

## Cat Friendly Clinic



## Giving skin, ear or eye drops/ointment

## Using a topical (skin) spot-on preparation

Many flea, parasite and even worming medications now come as spot-on preparations, making them much easier to use on cats.

However, making sure the products reach the skin and don't just remain on the hair is vital to make sure the preparation works properly.

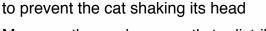
- Read the instructions - some products must be applied at two different locations
- Gently restrain your cat - having a second person to help will make it easier, or you can try wrapping the cat in a towel or blanket if they are wriggly
- Part the fur/hair on the back of the cat's neck (between the head and shoulders) so you can see the skin clearly
- Apply the product onto the skin itself. Try to get as much product on the skin as possible and as little as possible on the hair

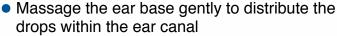
Warning - Never use dog flea preparations on cats – some may contain concentrated permethrin which can be fatal to cats. Always ask your vet if you are unsure.

## Giving ear drops

 Hold your cat firmly but gently – having a second person to help will make it easier, or you can try wrapping the cat in a towel or blanket if they are wriggly

- Hold the head and ear in your hands and tilt the head a that the ear to be medicated is uppermost
- Squeeze the required number of drops into the opening of the ear. Keep holding the head and ear firmly







- Hold your cat gently but firmly having a second person to help will make it easier, or
- you can try wrapping the cat in a towel or blanket if they are wriggly
- Hold your cat's head in your hands, tilting the head so the nose is pointing upwards
- Open the eyelids gently on one side with a thumb and finger
- Place a few drops or a line of ointment on the surface of the eye (as directed by your vet)
- Close the eyelids and massage gently to spread the medication over the whole of the eye

You can watch videos on our YouTube channel for extra help ... www.youtube.com/icatcare

