What Are Self-Venting Syringes?

Why Are They a Better Option for the Neonatal Patient?

Self-venting syringes <u>do not</u> have a solid syringe plunger that is pushed or pulled, <u>creating positive or negative pressure</u>, to infuse or collect fluids from a patient or line.

Instead, the <u>self-venting syringe</u> has a porous material in the plunger that <u>allows the</u> <u>patient's pressure to push fluid up into the syringe</u> (passive pressure fill), by allowing the air in the syringe barrel to be pushed out of the syringe when the fluid/blood flows into the syringe.

This is known as passive pressure filling of the syringe.

Most self-venting syringes also contain a substance on the vent material that seals the vent from further transfer of air or fluid after it comes in contact with the fluid/blood collected in the syringe.

This allows for a specimen of blood for example to be collected <u>without negative</u> <u>pressure on the blood vessel</u>, or having air in the collected sample which could alter blood gas values.

Thus a self-venting syringe is a <u>clinically better</u>, <u>more accurate option</u> when drawing blood gasses and lab specimens from neonatal patients.

Also, when using a self-venting syringe for waste / holding collection of blood, there is no air present in the waste after collection, and <u>the risk of pushing air into the patient</u> <u>line when returning the waste/holding volume is eliminated.</u>

Recommended Self-Venting Syringes for Use With the Hummi Micro-Draw

1mL Self Venting Syringe with 15 units Balanced Lithium Heparin

Primary Use:

Blood Gas Sampling <u>Without Aspirating Pressure</u> and <u>Without Air in</u> <u>Sample Blood.</u>

3mL Self Venting Syringe with NO Heparin.

Primary Use:

- 1. <u>Collecting Waste Without Aspirating Pressure</u> and <u>Returning Waste to the Patient</u> <u>Without Risk of Air Embolism and No Heparin Load</u>.
- 2. Collection of Lab Sample <u>Without Heparin</u> and <u>With No Aspirating</u> <u>Pressure on Blood Vessel.</u>