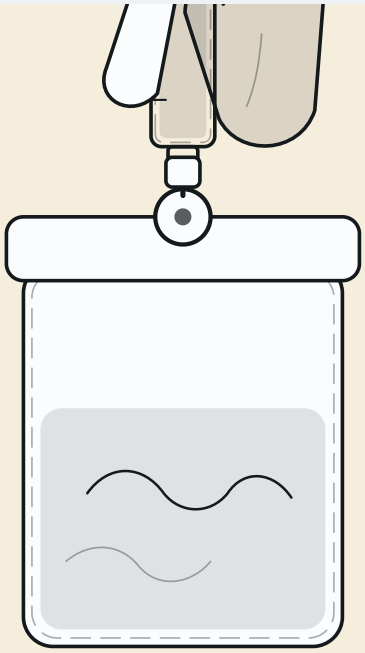
Liquid Culture Jar Making Kit 300ml, Jar, Injection Port, Filter, Magnetic Stirrer and LME

From sporesyringes.co.uk/lab-supplies/liquid-culture-jar-making-kit, where the drawings move and the page is kept current.

Scan for this page

THE METHOD, STEP BY STEP



1 Shake or swirl the jar to loosen the culture

2 Needle through the lid port; 14 g for thick culture

3 Draw slowly, keep the tip wet

4 Cap it, keep it cold

About Liquid Culture Jar Making Kit 300ml, Jar, Injection Port, Filter, Magnetic Stirrer and LME

The parts to build your own 300 ml liquid culture jar and keep it stirred: a glass jar and a lid with the holes already made, an injection port and an air filter to fit into them, high temperature sealant to fix them, a magnetic stirrer with its stir bar, and 12 g of light malt extract, enough for a litre of nutrient solution. Supplied as parts and non-sterile; you add the water and the pressure cooker.

What it is

A kit of parts, not a ready-made jar. The lid comes with its holes already made; the injection port and the air filter go into them and are sealed with the red high temperature silicone sealant. The port lets a needle in and out without the jar being opened, and the filter lets the culture breathe. The stir bar sits in the jar and the magnetic stirrer turns it from underneath, so a culture can be broken up for the syringe without the jar being shaken. Liquid culture is not included.

What is in the kit

Everything except the water and the culture.

- 1 × 300 ml glass jar
- 1 × lid, with the holes for the port and the filter already made

- 1 × injection port
- 1 × air filter
- 1 × magnetic stir bar
- 1 × magnetic stirrer
- 1 × tube of red high temperature silicone sealant
- 12 g light malt extract (LME), enough for 1 litre

How it is used

Build the lid first, then make and sterilise the nutrient solution in the jar. The malt extract is used at 12 g to the litre, so the bag makes five fills.

- Fit the injection port and the air filter into the holes in the lid, seal round them with the sealant and leave it to cure fully
- Dissolve 2.4 g of malt extract in 200 ml of water in the jar, which leaves 100 ml of air space, and drop in the stir bar
- Screw the lid on loosely and pressure cook until sterile, then tighten the lid while the jar is still hot
- When the jar has cooled, add a gourmet liquid culture through the port
- Before drawing culture into a syringe, stand the jar on the stirrer to break the culture up

Good to know

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 this product.

Jar	300 ml glass, lid with the holes for the port and filter already made
In the kit	Jar and lid, injection port, air filter, stir bar, magnetic stirrer, high temperature sealant, 12 g light malt extract
Recipe	2.4 g malt extract in 200 ml water per fill (12 g to 1 litre)
Malt extract	12 g, enough for five fills
Supplied	As parts, non-sterile, to assemble and sterilise yourself
You add	Water, scales for the malt extract, a pressure cooker and a liquid culture
Stirring	Magnetic stirrer under the jar, stir bar inside it

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.

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.

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.

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.

© SporeSyringes.co.uk. Printed from sporesyringes.co.uk/lab-supplies/liquid-culture-jar-making-kit.