

















SprintRay Ceramic Crown Cementation Protocol

Featuring Ivoclar Variolink® Esthetic DC

Surface Treatment of Restoration:

- Air-abrade the intaglio surface of the ceramic printed crown with Al_2O_3 (50 microns) particles at 1 bar pressure.
- Try-in the restoration to confirm fit. Use of Variolink Esthetic Try-in pastes are recommended during try-in esthetic restorations.
- Post try-in, rinse the restoration, air dry. Clean the restoration from saliva contamination using lvoclean.[®] Shake the bottle well and apply lvoclean[®] on the bonded surface including margins of the restoration. Application time is 20s followed by rinsing and air drying.
- Apply Adhese[®] Universal on the bonded surface of the restoration. Application time is 20s followed by air-thinning until an immobile layer is achieved. No light curing is required for this step.

Surface treatment of the tooth:

- Adhese Universal is a universal bonding agent and can be used with etch and rinse, self-etch and selective etch technique. For etch and rinse technique, apply phosphoric acid (37%, Dentin 15s and Enamel 30s) on the tooth surface, rinse and gently air-dry. Do not desiccate the tooth. For selective etch technique, only enamel is etched following the same protocol. No etching of the tooth surface is required for self-etch.
- Scrub Adhese Universal on the tooth surface for 20s, air thin until immobile layer is achieved followed by light curing for 10s using curing light (e.g. Bluephase[®] Powercure) with 1000 mW/cm².

Cementation:

- Extrude Variolink Esthetic DC on the intaglio surface of the restoration.
- Seat the restoration, tack cure excessive cement for 1-2s using curing light with an intensity of 1000 mW/cm² following wave technique or quadrant technique. Remove all the excess cement.
- Apply liquid strip around the margins to prevent oxygen inhibition layer followed by light curing all the surfaces of the restoration for 10s with a curing light of 1000 mW/cm².
- Polish the margins to remove any excessive cement.