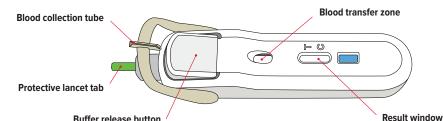
FebriDx[®] Quick Reference Instructions

A drop of fingerstick blood and 10 minutes is all you need. Be sure to follow standard blood collection procedures for a fingerstick blood sample.





1 Lance finger

Follow standard blood collection procedures for a fingerstick blood sample.

Twist and pull to remove the green **protective lancet tab**.

Firmly press the lancet to puncture the skin.

Wipe away the first drop of blood.



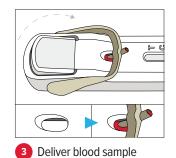
2 Collect blood sample

Gently massage the finger to encourage blood flow to obtain a drop of blood that hangs from the finger.

Place the **blood collection tube** at a 45 degree angle below the finger, making contact with the hanging drop of blood. Avoid direct contact with the patient's finger.

Fill the **blood collection tube** *completely*.

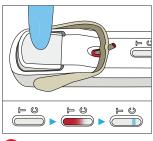
Gently squeeze the finger to add more blood if necessary. The blood collection tube must be full.



Rotate the **blood collection tube** over the **blood transfer zone** allowing it to lock into position.

Wait for most of the blood to transfer to the **blood transfer zone** (~ 5-10 seconds).

If the blood does not immediately begin to transfer, reverse the **blood collection tube** back to its original position and ensure the tube is completely full before rotating back onto the **blood transfer zone**.



Deliver buffer solution

Activate the test by firmly and fully pressing the **buffer release button**.

If no fluid is visible within 25-30 seconds, firmly re-press the **buffer release button**.

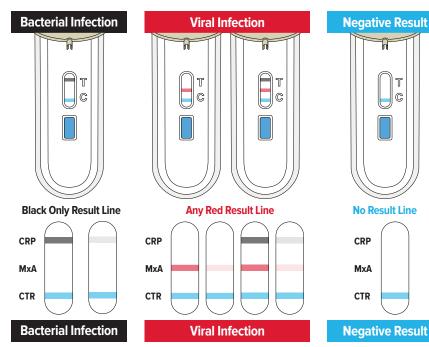
Lay the test on a flat surface and wait for 10 minutes. Results will appear in the **result window**. Do not read results after 1 hour.



How to Read FebriDx[®] Results

Within 10 minutes, you will have reliable test results that you can use to make the most appropriate treatment and prescribing decisions. Colour-coded lines make interpretation of the results easy.

A blue control line must appear in the result window for the test to be valid.



Important Notes

Even if result line is faint in colour, incomplete over the width of the result window, or uneven in colour, it should be interpreted as positive.

