

Pre-test Set-up:






- Turn unit on by pressing any button
- Position the patient so that the test can be conducted so you are at **eye-level** and **square** with patient's eyes.
- Choose mode (child mode for 6 yr. and under) by holding button until you see the desired icon on the LCD screen.
- Explain test procedure to the patient:



For older children: "Now I will check your eyes. Look at the red light in the middle of the blinking green lights."

For younger children: "See if you can find the red bird and make him chirp."

Test Procedure:

- Look through the peephole and align the crosshair on pupil of **patient's right eye** (left as you look at patient). 
- Start at arms distance away from the patient.
- Push the "GO" button on the unit 
- **Check that the patient is fixated correctly on the red light throughout the test.**
- Move in toward the patient until you hear the long steady tone with high chirps above it.
While the unit is acquiring data, you will hear a high-pitched chirping sound over the steady low tone. 



When the unit is **too far away**, you will hear slow, low-pitched beeps
● ● ● ● ●



When the unit is **too close**, you will hear quick, high-pitched beeps
● ● ● ● ●



At the **correct distance**, you will hear a steady, low tone

- Hold the position until you hear the "tah-dah" sound. This sound indicates that the test of the right eye is complete. Note: (Testing automatically resumes after 1 second, so you do not need to press any buttons for the left eye test.)
- Without changing position or distance, **rotate** the unit to the left eye and align the crosshair over the left pupil. Repeat test.
- At the end of the test, you will hear the "tah-dah" sound again.

If you are not acquiring data (steady tone without acquiring data chirps):

- Scan around the pupil in an outward moving spiral until chirps begin, then hold this location.
- Ask the patient if they can see the red light
- Aim high if testing through glasses
- Make sure patient's eyelids are not occluding pupil

Helpful Hints for Fast, Accurate Results

Ambient lighting:

- Don't perform test by uncovered windows
- Dimmed light can help for those with small pupils, but too dim is difficult for those with dark irises

Entry Angle — straight and level

- Rotate unit to test left eye

Fixation — "Look at the red light"

- Match patient age and mode

Correct distance/Not taking readings (steady tone without chirps)

- Ensure you are level & square with the patient
- Roughly 14" away from patient
- Scan the crosshair around the eye in an outward moving spiral until chirps begin, hold this location
- Ask patient if they can see the red light

Miscellaneous Information:

To know if the test was successful:

If the unit has not gathered enough good readings from either eye, you will hear 5 tones when the test stops - - - - - You must retest that eye.

To stop test at any time:

Hold any button until 5 tones sound - - - - -

To clear a reading:

Press the Child/Adult Mode button once



To retest an eye:

Press the L/R button once to select eye to retest



Results:

Sphere (S) or power of the eye measured in diopters. Negative numbers indicate myopia (near-sightedness), positive numbers indicate hyperopia (far-sightedness).

Cylinder (C), a measure of astigmatism, or irregular focus of the eye due to an uneven curvature of the cornea. This blurs some of what the person sees at all distances.

Difference (D), the difference in the mean spherical power between the two eyes (displayed in child mode only).

Reliability Number indicates the number of good readings obtained and their consistency, based on a 1–9 scale (higher numbers are better)

- ≥ 6 is typically acceptable
- 5 is marginal / repeat the test if possible
- ≤ 4 is poor / repetition of the test is necessary

If the patient did not appear to fixate on the unit during data acquisition, repeat the test.

Child/Adult Mode

An asterisk (*) on a reading in child mode only indicates the reading is in the referral range for a preschooler (using v2.25 guidelines).

VIP Recommended Referral Criteria to identify children with one or more targeted vision conditions	
	Child Mode
	Ages 3–5
Myopia (S -) Sphere	Final Sphere ≤ -1.00 Diopters
Hyperopia (S +) Sphere	Final Sphere $\geq +4.00$ Diopters
Astigmatism (C) Cylinder	Cylinder $> = -1.50$ Diopters
Anisometropia (D) difference	Difference $> = 3.00$ Diopters

Important: Amblyopia, Strabismus, or significant refractive error (Hyperopia $> 3.25D$, Myopia $> 2D$, Astigmatism $> 1.5D$, Anisocoria) indicate the conditions and level of each condition the VIP Referral Criteria are set to identify.

	Adult Mode
	Ages 6 – <14
	Final Sphere ≤ -1.50 Diopters
	Final Sphere $> = +1.50$ Diopters
	Cylinder $> = -1.20$ Diopters
	Difference $> = 1.75$

Important: Referral criteria for ages 6–14 are only suggestions. It is recommended that you consult with the eye care specialists to whom you refer patients or with your vision program specialist. You both should agree on referral criteria, and if those criteria differ from the ones used by the software, you would use the more specific agreed upon criteria to make your referral determinations.

Charging Battery:

- With 15 minutes of on-time remaining, low-battery indicator will flash on the display
- When low-battery indicator is steady, battery must be charged
- To charge, firmly place the unit into the stand

Printing:

- Aim the IR sensor located below the sensor on the SureSight™, at the IR sensor on the printer
- Hold the L/R Toggle and Print button down until you hear "tah dah"
- Keep the unit straight and level when pointing at the printer

