

CT FACE WET

GE- 2003

Maximum CTDI 62

- PT Prep: Remove all metal objects from head to eliminate artifacts
- Series 1: Scout AP and LAT-supine (head first) "O" at 0M S 100 to 1 75
- Series 2: Enhanced Helical scan of the face from the tip of the chin to the supra-orbital rim.
When indication is Orbits, start scan at the hard palate.
Inject 80cc Omnipaque 350 using the IV contrast guidelines. 45 second delay

Acquisition #1 Display scout and prescribe slices from the tip of the mandible to the supra-orbital rim 2.5mm thick with 2.5mm spacing. Be sure to include all of the mandible and TMJ. Raise the chin slightly so facial structures are parallel to the beam of the scan. No angle should be necessary. Recon 1 is for Soft tissue images. Recon 2 is the Bone algorithm images set Recon 3 or retro recon for bone images to reconstruct at thickness of 1.25 an interval of 0.625mm for reformats.

Reconstruction: Standard and Bone Plus

DFOV 18

Technique:

	750 HD SNGH CT2	Optima 660 (32s) SNGH OVIC	Optima 660 (64s) SNGH CT1	VCT (64s) SNGH CT3
Noise Level	12.00	12.00	12.00	12.00
Interval	2.5mm	2.5mm	2.5mm	2.5mm
Axial/Helical Thickness	2.5mm	2.5mm	2.5mm	2.5mm
Pitch	0.531 •.1	0.531:1	0.531:1	0.531:1
Speed mm/rotation	10.62	10.62	10.62	10.62
Detector Rows				
Detector Configuration				
Beam Collimation	20mm	20mm	20mm	20mm
Kv/mA	120KV/210mA	120KV/250mA	120KV/210mA	120KV/210mA
Scan Type	Helical 0.5 sec	Helical 0.5 sec	Helical 0.5 sec	Helical 0.5 sec

Repeat Series 2 after injection of 80cc of IV contrast. Follow IV contrast administration guidelines.

Original Date: 4-8-04

Approved by: Dr. Barbu, MCR

Revised Date: 11-9-04, I-11-10, 9-16-11 12/8/10 01/28/13 12/15/15, 08/18/20, 03/26/24

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Post Processing: Reformat detail images in a coronal and sagittal plane.
Networking/ PACs: Send scouts
Send series 2, Standard Algorithm
Send series 2, recon 2 Bone Algorithm
Send Coronal and Sagittal Reformats in Bone and Soft Tissue algorithms
Send series 3 in Standard Algorithm
Recon and send series 3 bone images in Bone and Standard Algorithm

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