Cloud-Clone Corp.

PAD004Hu01 Polyclonal Antibody to Isoleucyl tRNA Synthetase (IARS) Organism Species: Homo sapiens (Human) Instruction manual

FOR IN VITRO USE AND RESEARCH USE ONLY NOT FOR USE IN CLINICAL DIAGNOSTIC PROCEDURES

10th Edition (Revised in Jan, 2014)

[PRODUCT INFORMATION]

Immunogen: IARS, Human Clonality: Polyclonal Host: Rabbit Immunoglobulin Type: IgG Purification: Affinity Chromatography. Applications: WB, ICC, IHC-P, IHC-F, ELISA Concentration: 200µg/mL UOM: 100µg

[IMMUNOGEN INFORMATION]

Immunogen: Recombinant IARS (Met1~Arg500) with two N-terminal Tags, His-tag and T7-tag expressed in *E.coli*.

Accession No.: RPD004Hu01

[ANTIBODY SPECIFITY]

The antibody is a rabbit polyclonal antibody raised against IARS. It has been selected for its ability to recognize IARS in immunohistochemical staining and western blotting.

[APPLICATIONS]

Western blotting: 1:50-400 Immunocytochemistry in formalin fixed cells: 1:50-500 Immunohistochemistry in formalin fixed frozen section: 1:50-500 Immunohistochemistry in paraffin section: 1:10-100 Enzyme-linked Immunosorbent Assay: 1:100-200 Optimal working dilutions must be determined by end user.

Cloud-Clone Corp.

Form & Buffer: Supplied as solution form in PBS, pH7.4, containing 0.02% NaN₃, 50% glycerol.

[QUALITY CONTROL]

Content: The quality control contains recombinant IARS (Met1~Arg500) disposed in loading buffer.

Usage: 10uL per well when 3,3'-Diaminobenzidine(DAB) as the substrate.

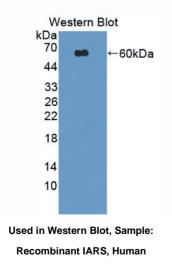
5uL per well when used in enhanced chemilumescent (ECL). **Note:** The quality control is specifically manufactured as the positive control. Not used for other purposes.

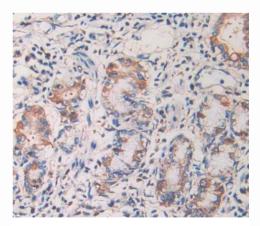
Loading Buffer: 100mM Tris(pH8.8), 2% SDS, 200mM NaCl, 50% glycerol, BPB 0.01%, NaN₃ 0.02%.

[<u>STORAGE</u>]

Store at 4°C for frequent use. Stored at -20°C to -80°C in a manual defrost freezer for one year without detectable loss of activity. Avoid repeated freeze-thaw cycles.

[<u>IMAGES</u>]





Used in DAB staining on fromalin fixed paraffin- embedded stomach tissue