RIH - HELICAL SURGICAL/3D HEAD GE LIGHTSPEED 16 / OPTIMA CT580 PROTOCOL

Application: This ct is performed to for pre-surgical planning of cranio-facial reconstruction.

Position/Landmark		Supine head first or feet first				
	Zero at outer canthus of eye.					
Topogram Direction	Craniocaudal					
Respiratory Phase	Any					
Scan Type	Helical					
KV / mA / Rotation time (sec) Pitch / Speed (mm/rotation) Noise Index / ASiR / Dose Reduction	120kv / smart mA (50-210) / 0.8 sec .562:1 , 5.62mm 10.0 / 30 / 30%					
Detector width x Rows = Beam Collimation	$0.625 \text{mm} \times 16 = 10 \text{mm}$					
Average Tube Output	ctdi – 46.1 mGy dlp – 772 mGy.cm					
Helical Set Slice Thickness/ Spacing Algorithm Recon Destination	recon 1 2 2 for	body part thin brain/face thin skull/face	thickness/ spacing .6 mm x .6 mm .6 mm x .6 mm	algorithm standard bone	recon destination . dmpr dmpr	
Scan Start / End Locations	3 for implant/or planning 1.2 mm x 1.2 mm bone pacs 1cm inferior to chin 1cm superior to skull vertex					
DFOV	25cm decrease appropriately					
IV Contrast Volume / Type / Rate						
Scan Delay						
2D/3D Technique Used	5mm x 5mm axial and coronal brain reformats, standard algorithm in respect to the glabello-meatal plane (auto-batch off), average mode, auto transferred to PACS 1mm x 1mm axial, sagittal, and coronal face/skull reformats, bone					
	algorithm, in respect to the skull floor plane (auto-batch off), average mode, auto transferred to PACS					
3d head tumble and spin. Comments: Recon 1 is a thin helical set of the head for brain reformats in the desired plane and 3d reconstruction.						
Recon 2 is a thin helical set of the face/brain for reformats in the desired planes. Recon 3 is a 1.2mm data set sent to pacs for prosthetic implant planning.						
Images required in PACS	Scouts, 5mm x 5mm axial brain, 5mm x 5mm coronal brain, 1mm x 1mm axial, sagittal, and coronal face/skull reformats, bone algorithm, 1.2mm x 1.2mm prosthetic implant planning data set, 3d head tumble and spin, Dose Report					