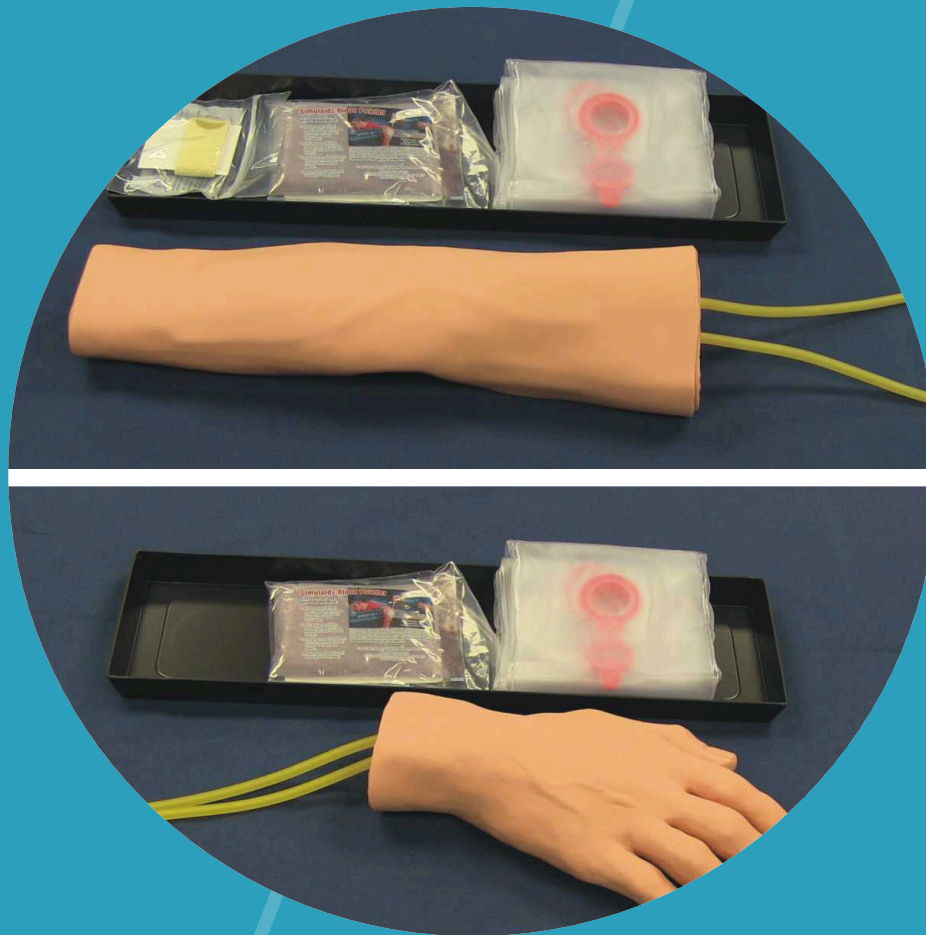


# OPERATIONS MANUAL

## IV TRAINING ARM AND HAND



The SIMULAIDS IV TRAINING ARM AND HAND units are designed to train personnel in procedures and techniques in starting IVs and venipuncture. The student can palpate the arm and hand, which are made of a supple PVC material that replicates the texture and feel of human skin. When the vein is located and the needle inserted, blood may be drawn or fluid injected. Both the Arm and Hand are made to withstand repeated use.

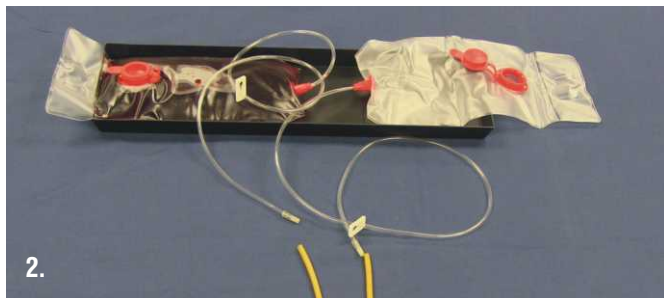
# Set Up

## Your IV Training Arm and Hand Kit consists of the following components:

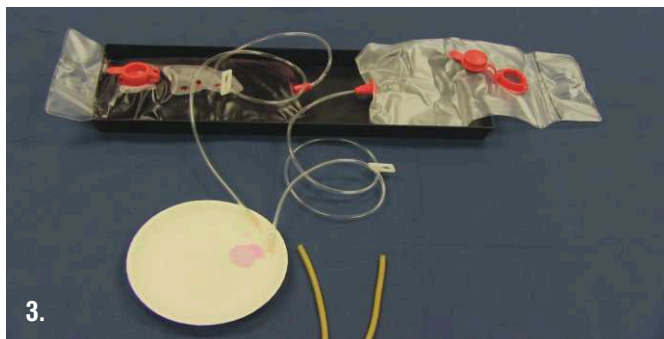
- ☑ Inner Arm and Hand Units made w/Recycled Materials
- ☑ WV IV Pro
- ☑ Hand Skin Installed
- ☑ Arm Skin Installed
- ☑ Arm/Hand Vein Set Installed
- ☑ Reservoir Bags w/tubing (2)
- ☑ Blood Powder

## Set up IV Arm and Hand:

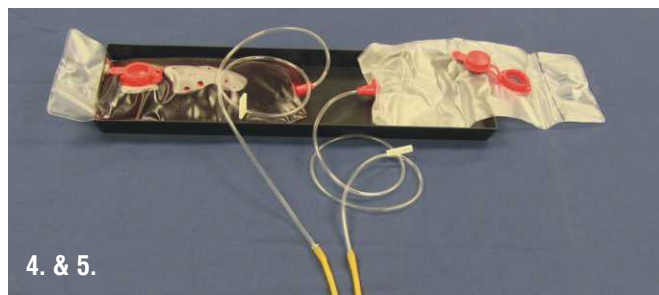
**Steps:** 1. Make sure that both supply bag tubing shut off clamps are closed.



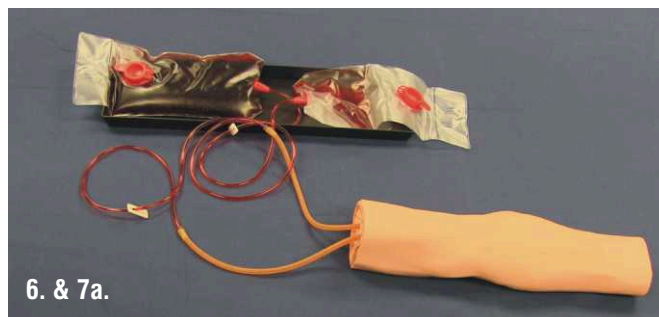
2. Fill one bag with simulated blood and close the fill plug. When closing the plug, gently squeeze all the remaining air out of the bag so that as little air as possible remains trapped in the supply bag.



3. Connect the supply bag tubing to the training model by applying a small drop of liquid dish washing soap on the tip of the supply tubing. This will act as a lubricant and allow you to easily insert the tubing tip all the way into the vein tubing. It is important to make sure that the serrated edges of the supply tubing of both reservoir bags is pushed far enough into the tubing to affect a seal on the smooth portion of the tip. Otherwise, leaks may develop at that point.
4. Connect the empty bag to the other IV vein line that is a continuation of the other vein line to which you have connected the blood bag.



5. Open the clamp to the empty reservoir bag and open the red plug to the empty reservoir bag. This allows any air trapped in the veins to escape the system so that it will not be a factor later.



6. Open the blood supply line clamp and let some of the fluid enter the empty bag.
7. Close the lower bag clamp and shut the red plug filler cap to the lower bag. You now have a full vein system for access. Elevate the blood bag. Leaving the clamp to the lower bag closed will allow you to attain a flash in the catheter as you insert the needle into the vein. The higher the supply bag of blood is hung, the more pressure is created in the system to flash.

*(continued on next page)*

# Set Up



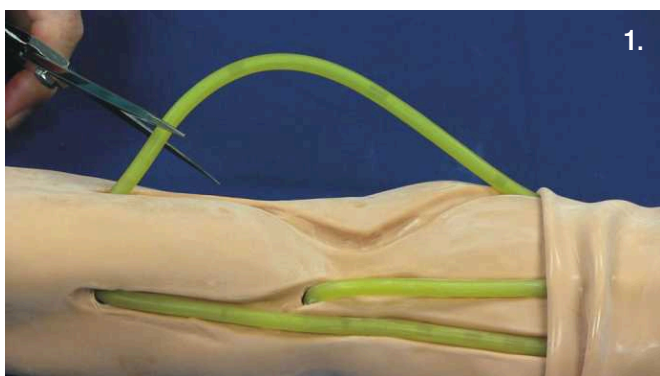
7b.

8. Once the catheter is installed and secured, open the lower bag tubing clamp to allow titration of the drip in the IV set-up.
9. Phlebotomy can be accomplished without opening the lower tubing clamp.

## Replacing IV Skins and Veins

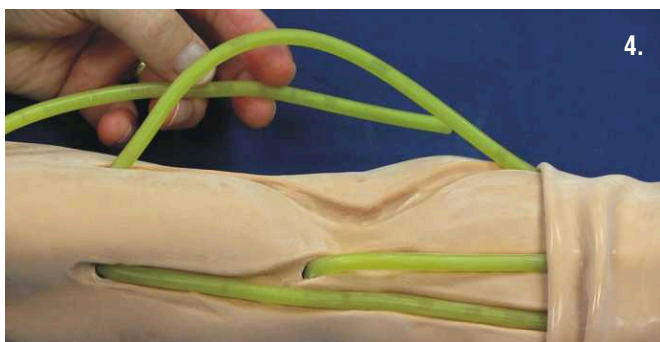
**Tubing and Veins: To replace tubing in Simulaids IV Arm or Hand:**

**Steps:** 1. Remove skin and loosen tubing.



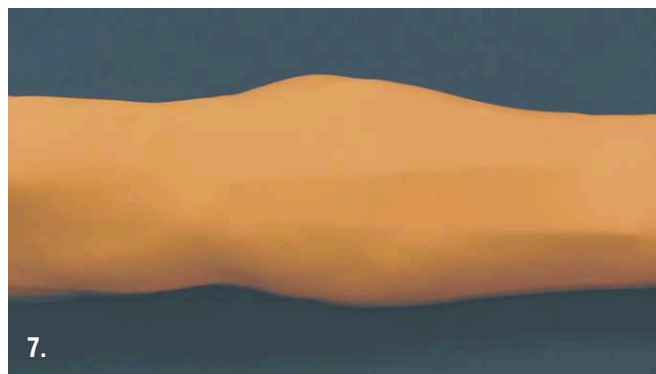
1.

2. Clip tubing, leaving about an inch (1") protruding from each hole.
3. Insert one of the supplied connectors into the end of each piece of tubing that is left protruding from the IV unit.
4. Cut the new tubing to the correct length between connectors.



4.

5. Slip new tubing onto connectors.
6. Replace skin.
7. Palpate the veins to make sure they are positioned in the channel on the arm or hand.



7.

**Skins: To replace skins on SIMULAIDS IV Arm or Hand:**

- Steps:**
1. Remove the used skin from the Arm or Hand. Carefully cutting it off is quickest.
  2. Sprinkle talcum powder from enclosed packet in the interior of new skin.
  3. Holding so that water cannot enter the inside, dip the skin into hot water (120°-180°F) for approximately 15-30 sec. This will make it easier to slip on and fit to inner Arm or Hand.
  4. Shake out excess powder and slide the new skin over the Arm or Hand, pulling it into place.
  5. Palpate veins to make sure they are positioned in the channel on the arm or hand. Adjust as needed.
  6. Trim excess skin with scissors.

## Item numbers for IV Arm and Hand components are listed below:

Item No.	Description
140	IV Training Arm and Hand (1 Arm Unit/1 Hand Unit)
146	IV Training Arm
147R	New IV Training Hand Right
141R	New IV Hand Skin (Right)
141L	Original Hand Skin (Left)
142	IV Arm Skin
143	IV Arm and/or Hand Vein Set
144	IV Reservoir (1)
225	Powder to make one gallon blood
148	WV IV Pro (4 pack)

*(continued on next page)*

# Set Up

The IV Arm and IV Hand may be returned to Simulaids for factory installation of skins and/or veins. Call for return authorization and prices prior to sending to us for factory repair.

With every IV trainer Simulaids sells, you will find a device called a WV IV Pro. This product was designed as a patient, single use item primarily for combat medics in dirt, sand, blood, sweat and other substances that would not allow tape to stick to the wounded. Simulaids believes that these devices can be used to control the costs of adhesive tape in your simulation lab. They can be used over and over without losing their effectiveness to hold catheters in place. You will also eliminate all the time cleaning adhesive glue off from the manikin. Order part number 148 to obtain a four pack of the WV IV Pro.



## Warranty

Simulaids warrants this product to be free from any defect in materials and/or workmanship for a period of three years from the date of purchase, as evidenced by the date of invoice when

the product was shipped to the end user. This warranty expressly does not cover abuse, accidental or purposeful damage, or any form of modification to the product. Simulaids reserves the right to either repair or replace affected parts or the entire unit, at their sole discretion, after investigating and reviewing the actual product and the damage. In most instances, a digital photo of the product in question showing the damage will help qualify a product for return to the factory. At no time will any product be accepted at the plant without proper return authorization issued by Simulaids.

Freight and Shipping charges are the sole responsibility of the end user. No product will be received with shipping charges due. Any product considered for warranty work must be identified by serial number and invoice number from the agency through whom the product was purchased. Without this information the product will not receive a return authorization number as required.

**Do not allow print material to come in contact with the skin of your product. The ink will embed in the porous surface and be impossible to remove. Ink stains are not covered under warranty.**

## Return Policy

Should it be necessary to return an item for credit or for any other reason, contact our Customer Service Department to obtain an RGA Number. Please refer to your invoice number when phoning in your request for returning merchandise. Should you have any questions or wish further information on any product we manufacture call or write our Customer Service Department.



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