LIDOCAINE NORIDEM

Active ingredient(s): Lidocaine (Lignocaine) hydrochloride

Consumer Medicine Information

This leaflet answers some of the common questions people ask about **Lidocaine Noridem.** It does not contain all the information that is known about **Lidocaine Noridem.**

It does not take the place of talking to your doctor or pharmacist.

All medicines have risks and benefits. Your doctor will have weighed the risks of you taking **Lidocaine Noridem** against the benefits they expect it will have for you.

If you have any concerns about being given this medicine, ask your doctor or pharmacist.

Keep this leaflet with the medicine. You may need to read it again.

You should also speak to your doctor or pharmacist if you would like further information or if you have any concerns or questions about using Lidocaine Noridem.

Where to find information in this leaflet:

- 1. Why am I using Lidocaine Noridem?
- 2. What should I know before I use Lidocaine Noridem?
- 3. What if I am taking other medicines?
- 4. How do I use Lidocaine Noridem?
- 5. What should I know while using Lidocaine Noridem?
- 6. Are there any side effects?
- 7. Product details

1. Why am I using LIDOCAINE NORIDEM INJECTION?

Lidocaine Noridem contains the active lidocaine (lignocaine) hydrochloride. Lidocaine Noridem belongs to a group of medicines called local anaesthetics. It is injected into the body where it makes the nerves unable to pass messages to the brain.

Lidocaine Noridem is used to prevent or relieve pain, but it will not put you to sleep.

Lidocaine Noridem is also used after surgery to relieve pain. It can also be used to make childbirth less painful.Depending on the amount used, Lidocaine Noridem will either totally stop pain or will cause a partial loss of feeling.

Lidocaine Noridem is sometimes combined with adrenaline (epinephrine) to make it last longer. Adrenaline (epinephrine) makes the blood vessels at the site of injection narrower, which keeps the Lidocaine Noridem where it is needed for a longer time.