

Human Chondrocyte Complete Medium

Cat. No. : CM-H107

Size : 125mL×4

General Information

Product Form	Liquid®
Concentration	Ready-to-use
Bacterial detection	Negative
Fungal detection	Negative
Mycoplasma detection	Negative
Endotoxin level	< 3 EU/mL
Shipping	Ice bag
Storage	2-8°C, Shading Light
Expiry date	3 months

Product Introduction

Human Chondrocyte Complete Medium is a ready-to-use medium that can be directly used for the culture of human chondrocytes, which is carefully designed and optimized by Pricella's R&D team. This high-quality complete medium has been strictly verified by human chondrocytes which could promote cell proliferation and maintain the cell's optimal conditions.

Guidelines for use

1. Pricella's cell culture media undergoes strict quality control to ensure sterility, but may get contaminated during use. Follow these guidelines for sterile handling to avoid contamination.
2. Always wipe your gloved hands and work area with 70% ethanol.
3. Wipe the outside of the containers, flasks, plates, and dishes with 70% ethanol before placing them in the cell culture hood.
4. Use sterile pipette tips and pipettes to work with liquids, and use each pipette tip only once to avoid cross contamination. Do not unwrap sterile pipettes until they are ready to be used. Keep pipettes and tips within the clean work area.
5. Do not talk while performing sterile procedures and perform your cell culture as efficiently and carefully as possible to minimize contamination.

Quality control

Standard evaluations for cell culture media are pH, osmolality, endotoxins and sterility testing for liquid products, cell growth experiments.

Notes

1. This product is for research use only.
2. This product is sterilized by 0.1 µm filtration.
3. It is necessary to pay attention to the aseptic operation and avoid the contamination during the culture.
4. It is not suitable for long time storage at room temperature.
5. This product is a ready-to-use medium. If there is no special need, don't add serum, penicillin and streptomycin. It can be used directly.