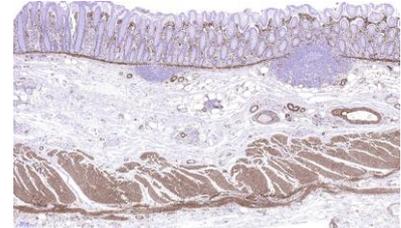


Anti-Caveolin 1, rabbit monoclonal (BSR32)

BSH-4009-100 (0,1ml), BSH-4009-1 (1 ml)



Clonality:	Rabbit monoclonal antibody
Clone:	BSR32
Application:	IHC-P (1:100 - 1:400)
Species Reactivity:	Human
Control tissues:	Appendix, liver
Alias names:	CAV-1
Buffer:	TRIS with 0.03% sodium azide, pH 7,2
Storage:	Store at 4°C



Appendix section has been stained using Caveolin-1 optibody (Clone: BSR32) with 1:200 dilution. Muscle and vascular endothelia have strong staining reaction without staining in epithelia and lymphatic tissue.

Description

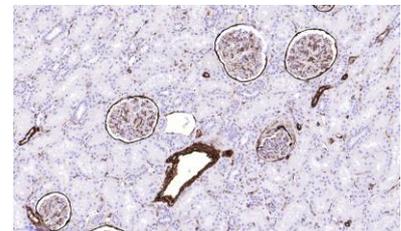
Caveolin-1 is a protein which is major structural component of the cell membrane caveolae. Caveolae is structure of the cell membrane invagination. Caveolin-1 is widely expressed in the normal tissue, eg. muscle tissue, vascular endothelia, fibroblasts and adipocytes. Caveolin-1 is useful in lung marker panel, especially in differentiating diagnosis of the epithelioid mesothelioma from lung adenocarcinoma.

Protocol

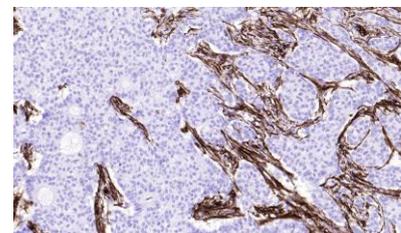
After paraffin removing and rehydration:

1. Pre-treatment: PT-module HIER pH9 (20min at 98°C)
2. Wash (TBS-Tween in all washing steps)
3. Primary antibody: Caveolin 1 1:100 – 1:400, 30 min.
4. Wash
5. Peroxidase blocking (3% H₂O₂), 10 min.
6. Wash
7. One step HRP-polymer detection, 30 min
8. Wash x2
9. DAB-Substrate, 10 min
10. Aqua
11. CuSO₄ -post enhancement, 5 min
12. Aqua

Counter staining, Bluing, dehydration, clearing, and mounting.



Kidney section has been stained using Caveolin-1 optibody (Clone: BSR32) with 1:200 dilution. Bowman's capsule, muscle and vascular endothelia have strong staining reactions, tubules cells are negative.



Breast carcinoma section has been stained using Caveolin-1 optibody (Clone: BSR32) with 1:200 dilution. Stromal cells have moderate to strong caveolin positivity.

Dilution of concentrated antibody depends on the pre-treatment method and detection system used. Above protocol used in Optibodies evaluation and is meant as a reference. Final working dilution and protocol applied needs to be determined by the user always.