

Protocol for Uterine Tissue Homogenization in the Bullet Blender®

The protocol described in this document is for the use of the Bullet Blender® for the homogenization of uterine tissue (from a variety of animals). Note that the time and speed settings may differ due to the variation in consistency/texture of different tissue from species to species. This protocol does not specify a particular buffer - you may choose which is most appropriate for your downstream application (nucleic acid isolation, protein extraction, etc.).

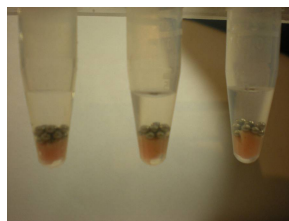
Materials Required: uterine tissue, Bullet Blender®, microcentrifuge tubes, Navy bead lysis kit/Green bead lysis kit/stainless steel beads (1.6mm, product number SSB16 or 0.9-2.0mm blend, product number SSB14B), homogenization buffer, and pipettor.

Instructions

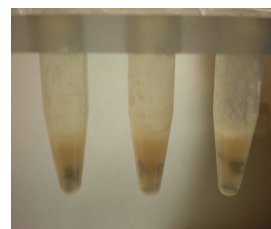
1. Cut uterine tissue into appropriately sized pieces for analysis (10mg-300mg).
2. **OPTIONAL:** Wash tissue 3x with ~1mL PBS. Aspirate. **NOTE:** This step removes some external contaminants (blood, etc.).
3. a. *Samples 50mg or greater*
Place the sample in Navy bead lysis kit tube.
b. *Samples less than 50mg*
Place the sample in Green bead lysis kit tube.
c. *Alternate protocol step for bulk beads*
Place sample in microcentrifuge tube and add beads to the tube. Use a volume of beads equal to the mass of tissue. **NOTE:** 100mg \cong 100 μ L.
4. Add 0.025mL to 0.6mL buffer (2 volumes of buffer for every volume of sample).
5. Close the microcentrifuge tubes.
6. Place tubes into the Bullet Blender®.
7. Set controls for **SPEED 8** and **TIME 5** minutes. Press **Start**.
8. After the run, remove tubes from the instrument.
9. Visually inspect samples. If homogenization is unsatisfactory, run for another three minutes at the **SPEED 10**.
10. Remove sample tubes from the Bullet Blender®, add the appropriate buffer and proceed with your downstream application.

SAFETY NOTE!!!

When using a centrifuge to separate your homogenate from the debris and beads, make sure your tubes are balanced.



before



after