

Microbiology Sampling Protocols

SanAir Technologies Laboratory Tape Sampling Method

For D1 and D2 Analyses

Following this general list of procedures will maximize the quality and accuracy of analysis.

Field Equipment: Crystal-clear tape (e.g. 3M Crystal Clear®)

Clean re-sealable bag(s) or slide(s)

Permanent marker

- 1) Using a permanent marker, write a unique sample number or the location of sampling on a clean re-sealable bag or clean microscope slide. NOTE: Re-sealable bags are preferable as slides tend to break during shipment making it difficult to analyze samples.
- 2) Once you are ready to sample, cut off and discard any exposed tape from the beginning of the roll to ensure the tape lift is clean of any dust or debris. Use crystal-clear tape only; <u>do not use frosted, packing, or duct tape</u>. NOTE: Avoid sampling surface areas with a high amount of debris.
- 3) Cut a 2-inch piece of tape from the tape dispenser, bow the tape between your fingers (being careful to handle only the edges of the tape), and apply the adhesive side of the tape gently, but firmly, to the surface to be sampled. Light pressure may be applied to the non-adhesive side of the tape; however, do not rub the tape back and forth or grind the tape into the surface as this will destroy conidiophores and other fungal structures needed for identification.
- 4) Stick the tape to the inside of the labeled re-sealable bag, or apply the tape to a clean microscope slide. <u>Do not fold the tape onto itself or put more than one sample inside the same bag.</u>
- 5) Write the sample information on a SanAir Technologies Laboratory Chain-of-Custody:

Sample Number
Sample Identification (e.g. location of sampling)
Sample Type (T for Tape)
Analysis Type (D1 and/or D2)
Turn-Around-Time (3, 6, 24, or 48 hours)



- 6) Repeat for each site remaining to be sampled.
- 7) Make sure the package used for shipping is well-cushioned to avoid breakage of slides during shipping. Consider packaging any slides into a slide box for extra protection.