

Prior to program

- A. 48 hours prior to the scheduled play date, the tour manager that will be on site at your location will contact you via phone. They will introduce themselves, let you know what to expect and confirm their time of arrival.
- B. 2 hours prior to the time you want us to be up and running, our crew will arrive at your school. Please be sure someone is on hand to let them into the building and direct them where to set up. (Most often colleges have us arrive at 8 am and the program is available 10 am- 4 pm)

Program Begins- Participant Interaction with Simulators

- A. At colleges the Save A Life Tour is generally set up as a pass-through program.
 - a. We will set up in a high traffic area of your choosing.
 - b. The program is most effective set up in a student center, cafeteria or lounge.
- B. As the students walk up they will be greeted by our presenters who will explain a little about our program and the simulators.
- C. Participants will be cycled through the simulators. The presenters will point out different effects to the participants as they occur. (Ex. Swerving, tunnel vision, speeding)
- D. The presenters will quote national and state statistics from recognized sources to illustrate how serious the problems of drinking and driving and distracted driving are
- E. The presenters will not only talk about the perils of unsafe driving and quote statistics; they will also act as a passenger in the car as the student is testing the simulator.
- F. The tour facilitators will engage the students by discussing with each participant that tests the simulators what happened and reinforce their experience until he or she thoroughly understands how they were affected and why.
- G. These simulators address the very real and often fatal consequences of poor choices, and should not be confused with a video game in any way

A 50 Minute sit down lecture and video presentation is available upon request

