PACKS

HOW TO GUIDE





PREPARE INSERTION SITE

Identify the size of Cannula required using the colour coded packaging.

2

LOCATE THE EASY OPEN TAB

Open the pack at the bottom right hand corner, using the

easy open tab.





3

OPEN THE CANNULATION PACK

Remove contents from original packaging, placing items onto the outer

wrap.

4

PREPARE TO CANNULATE

Pick up catheter and place directly into the insertion site.



5

PREPARE THE DRESSING

With the rectangular area facing towards the head of your patient,

neel back the liner, exposing the adhesive surface



PLACE THE DRESSING

Whilst stabilising the catheter with one hand, pinch the

dressing using the non-adhesive tab, to ensure adherence to the

aseptic technique. Place it around the catheter with the hub

exposed at the top of the V section of the dressing, pinching

the hub to secure it





SECURE THE DRESSING

Apply firm pressure around the catheter and hub, tuck

the bottom of the dressing under the catheter to ensure it is no

resting directly onto the patient

8

ATTACH EXTENSION SET

Grab the extension set and secure to the inserted catheter.





PEEL OUTER DRESSING

Slowly peel back the remaining edge, applying

pressure to the dressing as you peel, revealing a clear window

clear window of the insertion site and vein

SECURE THE CATHETER

Two pieces of securement tape are included in

the nack located on the naner frame, neel nack one section of

the adhesive strip, and place it over the coloured hub. The second

adhesive strip will then cover the Luer lock connector. Pinch to

secure over the hub.





FLUS

FLUSH THE CATHETER

Use the Sodium Chloride Syringe provided to flush

the catheter. You are now prepared to administer any medications

required

REMOVE THE DRESSING

To remove the dressing, carefully remove the two

adhesive strips over the hub and Luer connector. Then separate

the edges of the V, lifting slowly towards the head of the dressing,

whilst holding the catheter in place. The catheter can now be

safely removed.

