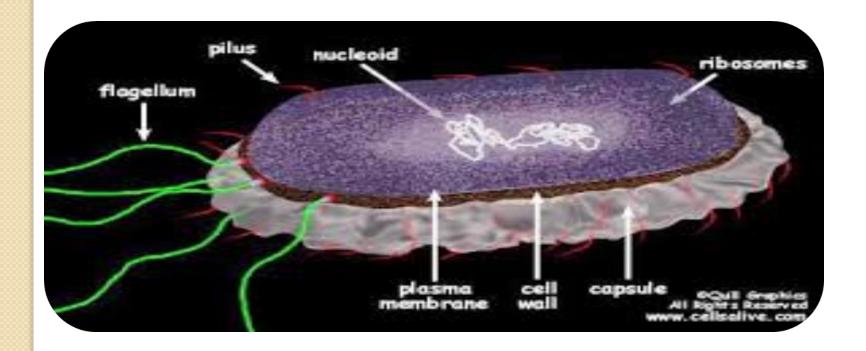


*By*Dr: SAMAR HAMED

Capsules are viscous subtance that form a covering layer around the cell.



Nature of bacterial capsule:

Sugar (polysaccharides)

Amino acids (amino acid polymers)

Examples of capsulated bacteria:

Klebsiella pneumoniae (gm-ve) >>>> polysaccharide

Bacillus anthracis (gm+ve)>>>>> polypeptide

Streptococcus pneumoniae (gm+ve)>>>> hyalouronic acid

Polysaccharide capsule is the most common type.

Capsule functions:

- Protect the cell from phagocytosis >>> virulence factor(inhance bacteria to cause disease)
- 2) Protect the cell from drying>>> contain water
- 3) Act as binding or adhesion agents for sticking cells together
- 4) Provide a food resreve when certain organic compounds are in excess.

<u>Colonies of bacteria growing on agar take a</u> <u>characteristic appearance:</u>

- Smooth (S) >>>> capsulated bacteria.
- Rouph (R)>>>> non capsulated bacteria

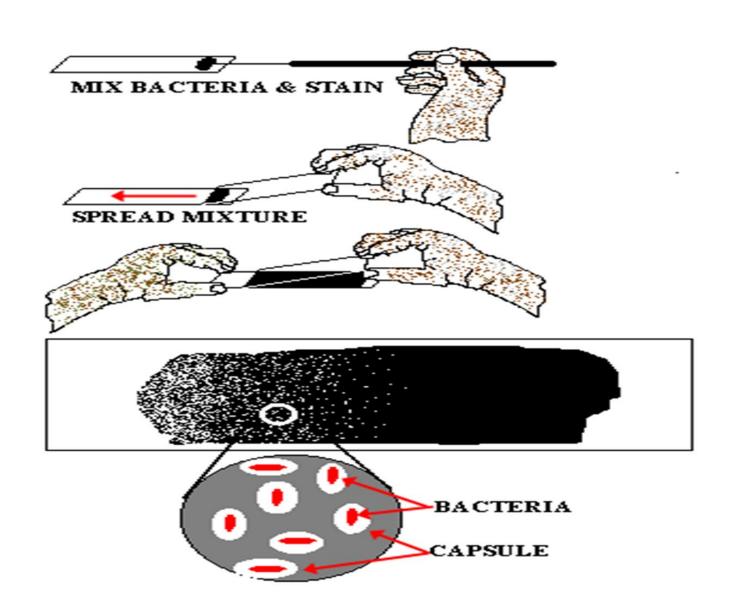
Smooth colonies of *K. pneumoniae*

Rouph colonies of *E. coli*



- 1- Mix a drop of Indian ink or nigrosin and a loopful bacterial suspension on one end of a slide.
- 2- Use another slide to spread the mixture. Leave it to airdry.

- 3- Flood the slide with crystal violet for 1 min. Very gently rinse with water and leave to air dry (no blot drying as it distorts capsules). Observe under oil immersion lens.
- You will see black or grey background and violet bacteria leaving a halo part which is the capsule.

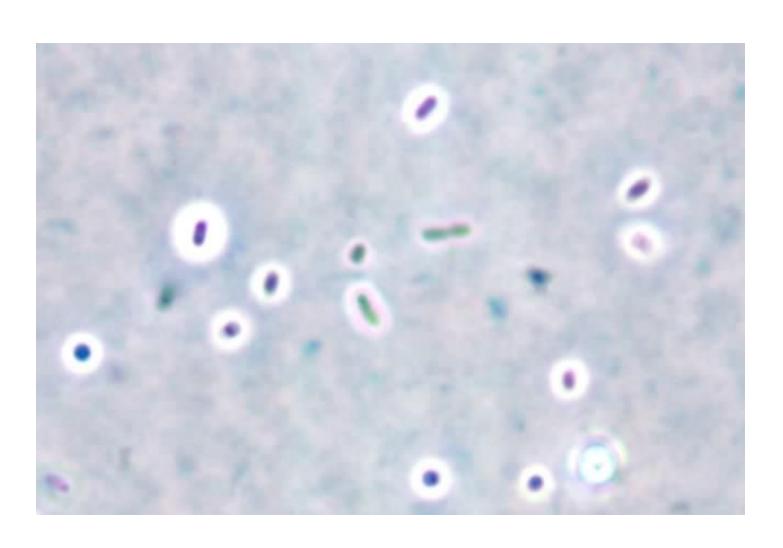


Capsule staining theory

- Capsule staining is a negative stain.
- Most staining techniques are based on fomation of ionic bond between the stain & the cell
- Capsules are nonionic >>>> so dyes will not bind to the capsule >>>> so capsule will not be stained
- nigrosin(-ve stain)>>>stain background only







	Capsulated organism	Non capsulated organism
name	Klebsiella pneumoniae	Escherichia coli
Shape	Short rod	Short rod
Arrangement	Single & scattered	Single & scattered
Color	Violet cell— colorless capsule — blue background	Violet cell– no capsule – blue background
Colony on solid media	smooth	rouph

