

Anatomy

- **Inguinal ligament** = ASIS to pubic tubercle
- **Inguinal canal** = ASIS to pubic symphysis
 - contents
 - males: spermatic cord (vas deferens, testicular artery, testicular nerves, pampiniform plexus, lymphatic vessels), ilioinguinal nerve
 - females: round ligament of the uterus, ilioinguinal nerve
 - borders of the inguinal canal **MALT**
 - Muscle (internal oblique) - ROOF
 - Aponeurosis (external oblique) - ANTERIOR
 - Ligament (inguinal ligament) - FLOOR
 - Tendon (transversalis fascia) - POSTERIOR
- **'Points'**
 - mid-inguinal point = halfway between ASIS to pubic symphysis = femoral artery
 - midpoint of the inguinal ligament = midpoint between origins of inguinal ligament (ASIS to pubic tubercle) = deep (internal) inguinal ring
- **Inguinal ring positions**
 - deep (internal) inguinal ring = midpoint of inguinal ligament
 - superficial (external) inguinal ring = just superior and medial to pubic tubercle

Direct VS Indirect Inguinal Hernia

- **Direct** inguinal hernia (40%)
 - herniated abdominal contents come **directly** out of abdomen in a straight line
 - penetrate through the external inguinal ring
 - if reduced, cannot be controlled by applying pressure over the deep inguinal ring
- **Indirect** inguinal hernia (60%)
 - herniated abdominal contents run **in** the inguinal canal
 - penetrate through the internal inguinal ring
 - can go right the way down the canal into the scrotum in men (inguinal-scrotal hernia)
 - due to failure of the closure of the processus vaginalis (4% of people)
 - if reduced, can be controlled by applying pressure over the deep inguinal ring

Inguinal Hernia VS Femoral Hernia

- Classical differences
 - **femoral hernia** occurs below and lateral to pubic tubercle
 - **direct inguinal hernia** occurs above and medial to the pubic tubercle
 - **indirect inguinal hernia** can occur anywhere between the deep inguinal ring and the scrotum
- Differentials
 - psoas abscess (lateral to femoral artery)
 - femoral neurofibroma (hard swelling lateral to femoral artery; painful if pressed)

