## **PCR**

Last updated: December 10, 2010

Description: PCR involves using genomic DNA along with the appropriate primers to amplify a gene or other region of interest

Total time: 3hr Lab time: 0.5-1hr Wait time: 2hr

\*Make sure the PCR machine is not being used or other lab members are not planning to use it

1. Primers will come in small aliquots. Re-suspend primer in ultrapure H2O to a concentration of 100uM

Quick calculation: for example, if you have 27.95 nM of primer, you will resuspend it in 279.5ul of water (multiply the #nM by 10)

2. Mix PCR reactant with DNA of interest:

\*It is easier to make a **master mix** of PCR reactants. When making a master mix, make enough for 1 extra tube to account for pipetting error.

For EACH sample (TAQ) \*use for PCR checks

20ul water

3ul Taq buffer (10x)

0.5ul dNTPs

or

For Each sample (PHUSION) \*use for initial PCR from genomic DNA or cDNA

18ul water

5ul Phusion buffer (5x)

0.5 ul dNTPs

Then add the following:

0.25 - 0.5ul DNA

0.5ul 5' primer

0.5ul 3' primer

0.25 - 0.5ul Taq/Phusion polymerase (add LAST!! only take out of freezer when needed. RETURN TO FREEZER after use!)

- 3. After ALL of the above are added in the PCR tubes, add a drop of mineral oil to the top of each PCR tube (~10-20 ul)
- 4. Stick tubes in PCR machine. Run PCR on correct program for 1.5-2hr. Run Tag on JERTAQ Run Phusion on JTPHUS

\*make sure the annealing temperature and the extension time are correct for your PCR run (see next page!)

## PCR protocol, page 2 (Dec 10, 2010)

## **JERTAQ**

Step	<u>Temp</u>	<u>Time</u>	
1	95	3min	
2	95	15sec	(DENATURE)
3	*	30sec	(ANNEALING)
4	72	**	(EXTENSION)
5	"28 times to 2"		
6	72	5min	
7	4	DONE	

## <u>JTPHUS</u>

<u>Step</u>	<u>Temp</u>	<u>Time</u>	
1	98	2min	
2	98	10sec	(DENATURE)
3	*	1min	(ANNEALING)
4	72	**	(EXTENSION)
5	"28 times to 2"	,	
6	72	5min	
7	4	DONE	

<sup>\* 3</sup> degrees above primer annealing temp (usually 63)
\*\* extension time = 30 sec per 1 kb length

<sup>\*</sup> primer annealing temp (usually 60)\*\* extension time = 1 min per 1 kb length