## Managing High Blood Sugars on Injections

Please use these guidelines if blood sugars are above 300mg/dl before a meal.

## If ketones are POSITIVE (urine ketones moderate or large) or BOHB >1:

- 1. Give an injection of <u>rapid-acting insulin</u> (Humalog®, Novolog®, Admelog®) by syringe or pen using your correction factor (or sliding scale).
- 2. Your child should drink at least **8oz** of water (or sugar-free fluids) every 2 hours.
  - If less than 5 years old, give 4oz every 2 hours.
- 3. Check blood glucose and ketones every 2 hours.
  - If ketones are still moderate or large (BOHB >1.0), give full correction (sliding scale) dose and continue drinking water/sugar-free fluids every 2 hours until ketones are negative/trace/small (BOHB <1).</li>
- 4. If blood glucose is not coming down after two correction (or sliding scale) doses, <u>or</u> if your child becomes nauseous or vomits, please call our office for further guidance.
- 5. If the blood glucose is in normal range and ketones are still moderate or large (BOHB >1):
  - Give enough carb-containing liquid to get the blood glucose up to at least 200mg/dl.
  - Then give a full correction dose based on the blood glucose only (**do not** cover for the carbohydrates).

## If ketones are NEGATIVE/SMALL/TRACE or BOHB ≤1:

- 1. Continue your normal diabetes routine.
- 2. If the blood sugars remain elevated after injection, check for ketones and give correction dose in an area you don't normally use for injections. Ask yourself the following:
  - Has the insulin vial or pen been opened longer than 30 days?
  - Did the insulin vial or pen get too hot?
  - Are you rotating your child's injection sites?
  - Did your child miss some injections?
- 3. If the blood sugars continue to run above target and do not come down, please call our office for assistance in adjusting the insulin doses.

## When to call the office (727-767-3636):

- 1. If you are unable to get the blood sugars down
- 2. If the ketones are not coming down
- 3. If your child becomes nauseous or vomits

