

**LF01000 - Pediatric Lumbar
Puncture Simulator**
Order code: **4107.LF01000**



Cena bez DPH

974,00 Eur

Price with VAT

1.178,54 Eur

Parameters

Cannula, injection, puncturing - filter

Punkce, anestezie, injekce

Quantitative unit

ks

Infants commonly require lumbar puncture as a diagnostic procedure used to collect a sample of cerebrospinal fluid (CSF), measure cerebrospinal fluid pressure, or to inject medications intrathecally. The Life/form[®] Pediatric Lumbar Puncture Simulator represents a 10-12

month old infant placed in a left lateral decubitus position with the neck and knees flexed, approximating the necessary fetal position. The embedded iliac crest offers exceptional realism, while the removable spine, spinal canal and skin pad make training simple and hassle free. Lumbar puncture may be performed in the L3-L4, L4-L5, or L5-S1 spaces. The correct site can be located by palpating the iliac crest and spine. A small “give” will be felt as the spinal needle is advanced slowly into the proper space. Fluid will flow when the needle is in proper position. Students will appreciate the opportunity to practice this delicate but commonly performed procedure on a simulator that is both appealing and anatomically accurate.

Benefits:

- Targets key skills specific to pediatric lumbar puncture procedures
- Palpation of landmarks
- Skin preparation
- Needle positioning and insertion
- Cerebrospinal fluid collection
- Measure cerebrospinal fluid pressure
- Intrathecal injections

Features:

- Anatomically correct and palpable
- Correct body positioning
- Lumbar pad is easy to replace
- Realistic resistance
- Simulated CSF flows with successful puncture

The Life/form® Pediatric Lumbar Puncture Simulator arrives attached to a board for stability during practice. Includes the Pediatric Lumbar Puncture Infant on a sturdy board, one lumbar puncture pad with spine and spinal tubing, IV bag with tubing, baby powder, hard carry case, and instruction manual. Fluid supply stand and needle not included.