

HELAGO-CZ, s.r.o. Commercial Register maintained by the Regional Court in Hradec Králové Section C, File 17879 Kladská 1082 500 03 Hradec Králové 3 Company ID: 25 96 39 61, VAT: CZ 25963961 Phone: 495 220 229, 495 220 394 Fax: 495 220 154 GSM gate: 602 123 096 E-mail: info@helago-cz.cz Web: http://www.helago-cz.cz

DLPTP-30-L - Deluxe Adult Lumbar Puncture Training Package - Light Tone Order code: 4129.DLPTP30L



Information about product price on demand

Parameters Cannula, injection, puncturing - filter

Quantitative unit

Safely master critical techniques for spinal epidural insertion and catheterization with Simulab's easy-to-use, ultrasound-guided Deluxe Adult Lumbar Puncture Training Package. This training package offers discounted pricing and includes normal, obese, and geriatric tissue. Our true-to-life simulator sits upright or in a lateral decubitus position and features the lumbar vertebrae, iliac crest, spinous process, ligamentum flavum, epidural space, and dura. The trainer supports three varieties of lifelike, ultrasound-compatible replaceable tissues that mirror significant anatomical differences found in obese, geriatric, and normal patient populations. Every tissue allows users to experience variances in disc thickness and soft tissue depth on top of the vertebrae.

Includes:

- Simulated IV Bag
- Normal Tissue (CLMT-50)
- Obese Tissue (CLMOT-50)
- Geriatric Tissue

Features:

- Replaceable tissue variations allow for progressive skill development of diverse patient populations
- Highly durable replaceable tissue for repeated procedures
- Most realistic tactile feedback on the market

Skills:

- Use ultrasound and palpation to identify landmarks
- Practice spinal and epidural injections from insertion to full catheterization
- Experience the presence and absence of resistance, and tapping the plunger until loss of resistance is present
- Ability to measure and insert the catheter to the appropriate depth; remove the needle and secure
- Practice the procedure in the left lateral decubitus or sitting position