



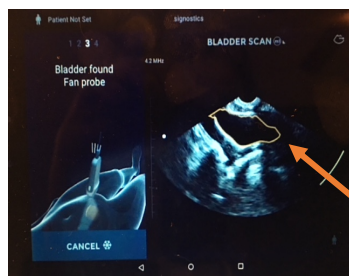
## Uscan - Quick Reference Guide



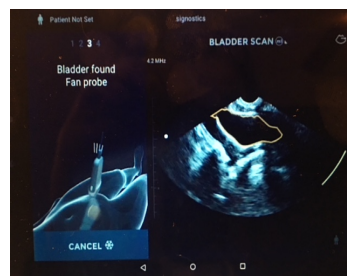
- 1) Patient should be as supine as possible or tolerable
- 2) Choose **Bladder Scan** from home screen and pick patient type
  - Deep Setting for patients >135kg or with large abdominal cavity
  - Pediatric setting for patients <27 kg
- 3) Apply Ultrasound Gel on the area just above pubic bone
- 4) **Position** probe on patient just above pubic bone with **white ❄ button pointed toward patient head** and apply **firm downward pressure**
- 5) **Point ultrasound probe head towards the patient feet** (15 to 20 degrees) so that the point of the ultrasound beam is directed behind the **pubic bone** where a large portion of the bladder is generally located



- 6) Engage the scan icon on the screen or click and release white ❄ button on probe.
- 7) **Wait** for “Bladder Found Fan Probe” prompt. The bladder will be circled in **orange** on the screen. **Look for presence of pubic bone (white line in the lower right corner of screen).** If bladder is not found right away or is not centered try repositioning probe, increasing downward pressure, or changing/increasing the angle.



Bladder Tracing



Pubic Bone Indicator

- 8) **Keep probe head stationary.** Fan/pivot probe to one hip until arrow indicator appears on the screen, then fan/pivot back to the other hip until data is acquired and screen shows bladder volume or result of scan.

**\*Position \*Pressure \*Pivot**

### **Potential Error Result:**

- **“Twisting Detected”**: Scan again ensuring probe does not twist during hip to hip motion (think windshield wiper)
- **“Movement too slow”**: Scan again ensuring you fan entirely to one hip before going back the other way
- **“Movement too fast”**: Scan again ensuring consistent pace and pressure. Scan should take 5-6 seconds.
- **“Low Bladder Volume or Bladder not detected”**: Look for pubic bone indicator. If not present scan again. If pubic bone indicator present, user may chart a low bladder volume. A specific number is not provided.