

*** PARAMEDIC ALERT ***

No. 2012-02

Date: July 23, 2012

Topic: Epinephrine Shortage

Effective: Immediately

Attention: All El Dorado County ALS Providers/Base Hospitals

Due to manufacturing issues, prefilled one (1) mg epinephrine syringes 1:10,000 are no longer available for purchase. There is an unknown time period for this shortage.

If you do not have Epinephrine prefills for use, please follow these procedures for dilution of Epinephrine to obtain 1:10,000 concentrations for use in cardiac arrest:

- a. Using a 10 mL syringe draw up one (1) mg of Epinephrine from a 1:1,000 multi-dose vial. (1 mg = 1 mL)
- b. Add nine (9) mL of sterile water or normal saline from a vial or the IV line to the Epinephrine
- c. The resulting ten (10) mL solution may be used in place of a prefill

Epinephrine is a high alert medication and may cause significant patient harm when used in error; the following steps should be followed to minimize the potential for error.

- ➤ Have another crew member confirm the dilution
- > Do not save the solution or prepare it in advance
- ➤ It is better if you always prepare the dilution using the same source of Epinephrine to avoid confusion
- When using multidose vials of Epinephrine make sure you DO NOT draw up nine (9) mL of Epinephrine solution. It is recommended that the Epinephrine solution for dilution and normal saline should be kept together in a clear plastic "baggie" with a label on the Epinephrine that says one mL use, along with the 10 mL syringe and brief instructions for dilution

If intravenous (IV) Epinephrine is needed in the anaphylaxis patient while diluted solution is being used, the Base Hospital MICN should confirm with the field crew the correct dilution and the correct dose in milliliters and milligrams.

Please contact the Emergency Medical Services Agency with any questions or clarifications.

Thank you for your work in the EMS system.

David Brazzel, MD

Medical Director, El Dorado County EMS Agency

✓ Confirmation of Receipt and Dissemination Required