
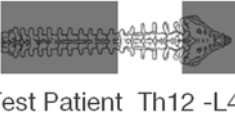




# CT Scan Protocol - Kolibri Spine 2.x

## Basic Information

<b>Scan Settings</b>	<ul style="list-style-type: none"> <li>• Scan axial, 1-2 mm continuous or overlapping.</li> <li>• Scan the region of interest only (add scan range to ID).</li> </ul>	 
<b>Reconstruction Settings</b>	<ul style="list-style-type: none"> <li>• Reconstruct max. 2 mm (1 mm for cervical), soft tissue kernel recommended.</li> <li>• Reconstruct without table, vertebrae only (no ilium, no ribs), with as little soft tissue as possible.</li> </ul>	 
<b>Saving Data</b>	Save uncompressed!	

## Detailed Information

<b>Scan Properties</b>	<ul style="list-style-type: none"> <li>• Only squared pixels and a matrix size of 256 x 256 or 512 x 512 are supported.</li> <li>• Data set contains &lt; 750 slices</li> <li>• Pitch (table to scan ratio) must be less than or equal to 2:1.</li> </ul>
<b>Scanning</b>	<ul style="list-style-type: none"> <li>• Throughout the scan the table height, matrix size, gantry tilt<sup>a</sup> and field of view (FOV) must be consistent (otherwise datasets will not be loaded by the navigation application).</li> <li>• <b>Note:</b> It is acceptable for slice distance to vary within the scan.</li> </ul>
<b>Reconstruction</b>	<ul style="list-style-type: none"> <li>• Reconstruct only continuous slices and do not change the FOV.</li> <li>• Reconstruct the complete, centered vertebra with spinous process and transverse process, including landmarks that can be used for level identification.</li> </ul>

a. Both positive and negative (constant) gantry tilt are supported.

For additional information please contact Brainlab support.

