West Virginia Department of Health & Human Resources

Bureau for Public Health

Office of Maternal, Child & Family Health

Division of Research, Evaluation & Planning

Newborn Screening Program

350 Capitol Street, Room 427 Charleston, West Virginia 25301-3714 Telephone: 1-304-558-5388 Toll Free: 1-800-642-8522 or 1-800-642-9704

www.wvdhhr.org/nbms/



These Tests Could

Save Your Baby's

Life!

West Virginia

Newborn Screening Program

Why does my baby need newborn screening tests?

- By law, babies born in West Virginia hospitals or birthing facilities are tested at birth.
- Finding problems early can help prevent serious problems like mental retardation or death.

How is my baby tested?

- Before the baby leaves the hospital, a few drops of blood will be taken from the baby's heel.
- The hospital sends the blood samples to the State Laboratory.

How will I get the results of the test?

 Parents are notified of test results by the baby's doctor if there is a problem.

Why do some babies need retested?

- Some babies need retested because there is a problem with the blood sample.
- A few babies need retested because the first test showed a possible health problem.
- Some babies leave the hospital shortly after birth and may need retested.

What if my baby needs retested?

- Your baby's doctor or the State Health Department will contact you if your baby needs retested. They will tell you why and what to do next.
- If your baby needs retested, get it done **right away.**
- Make sure the hospital, your doctor and the baby's doctor have your correct address and phone number.

What tests are done?

• West Virginia screens for 29 newborn disorders including hearing loss. It is important to identify babies with hearing loss as soon as possible, so that learning is not delayed.

What if I have questions?

- Ask your baby's doctor if you have questions.
- For additional information about newborn screening or to find a current list of all disorders that are screened in West Virginia, go to www.wvdhhr.org/nbms/.

