

# Administering a Subcutaneous Infusion

## Introduction

The medication prescribed for you will be given by a slow infusion into the **subcutaneous** tissues. ("Subcutaneous" means "under the skin".) Your infusion will be given by using either a syringe-driver pump or electronic pump.

Follow these directions to safely use subcutaneous infusion techniques.

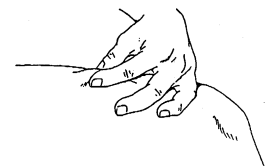
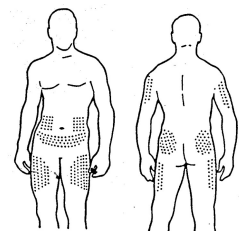
## Supplies

- Container of medication and tubing
- Syringe driver or Electronic infusion pump
- Subcutaneous infusion set (needle with extension tubing)
- Antiseptic wipe (chlorhexidine is preferred)
- Sterile dressing material
- Sterile syringe
- Soap or alcohol based gel for hand washing



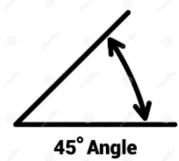
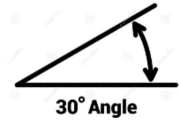
## Steps

1. Assemble supplies and prepare a clean working area.
2. Wash hands as instructed by your home care nurse.
3. Look at different possible injection sites and select one. (Sites should be "rotated" to prevent overuse of tissue in one area. See the diagram of potential sites to the right.)
4. Prime tubing as instructed by your homecare nurse. Connect tubing to medication container.
5. Use the antiseptic wipe to clean and prepare the skin at the insertion site.
6. Remove the cover from the new subcutaneous needle.



### Subcutaneous Injection

7. Pinch the skin at the new administration site and insert the needle so that it enters the skin at a 30° to 45° angle. If using multiple needles, place so that dressings do not overlap, approximately two (2) inches apart.
8. Draw back on the syringe. If there is NO blood return, you can proceed with the rest of the procedure. **But** if there is a blood return, you must remove the needle, dispose of all used supplies, and begin the procedure over at a different site.
9. Apply the sterile dressing material as taught by your nurse. Secure the tubing to your skin with a piece of tape, two (2) to four (4) inches from the dressing/site.
10. Remove the sterile syringe and attach the infusion pump.
11. Begin the infusion.



### Notes and Instructions