

Instructions for Healthcare Personnel: Preparation of Compatible N95 Respirators for Decontamination by the Battelle Memorial Institute Using the Battelle Decontamination System

The U.S. Food and Drug Administration has authorized an Emergency Use Authorization (EUA) for the emergency use of the Battelle CCDS Critical Care Decontamination System[™] (hereafter referred to as the "Battelle Decontamination System") operated by the Battelle Memorial Institute ("Battelle"), for use in decontaminating compatible N95 and N95-equivalent respirators ("compatible N95 respirators"), for reuse by healthcare personnel. Healthcare personnel should follow these instructions, as well as procedures at their healthcare facility, to prepare compatible N95 respirators for decontamination by Battelle using the Battelle Decontamination System.



Due to incompatibility, the Battelle Decontamination System is not authorized for use with respirators containing cellulose-based materials.

All compatible N95 respirators provided to Battelle must be free of any visual soiling or contamination (e.g. blood, bodily fluids, makeup).

Compatible N95 respirators that are visually soiled or damaged should not be collected for decontamination and will be disposed of and not returned after decontamination.

N95 Respirator Marking and Collection

- 1. Label your own individual compatible N95 respirator using a permanent marker; do not label others' or ask others to label for you.
- 2. Labeling should be legibly written on the outside OR inside of each compatible N95 respirator, as shown below.
- 3. Label ALL compatible N95 respirators with the three-digit site code and 2-digit location identifier provided below.
- 4. Place your compatible N95 respirator in the collection bag provided by your healthcare facility at a designated collection station at your facility.

NOTE: Collection bags are for compatible N95 respirators only; do not throw other personal protective equipment (such as gloves), paper towels or waste in the collection bags.

