SPLINTING WITH ORFICAST THERMOPLASTIC TAPE

Orficast alternatives to thermoplastic splints of the hand and finger

**Relative motion bar/yolk splint**
- 3cm Orficast
- 30-35cm length of Orficast
- Increase overlap of the Orficast to increase rigidity of the splint.

**Mallet finger splint**
- 3cm Orficast
- Measure length required by placing the Orficast at the volar PIP joint, run it along the finger to the dorsal PIP joint. Double the length and fold in half for extra strength
- Dry heat to attach velcro and loop.

Clinical application: for bony or tendinous mallet finger injury, post operative or conservatively managed.
**PIP extension blocking splint**
- 6cm Orficast
- Measure circumference of finger to obtain length. Double the length for extra strength
- Wrap doubled Orficast around finger, pinch edges along the lateral border of the finger to bond, and trim to shape.

Clinical applications: PIP joint volar plate injuries where blocking full extension is required; correcting swan neck deformities.

**Hand based opponens splint**
- 6cm Orficast
- 40-50cm length to Orficast
- Increase overlap of the Orficast to increase rigidity of the splint.
- Dip to roll edges of splint.
- Dry heat to attach velcro and loop.

Clinical applications: 1st CMC joint osteoarthritis, proximal phalanx fracture, MCP joint collateral ligament injury, any injury to the thumb requiring immobilization of the CMC and MCP joints.
**Finger cylinder splint**
- 3cm Orficast
- 35cm length
- 50% overlap, applying distally to proximally along the finger.

Clinical applications: serial casting for PIP joint extension to correct fixed flexion deformity, immobilization of the PIP joint.

**Finger buddy splint**
- 3cm Orficast
- 20cm length
- Increase overlap of the Orficast to increase the rigidity of splint.
- Dry heat to further seal edges, and trim to shape allowing for IP joints to flex completely.

Clinical applications: protect MCP or PIP joint collateral ligaments from lateral stress, rigidity of this buddy splint also assists with mobilizing the injured finger when buddied to an uninjured finger.