





## **IMPLANT**

		Practice Name					
Practice Address  Tel  Patient ID  Patient ID - If patient name is listed here, please ensure you have written patient of the			Suburb Postcode  Email  Date consent.				
New Case Continuation/Remake Account	Number Work Req	uired by	Day	Month			
PROSTHESIS TYPE  Crown Removable overdenture Bridge Locator Hybrid Bar & clip	SHADE (please email images)  Anterior Posterior			COMPONENT SU  Lab (default)		entist	
IMPLANT System: For turnaround times please refer to price list.	Platform Diameter	6 45 44	13   12   11   43   42   41	21 22 23 24 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3		27   28   37   38	
SCD IMPLANT BUNDLE (Single units only; all inclusive)  Custom milled components  Screw (Lab will default to appropriate abutment type)  Cement (please specify abutment material)  Ti  Zirconia on Ti interface	Crown Type  PFM Non-Precious FMZir -Fully Monolithic Zirconia PFZ -Porcelain-Fused-to-Zirconia		_	-based peam-based peam-based including p	olanning s	service	
SCREW-RETAINED  SCD Range	CEMENT-RETAINED  SCD Range		FAST TRACK Insufficient occlusal clearance				
Restoration Type PFM All-ceramic  Non-Precious FMZir - Fully Monolithic Zirconia Semi-Precious PFZ - Porcelain-Fused-to-Zirconia High-Precious ORS e.max®	Restoration Type  PFM		Adjust opposing and mark on the model  Screw retained - Buccal screw channel  Change to cement-retained crown  MATERIAL ENCLOSED				
Ti <sup>^</sup> Other	^ SCD Range only Other		Please tick ⊘  DR SCD				
Abutment  Genuine  Custom -Milled (default)	○ Ti ○ Cast (specify alloy) ○	eformed:	Analog # Abutment/Go Screws # Upper Impres Lower Impres		00000	00000	
Alternative screw variations (You will be advised if any limitations apply)  Cross screw Angled Screw Channel			Upper Model Lower Model Bite Registrati	on (over prepared abutm	ent)	0	
ADDITIONAL INSTRUCTIONS			Previous C & E	B to return  y Models to return  ched #		0000000	
PROMO CODE				to SCD must be decor Dental Council of New trol.			

PROMO CODE

**EMBRASURE** 



Open Closed\* **OCCLUSAL CONTACT** 



Heavy Light\* Open

**PROXIMAL CONTACT** 



Normal Extended\*

**PONTIC CONTACT** 



\*0 0 0 0

\*Default