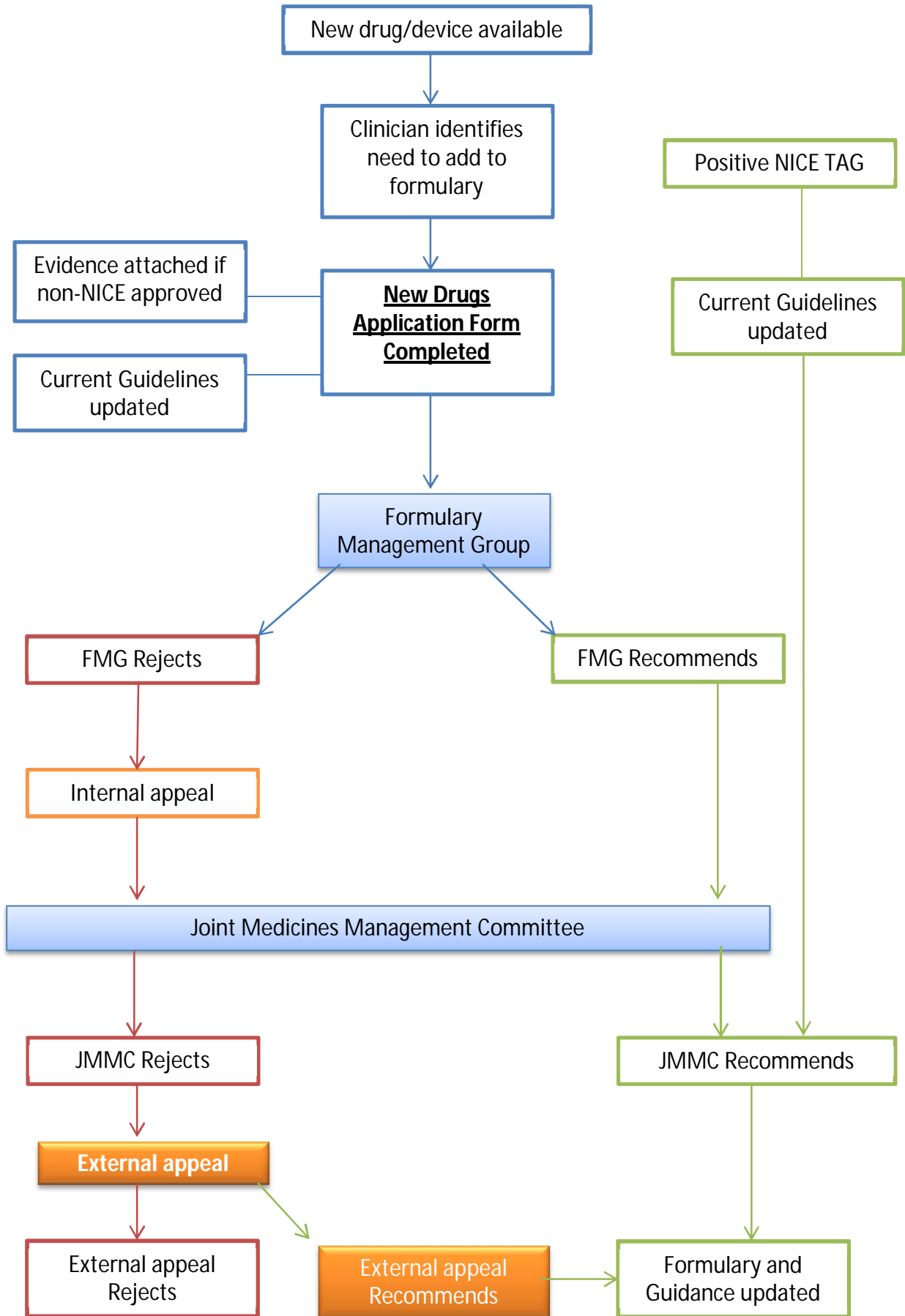


Walsall New Drug Application Process



Walsall New Drug Application Process

Applications must be made for drugs/devices to be included in the Formulary before they are prescribed; this includes drugs/devices that are stated in NICE Guidance and non-NICE appraised drugs. This would not apply to individual funding requests. Drugs that are positively recommended under a NICE TA are the only ones that are automatically added (within 90 days of the appraisal); however some view of their place in therapy is required if NICE does not state this explicitly. We have a robust process for the reporting of Formulary breaches to ensure that Formulary is adhered to.

Any clinician can make a Formulary application but it is expected that it would normally be a consultant or a GP. All sections of the application form must be completed in full. Applicants are required to identify and include published references to support the application; "data on file" or other unpublished data are not acceptable.

Applications received by the last Tuesday of the month will be considered at the following Formulary Management Group (FMG), which meets on the first Tuesday of the month. Incomplete applications will be returned. Applications received after the last Tuesday of the month will be deferred until the next available FMG meeting. The applicant must arrange to amend any published Walsall Guidance as part of the application and should also attend the FMG meeting to support the application.

If the application is approved by the FMG then the FMG will write to the Joint Medicines Management Committee (JMMC), which meets bi-monthly on the second Tuesday of the month, and the Acute Trust Medicines Management Quality Team, which meets monthly. If the JMMC agrees with the FMG then the drug/device is added to the Formulary.

Due to the timing of the meetings, the time taken for a drug or device to be added to the published Formulary, once an application has been considered, will vary and is likely to be up to six weeks