

5X Tris-Glycine Sample Buffer

1. **Catalog No.** KTG020-5
2. **Quantity** 4 ml
3. **Storage & Stability** Store at 4°C
4. **Description** 5X Tris-Glycine Sample Buffer is used for loading Protein samples for SDS PAGE analysis on Polyacrylamide gels.
5. **Recommended Loading** Add 1/5 volume of 5X Tris-Glycine Sample Buffer to your protein sample tubes.
6. **Protocol**
 1. **Tris-Glycine SDS Sample Buffer does not contain reducing agent. For reducing conditions, add 0.2ml of 2-Mercaptoethanol or 0.08g of DTT to 4ml of Tris-Glycine SDS Sample Buffer (5X) before use.**
 2. Add one part of sample to one part of Tris-Glycine SDS Sample Buffer (5X) and mix well. Heat the sample at 85°C for 2 minutes.
 3. Prepare 800ml 1X Tris-Glycine SDS Running Buffer by adding 80ml of Tris-Glycine SDS Running Buffer (10X) to 720ml of deionized water before use. Fill the upper and lower buffer chambers of EzCell with the appropriate amounts of running buffer. Make sure that the upper running buffer covers the sample wells completely.
 4. Load sample into the wells. Typically 0.1-0.5ug of protein per band with Coomassie Blue staining will give optical band intensity.
 5. Run the gel according to the following running conditions. Commonly a voltage of 125V constant is applied for SDS-PAGE (Laemmli) gels, we recommend a voltage of 150V constant for this gel with Tris-Glycine SDS Buffer.

Voltage	125V constant (for Tris-glycine gel) 150V constant (for Ezway Tris-glycine system)
Approx. Current	Start 30-40mA / 1.0mm gel(for Tris-glycine gel) Start 60mA / 1.0mm gel(for EzWay system) End 8-12mA / 1.0mm gel(for Tris-glycine gel) End 25mA / 1.0mm gel(for EzWay system)
Approx. Run Time	135 minutes (for Ezway Tris-glycine system) 90 minutes (for Tris-glycine gel)

Turn off the power when the BPB dye is migrated to the end of the gel.

6. After the run, remove the gel from the cassette.
7. Fix, stain or transfer as desired.

* Buffer composition

Tris-Glycine Sample Buffer (1x)	
Tris-HCl, pH 6.8	0.063 M
Glycerol	10 %
SDS	0.4 %
Bromophenol Blue	0.01 %