

The BASICS of Injecting Insulin using a Humulin R U-500 KwikPen

Humulin R U-500 insulin is:

- 5 times more concentrated than Humulin R U-100 insulin
- Prescribed to some patients who are prescribed large doses of insulin
- Given 2-3 times per day, doing the job of basal and meal-time insulin, since the injection starts working 30-45 minutes, is strongest in 2-4 hours, and keeps working for 8-24 hours.

Important: the Humulin R U-500 insulin Kwik PEN:

- Is aqua blue (turquoise) in color.
- Needs no dose conversion. You just need to dial in the **EXACT** number of units prescribed.
- Can be prescribed in doses varying from 5 to 300 units in a single injection.
- Is issued 2 PENS per box.
- Contains 1,500 units per PEN.

U-500 Kwik PEN use and storage:

- The PEN being used must be kept at room temperature (do not freeze).
- The PEN IN USE must be DISCARDED after 28 days.... even if there is still insulin in the PEN.
- PENS that are NOT IN USE must be stored in the refrigerator.
- Check PEN expiration date prior to use.



Remember:

- Call local pharmacy to check availability for Humulin R U-500 insulin PENS.
- Rotate injection sites: abdomen, thigh, buttocks, upper arm.
- Treat ANY hypoglycemia before injecting U-500 Regular insulin
 - Humulin R U-500 insulin is given 30 minutes before meals. If you do not begin eating in 30 minutes you risk having a SEVERE low blood glucose (hypoglycemia).
- Call your diabetes care provider before giving an injection, if you are UNABLE TO EAT.
- Potential side effect is SEVERE hypoglycemia (low blood glucose).

CAUTION:

- **NEVER** use a syringe to withdraw insulin out of the PEN.
- **NEVER** mix U-500 Regular insulin with any other insulin or liquid medicine.
- **NEVER** share your insulin PEN with anyone due to the risk of transmitting blood-borne diseases.

** Your diabetes care provider may prescribe a glucagon emergency kit. Teach your support persons how to give you an injection of glucagon in case your blood glucose is too low for you to take sugar by mouth.*