Toxicology: Drugs and Poisons

What is Poison?

- 1. can be a poison
- 2. A poison is any substance that, when taken in sufficient quantities, causes

In other words...

- A poison is basically a substance that either ______
- The key: Sufficient Quantities:
 - Examples: arsenic, water intoxication, oxygen doping

To you... What does "sufficient quantities" mean?

Intoxicant vs. Poison

- Intoxicant: requires that you _______ to be lethal
- Poison: only requires you ingest _____ •

Context Clues:

- What does LETHAL mean?_____

Toxicology

Toxicology deals with ______ and how these substances alter or • harm living organisms

Forensic Toxicology

• A forensic toxicologist finds a toxin and figures out what would happen to a person that _____

Toxicologist Examples:

- A toxicologist:
 - Assess the state of ______ an automobile or industrial accident victim

- Determines whether someone died from _____
- Assesses whether drugs played a role in

Looking for toxins:

- Most toxins don't
- Biotransformation
 - When one chemical _____
 - Also called ______
- Metabolites •
 - The ______ that happen when the body tries to break down/get rid of a toxin

Metabolite Example:

- What should a toxicologist look for?

Check for Understanding:

• What is the difference between *metabolism* and *metabolite*?

A note on metals:

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- Iron, mercury, lead, and copper all lead to _______

Collecting Samples:

Most useful sample! Modern technology can reveal almost all poisons this way
Doesn't show how much or when the toxin/drug was ingested
Are removed, washed, and tested. Doesn't relate to how much was in the blood
Location where most drugs are metabolized. Can show level of drugs before death
Liquid of the eyeball- resistant to decay
Absorbs heavy metals and provides a timeline of drug use and toxin ingestion
Test insects that feed on dead bodies when the body is very decomposed

Levels of drugs in the body:

Level expected in the normal population
Level a doctor wants a patient to reach on prescription medicine
Level that may cause harm (nausea, vomiting, etc
Level that consistently causes death