Button Mushroom Spawn 100g, High-Yield Commercial White Button

From sporesyringes.co.uk/substrates/button-mushroom-spawn-100g, where the drawings move and the page is kept current.

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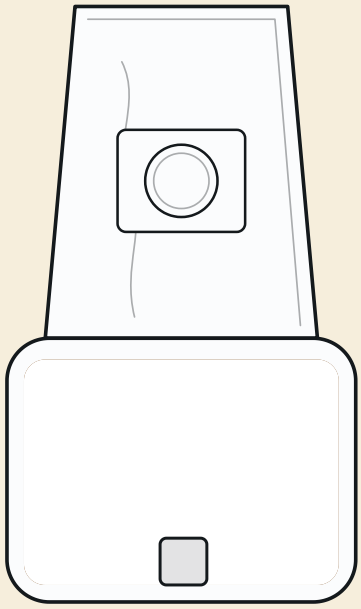
THE METHOD, STEP BY STEP





Day 20

1 Wipe the port with the alcohol swab

2 Needle through the port once; inject it all in one place

3 Tilt the bag so the liquid runs across the base; no mixing

4 Days 1 to 10: growth shows at the bottom; leave it alone

5 Day 10: break it up and mix well, through the plastic

6 Day 15: mix well again; five days between mixes

7 Day 20: every grain covered; ready for bulk substrate or a casing layer

About Button Mushroom Spawn 100g, High-Yield Commercial White Button

High-yield commercial white button mushroom spawn, 100 g, for growing button mushrooms in trays of mushroom compost. Button mushrooms are among the easiest types to grow, and a tray harvested every day can keep cropping for about six months.

What it is

High-yield commercial white button mushroom spawn, 100 g. Button mushrooms are among the easiest types to grow: the spawn goes into trays of mushroom compost, is kept warm until the mycelium shows, then cooled and covered with potting soil to bring on the mushrooms.

How to grow it

Use trays about 14 x 16 inches (36 x 41 cm) and around 6 inches (15 cm) deep, similar to seed flats.

- Fill the trays with mushroom compost and inoculate with the spawn
- Use a heating pad to raise the soil temperature to around 70 °F (21 °C) for about three weeks, or until you see the mycelium, the tiny threadlike roots

Drop the temperature to 55 to 60 °F (13 to 16 °C)

Cover the spawn with an inch or so (about 2.5 cm) of potting soil

Keep the soil moist by misting it with water and covering it with a damp cloth, misting the cloth again as it dries

Button mushrooms should appear within three to four weeks

Harvesting

Harvest when the caps open and the stalk can be cut from the stem with a sharp knife. Avoid pulling the mushrooms up, as this risks damaging the surrounding mushrooms that are still developing. Harvesting every day should give a continuous crop for about six months.

Size	100 g
Species	White button mushroom
Type	High-yield commercial spawn
Substrate	Mushroom compost in trays, covered with potting soil
Colonising temperature	Around 70 °F (21 °C) for about three weeks
Fruiting temperature	55 to 60 °F (13 to 16 °C)
Cropping	About six months with daily harvesting

Injection rules

Almost every contaminated bag we have ever replaced went wrong in the thirty seconds between opening the syringe and finishing the injection. The syringe, the needle and the bag all arrive sterile; the job is to keep them that way for those thirty seconds. These are the rules our sterile guarantee asks you to follow, and they apply to gourmet liquid cultures and spawn bags alike.

Rule 1: never heat, flame or wipe the needle

Every needle arrives gamma-irradiated sterile in its own wrapper, and the syringe casing and end cap keep the contents sterile. Flaming a needle leaves soot and a hot tip that kills what it touches; wiping it with alcohol drags whatever was on the wipe onto the one part that goes inside the bag. Use the needle straight from the wrapper. There is a sticker on every bag saying the same thing.

Rule 2: seat the needle properly

A loose needle is the other big cause of contamination. Push the needle hub onto the Luer lock and give it a quarter turn until it stops. It should not wobble. If it does, take it off and seat it again before you go anywhere near the bag.

Rule 3: work still, not clean

You do not need to sterilise the room. You need still air. Close the windows and doors, turn off fans and heating, and wait a minute for the air to settle. Wash and dry your hands, then keep them away from the needle. A still air box helps but is not required for a bag with a self-healing port.

Rule 4: go through the port, once

Every bag has a self-healing injection port. Push the needle through the centre of the port at a slight angle, inject, and withdraw in one movement. Do not inject through the plastic beside the port, do not make a second hole, and do not open the bag to "check" the grain.

Rule 5: how much, and where

Use the amount the product page for your bag gives, and inject all of it in one place. Do not move the needle tip about inside the bag and do not wind the needle round in the port: that can damage the port. The liquid is spread afterwards, not with the needle. An Inject-and-Forget bag is mixed straight after injection. A grain-based bag is tilted so the solution runs across the whole base of the bag.

Rule 6: wipe the port, and nothing else

Every bag comes with a small alcohol swab. Just before you inject, wipe the injection port with it, once, and give it a few seconds to dry. That is the only thing on the outside of the bag that gets wiped: not the needle, not the rest of the bag, and nothing afterwards. The port reseals itself; do not tape over it and do not wash the bag.

Rule 7: one syringe, one job

A syringe is a single-use item. Draw from a fresh syringe for each strain or culture, cap it if you have to pause, and do not put a used needle back into a sterile bottle.Spare needles can be added at the basket.

What happens next

The bag goes somewhere warm and dark and stays sealed until it is fully colonised. That part is covered by the incubation rules. Follow both sets of rules, buy the syringe and the bag together from us, and if the bag still contaminates before it is opened for the first time, the sterile guarantee replaces it.

Psilocybe cubensis spores sold on this site are supplied for microscopy and taxonomy only; germinating them is illegal in the UK and they are not for use with any growing product. These rules are written for gourmet liquid cultures.

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Incubation rules

Once the bag is injected, the work is done and the waiting starts. Our spawn bags and all-in-one grow bags are made to stay sealed from injection to first harvest, so the incubation rules are mostly about resisting the urge to help. These are the rules our sterile guarantee asks you to follow after the injection rules.

Rule 1: keep it sealed

Do not open the bag, cut the bag, or add anything through the port after the injection. The filter patch lets the bag breathe; nothing else needs to. A bag opened "to have a look" is no longer a sealed bag, and it is no longer covered by the guarantee.

Rule 2: warm, dark, still

Put the bag out of direct light, where it will not be moved or knocked, at the temperature for its type: 22 to 23 °C for a grain-based bag (the 50/50 all-in-one bag, the LightBag, the SprinkleBags and every rye grain spawn bag), and 26 to 27 °C for the brown rice flour Inject-and-Forget bags. Grain-based systems are kept cooler so the grain layer at the base does not dry out. An airing cupboard, the top of a wardrobe or a heated incubator all work; the LightBag is made to colonise in dim light, the others prefer dark. Do not put a bag on a radiator, on a heat mat with no thermostat, or in a window: mycelium that goes past 28 °C stalls, and hot bags sweat, which is what contaminants like.

Rule 3: mix on the schedule, not before

An Inject-and-Forget bag is mixed well, through the plastic, on the day it is injected. That same-day mix is the reason Inject-and-Forget bags work so fast. A grain-based bag is the opposite: leave the grain where it landed, and only break it up and shake it after day 10, once the spores have germinated. After any mix, leave at least five days before the next one so the mycelium comes back healthy. Shaking a grain bag before day 10, or mixing more often than every five days, breaks the early growth and spreads whatever else is in there. When you do mix, mix well: knead the bag through the plastic, not a little shake.

Rule 4: wait for full colonisation

White mycelium spreads from the germination points and joins up. In a grain-based bag you see it first on the bottom of the bag, where the solution ran. An Inject-and-Forget bag that was mixed straight after injection shows hundreds of germination points all through the substrate. A bag is ready when the grain is white all the way through with no yellow, brown or grey patches. That takes two to four weeks for most gourmet species at the right temperature, longer if the room is cool. Slow is not the same as failed.

Rule 5: know what contamination looks like

Green, blue-green, black or pink patches, a wet grey slime, or a sour smell through the filter patch are contamination. White fluffy growth, small drops of yellow-brown liquid on the mycelium and a mushroom smell are not. If you are unsure, photograph the bag against a plain background in daylight and send it to us before you do anything else; the contamination guide has pictures.

Rule 6: when the bag is fully white, move on

A grain bag is fully colonised when every grain is covered in mycelium. For a spawn bag, that is the moment to mix it into bulk substrate for a monotub or bag-tek, with the substrate calculator giving the quantities; a grain bag is not fruited without a bulk substrate or a casing layer. A fruit-from-the-bag system is usually ready to fruit by day 20 on our mixing schedule: mix first on day 10, again on day 15 and again on day 20, then place it into fruiting conditions, still sealed until the product page says to open it. Opening the bag for the first time is where the guarantee ends and the growing begins.

If something goes wrong

Contamination before the first opening, on a bag and syringe bought together from us and handled by these rules, is covered by the sterile guarantee. Send the claim form with photographs of the whole bag, the injection port and the filter patch, and your order reference, and we will replace it.

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