!</u> This is NOT the best method for testing cocaine or other non-injected drugs. The best method is to test every bit you intend to consume, as described above. However, we are including this method here because we recognize that some people may not have the ability each time to dissolve all the drugs they intend to consume in water. Therefore, the next best method is to test the residue inside the baggie. This method has a higher chance of producing false negatives. (See "The Most Important Thing You Need to Know About Fentanyl" above.)

- . Empty the powder or crystals inside your baggie into another clean baggie.
- . Fill the first baggie with clean (preferably distilled) water and swish it around to dissolve the residue.
- . Pour the liquid-residue into a clean glass and fill it with half a cup more of clean water to dilute it.
- . Hold the blue end of the test strip and insert the other end into the liquid, no higher than the blue line.
- . Allow the liquid to travel up the strip into the test area. (This takes about 15 seconds.)
- . Set the strip down on a flat surface and wait about two minutes. See "Interpreting the results" below.

interpreting the results

One red line on top is a POSITIVE result for the presence of fentanyl or one of its analogs. Two red lines is a NEGATIVE result. No red lines (or one red line on the bottom) means the test is invalid. (Usually this happens because the liquid did not travel far nough up the testing strip.)

Disclaimer: DanceSafe's fentanyl test strips are provided for harm reduction use only. They cannot detect every fentanyl malog, nor can they detect other synthetic opiates. A negative test result does not mean a sample is safe to consume. No lrug use is 100% safe. All drug use contains inherent risks. - www.DanceSafe.org



ONE RED LINE MEANS
POSITIVE FOR FENTANYL

TWO RED LINES MEANS NEGATIVE FOR FENTANYL