

PAM132Hu03

Polyclonal Antibody to REV1 Homolog (REV1)

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: REV1, Human **Purification:** Affinity Chromatography.

Clonality: Polyclonal Applications: WB, ICC, IHC-P, IHC-F, ELISA

Host: Rabbit Concentration: 200µg/mL

Immunoglobulin Type: lgG **UOM**: 100μg

[IMMUNOGEN INFORMATION]

Immunogen: Recombinant REV1 (Cys834~Gly976) with N-terminal His-Tag

expressed in E.coli.

Accession No.: RPM132Hu03

[ANTIBODY SPECIFITY]

The antibody is a rabbit polyclonal antibody raised against REV1. It has been selected for its ability to recognize REV1 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.



[CONTENTS]

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

[QUALITY CONTROL]

Content: The quality control contains recombinant REV1 (Cys834~Gly976) 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).

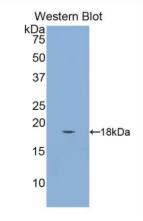
Note: The quality control is specifically manufactured as the positive control. Not used for other purposes.

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

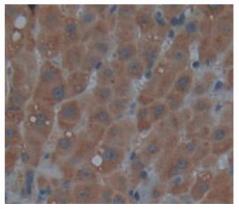
[STORAGE]

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.

[IMAGES]



Used in Western Blot, Sample: Recombinant REV1, Human



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