



## Removable Department Turn Around Times

\*All times are full business days in lab, excluding pick-up and delivery days\*\*

\*\*\*\*PLEASE NOTE: All products fabricated from digital scans require an additional 3 days of lab time for model design and printing.\*\*\*\*

### Complete Dentures

- Setup with teeth for try-in- 5 Days
- Setup with teeth for process/finish- 5 Days
- Process/Finish- 5 Days
- Full Immediate: Setup, Process/Finish- 6 Days
- Setup for Bar/Hybrid – 6 Days
- Setup with Gold Tooth – Additional 3 Days

### Acrylic Partials

- Setup for Try-In with Teeth – 5 Days
- Process/Finish – 5 Days
- 1-2 Tooth Flipper – 3 Days

### Cast Partial Frameworks

- Fabricate frame for try-in only- 10 Days
- Fabricate frame for try-in with bite block- 11 Days
- Fabricate frame with teeth setup for try-in- 15 Days
- Fabricate frame, setup, process/finish- 16 Days
- Fabricate Meshwork, try-in with teeth or process/finish – 11 Days
- Framework over attachments – Additional 3 Days
- Set teeth for try-in- 5 Days (After frame try-in)
- Process/finish- 5 Days (After frame try-in)

### DuraFlex Partials

- Setup with teeth for try in- 5 Days
- Setup with teeth for process/finish- 8 Days
- Process/Finish- 6 Days
- 1-2 tooth DuraFlex Flipper/Nesbit- 5 Days

### Other

- Occlusal Rim/Bite Block- 2 Days
- Custom Tray- 2 Days
- Nightguard- 5 Days
- Essix Retainer- 3 Days
- Surgical Guide- 5 Days
- Flex Clasps – Additional 3 Days added to process/finish
- 3D Models – 3 Days
- Name in denture – 2 Days
- Verification jig – 8 Days
- Soft liner – 1 Day
- Design/Estimate – 2 Days

### Repairs/Relines

- Simple repair – Overnight/next day delivery
- Reline - Overnight/next day delivery
- Simple flex repair – 1 Day
- Complicated Repair – 1 Day + Depending on type
- Implant/Overdenture repair – 1 Day + Depending on type
- Rebase- 2 Days
- Flex Rebase – 3 Days
- Add more than 2 teeth to Acrylic Denture – 3 Days
- Add more than 2 teeth to Flex Denture – 5 Days
- **Reline- Must call for pick up by 12 PM for next day delivery by 2 PM**