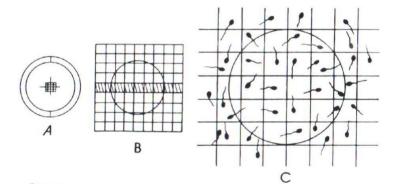
## Makler counting chamber

IMPORTANT: REMEMBER TO HEAT THE MAKLER AT 37°C BEFORE USING IT (10 MINUTES IN THE INCUBATOR OR ON HEATING STAGE).

- 1. Mix the specimen well, taking care to avoid formation of bubbles.
- 2. With the aid of a wooden rod or pipette, place a small drop in the centre of the disc area.
- 3. Grasp the cover glass with your fingers opposite the black dots and immediately place the cover glass on the four pins.
- 4. Press gently, looking again for the appearance of the color fringes.
- 5. The drop will spread on the entire area of the disc into a thickness of 10 microns.
- 6. Once the cover glass is in place, avoid touching, lifting and covering again, as this may change the uniform spread of sperm within the chamber.
- 7. Lift the chamber by its handles and place it on the stage of the microscope.
- 8. You may use the chamber grip to fit it properly.

## Sperm count:

The sperm heads within the squares of the grid are counted in the same way blood cell are counted in hemocytometer (Fig.).



In the event the number of sperm is substantial, count their number in a strip of 10 squares. This number represents their concentration in millions per mL.

Repeat this count in another strip or two, to determine the average. Alternatively, or optionally, it is recommended that the count be made from 2 or 3 other drops of the specimen to increase the reliability of count determination. In the case of oligospermic specimen, it is suggested to count sperm in the entire grid area. Five zeros are then added to the number counted and the result is the concentration in millions per mL.

## Cleaning and preparation for reuse:

Do not rinse or soak the chamber in tap water. Dip the brush into water or into noncorrosive antiseptic solution and simply wipe both sides of the glasses. Then, squeeze the brush and sponge off the remaining water. Finally dry the surface with the lint free lens paper.

Avoid touching the tips of the pins as much as possible.

The chamber is now ready for reuse.