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#### Facial Nerve...

Anatomy
 Origin
 Intracranial course
 Extracranial course
 Branches
 Functions

Aetiology
 Trauma
 Neurologic
 Infection
 Metabolic
 Neoplastic
 Iatrogenic

Congenital / Idiopathic

How do you classify?
 House-Brackmann
 Sydney
 Soveral ethers

Several others

#### House-Brackmann Grading System

Grade I - Normal

Normal facial function in all areas

Grade II – Minimal Dysfunction

Gross

Slight weakness noticeable on close inspection May have slight synkinesis

At rest, normal symmetry and tone

Motion

Forehead - Moderate-to-good function Eye - Complete closure with minimal effort Mouth - Slight asymmetry

#### House-Brackmann Grading System

Grade III – Moderate Dysfunction

Gross

Obvious but not disfiguring difference between sides Noticeable but not severe synkinesis, contracture, or hemifacial spasm

At rest, normal symmetry and tone

Motion

Forehead - Slight-to-moderate movement Eye - Complete closure with effort Mouth - Slightly weak with maximum effort

House-Brackmann Grading System Grade IV – Moderately Severe Dysfunction Gross Obvious weakness and/or disfiguring asymmetry At rest, normal symmetry and tone Motion Forehead - None Eye - Incomplete closure Mouth - Asymmetric with maximum effort

House-Brackmann Grading System Grade V – Severe Dysfunction Gross Only barely perceptible motion At rest, asymmetry Motion Forehead - None Eye - Incomplete closure Mouth - Slight movement Grade VI – Total Paralysis No Motion

# **Classification of Facial Palsy**

Congenital
 Complete - Panfacial
 Incomplete - Buccal
 Mandibular

- Aquired
  - 🛚 Trauma
  - Tumour
  - Inflammatory
  - Iatrogenic

Unilateral or Bilateral

Syndromic or Non Syndromic

Classification v. Clinical Questions
 Transient v. Permanent

 Aetiology
 Site

 Duration of Palsy

 ?Reinnervation



- Functional issues
   Aesthetic Issues
   Reinnervatible facial muscles
- Nonreinnervatible facial muscles

Age
Unilateral / Bilateral
Complete / Incomplete

Clinical Factors – Summary Corneal Exposure Drooling Bilabial Speech Facial Asymmetry Asymmetrical Smile Asymmetrical Effects of Aging

# Clinical FactorsFunctional Issues – Sphincter Function

# Clinical Factors Aesthetic Issues

**Brow Ptosis** Lagopthalmos Scleral Show / Ectropion **Facial Atrophy Facial Cant** ack of smile Jowling

#### What is a smile?

\*A facial expression characterized by an upward turning of the corners of the mouth AND motivated by emotions."-- Heritage

# How does it happen?

- Emotional
  Frontal Lobe
  - Cerebral Cortex

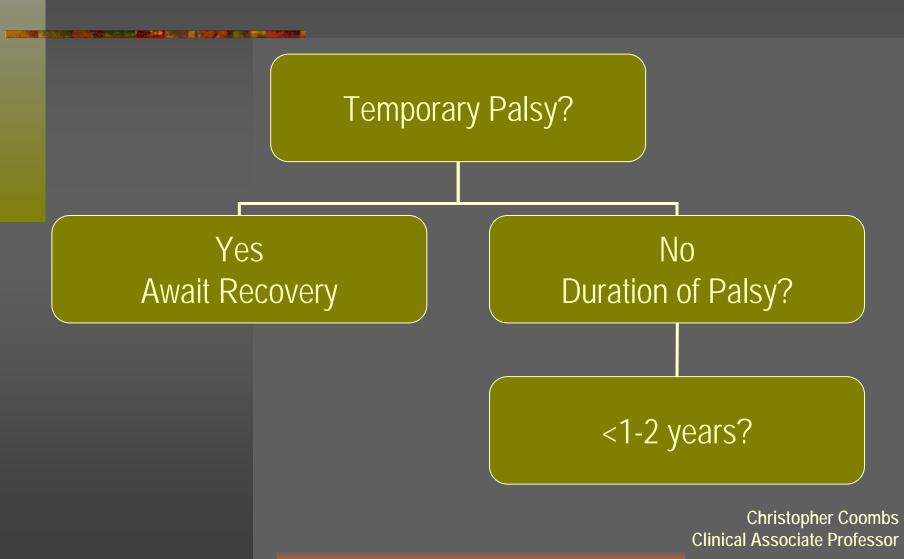
- Physical
  - VII Nucleus
  - Intracranial Nerve
  - Peripheral Nerve
  - Facial Musculature

#### **True smile**

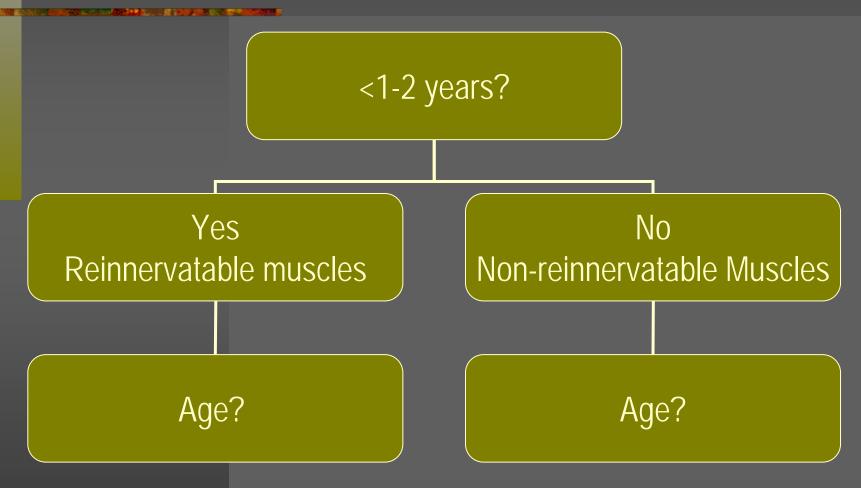
### Significance of a Smile

 Psychological
 Well Being
 Self Image & Confidence
 Human Interaction

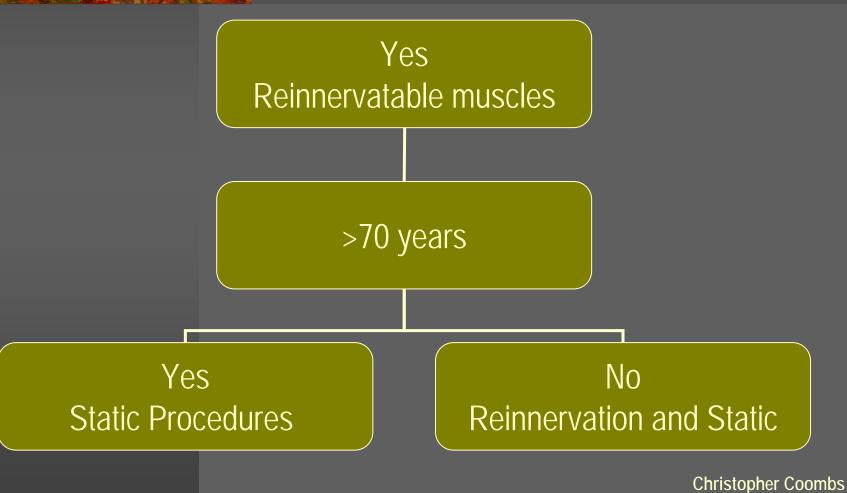
#### **Flowchart for Reconstruction...**



#### **Flowchart for Reconstruction...**



#### **Flowchart for Reconstruction...**



Clinical Associate Professor

### **Reinnervation Choice of Donor...**

#### VII - Ipsilateral

– XI

- V Nerve to Masseter
  - XII With Jump Graft

#### **Contralateral VII v. Ipsilateral Nerve to Masseter...**

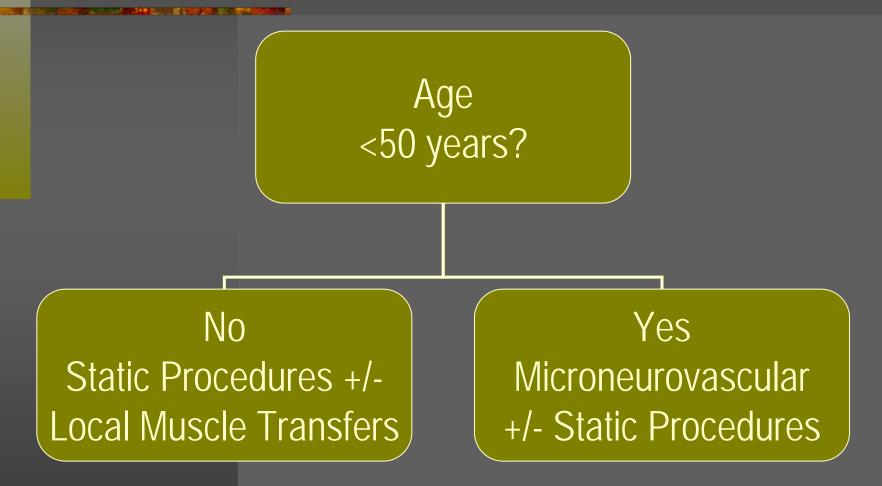
- Buccal branch 400 500 axons
- Long Graft
- Significant neuronal Drop off 100 – 200 axons
- Insufficient axon for adequate reinnervation
- 100% spontaneity

- Masseter 1500 axons approx
   No graft
   Minimal drop off
- Adequate axon for reinnervation
   50 80% spontaneity

#### Nerve to Masseter Transfer...

Available
Reliable Anatomy
No Functional Deficit
Spontaneity

#### Non Reinnervatable Muscles...

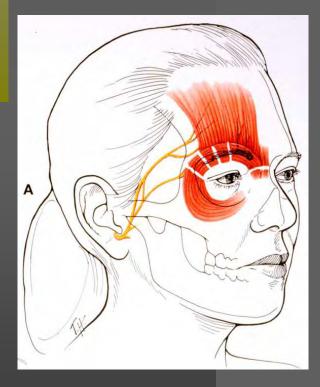


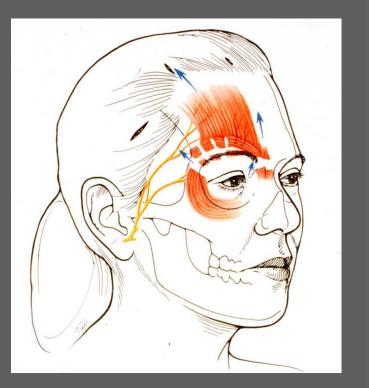
#### Reconstructive Considerations...

**Brow Ptosis** Lagopthalmos Scleral Show / Ectropion **Facial Atrophy Facial Cant** ack of smile Jowling

#### Brow...

#### Browlift – Open v Endoscopic



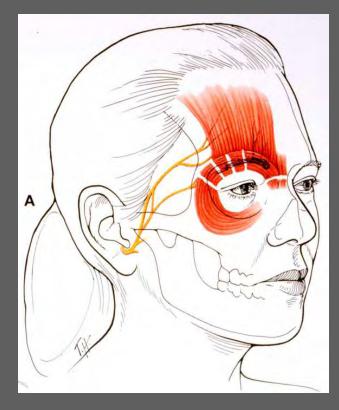


There are the sea

Incisions Releases Myotomies Market Insert Endotine Elevation Fixation

and the sea

Incisions
Releases
Myotomies
Insert Endotine
Elevation
Fixation



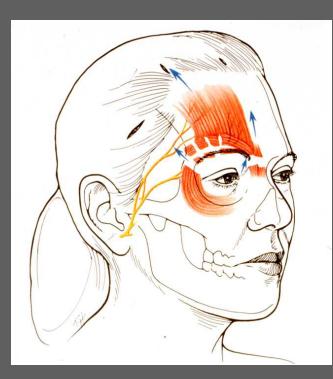
Incisions
Releases
Myotomies
Insert Endotine
Elevation
Fixation

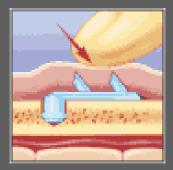


and the sea



Incisions
Releases
Myotomies
Insert Endotine
Elevation
Fixation







### **Corneal Protection...**

- Conservative OptionsLubricants
  - Taping
  - Moisture shield

- Operative Options
  - Sold Weight
  - Springs
  - Tarsorraphy

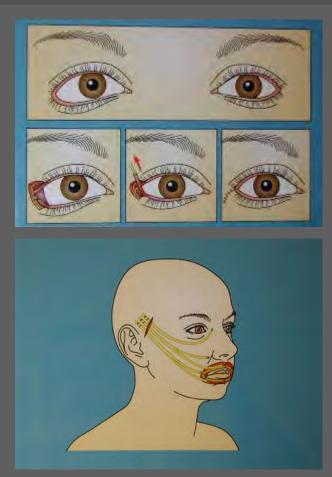
### Gold weight...

Determine by lead weightHow Heavy?

Heavy enough to create lid decent
 Not heavy enough to create ptosis

# Lower Eyelid...

Scleral Show / Ectropion
Canthoplasty
Sling
Tarsorraphy



## Fascial Slings & Meloplasty...

 Tendons – PL Plantaris
 Facia lata
 Meloplasty – SMAS



#### Local Muscle Transfers...

Brow (Contralateral Frontalis) Eyelid closure Temporalis Upper lip elevation Masseter / Temporalis Lower lip depression Digastric Transfer

#### Microvascular transfers...

Ipsilateral N to Masseter
One Stage
Nerve to Masseter
Gracilis motor unit
50 – 80% Spontaneous
Older patient

Cross Facial N Graft
 Two Stage
 X Facial Nerve Graft
 Gracilis Motor Unit
 Spontaneous Function
 Younger patient

#### **X Facial Nerve Graft...**

Select expendable Buccal Branch
 Sural nerve graft
 Banked in Upper lip
 Wait 9 – 12/12

#### **Nerve to Masseter...**

Intramuscular HarvestCoronoid Notch

#### Nerve to Masseter...

**Results** - Nerve Biopsies 6 of each - Nerve to masseter - Av no. of axons - 1543 S.D. 292 - Nerve to gracilis - Av no. of axons - 342 S.D. 158 X facial nerve graft - Long Graft

- 100 - 200 axons

#### **Muscle options...**



#### Pectoralis Minor

#### Latissimus Dorsi

#### **Preopertive Planning...**

Vector of new muscleIsolation of gracilis

#### **Gracilis Surface Anatomy...**

 Expendible
 Reliable Anatomy
 Abduct hip and extend knee to feel gracilis tendon posterior to Adductor Longus

### Summary

Objectives of facial paralysis reconstruction Movement and function Spontaneous expression ability Major improvements are possible through muscle transplantation Nerve preference VII if available and usable V as next best choice

#### Conclusions

- Reduce sphincter incompetence
- Achieve symmetry and balance
- Create spontaneous animation