

LEGAL \neq PERMITTED

AGAINST NCAA POLICY

MARIJUANA IS A BANNED SUBSTANCE IN THE "ILLICIT DRUG" CLASS. IF YOU TEST POSITIVE ON AN NCAA DRUG TEST, YOU WILL LOSE:

- + HALF THE SEASON (FIRST TEST)
- + FULL CALENDAR YEAR OF ELIGIBILITY (SECOND TEST)

AND BECAUSE IT IS AN "ILLICIT DRUG," THERE IS NO "MEDICAL EXCEPTION" WAIVER AVAILABLE.

AGAINST FEDERAL LAW THROUGHOUT THE U.S.



NO PURCHASE, USE OR POSSESSION AND NO SHARING OR PROVIDING TO ANYONE YOUNGER THAN 21



AGAINST THE RULES SET BY MOST ATHLETICS DEPARTMENTS AND TEAMS

LEGAL \neq EVERYONE & EVERYWHERE

AGAINST THE POLICIES OF SCHOOLS, WORKPLACES AND INSTITUTIONS



DISPENSARIES SELL MARIJUANA IN MANY FORMS, AND THEY DON'T ALL WORK THE SAME WAY.

LEGAL \neq SAFE



90-240 MINUTES TO FEEL EFFECTS
CONSUMING TOO MANY EDIBLES CAN RESULT IN AN OVERDOSE



NO MATTER HOW IT'S USED, THC WILL MAKE YOU HIGH.



DABBING HASH OIL OR WAX CAN BE DANGEROUS BECAUSE THE LEVEL OF THC IN THESE PRODUCTS IS VERY HIGH

EFFECTS ON HEALTH AND ATHLETIC PERFORMANCE

1 Marijuana has NO performance-enhancing potential

2 Impairs skills requiring eye-hand coordination and a fast reaction time

3 Decreased strength and endurance

4 Reduces maximum exercise capacity resulting in increased fatigue

5 Reduces motor coordination, balance, tracking ability and perceptual accuracy

6 Impairs learning, memory and concentration

7 Skill impairment may last up to 24 to 36 hours after use

8 Increases risk of injury, and decreases ability to recover from injury

9 Chronic use can cause cough, frequent respiratory infections, anxiety, panic attacks and psychosis.

MOTOR FUNCTION AND ATHLETIC PERFORMANCE

MENTAL

RISK AND HEALTH EFFECTS