

# Significant changes in the skin microbiome mediated by the sport of roller derby

Diverse bacterial communities live on and in human skin. These complex communities vary by skin location on the body, over time, between individuals, and between geographic regions. Culture-based studies have shown that human to human and human to surface contact mediates the dispersal of pathogens, yet little is currently known about the drivers of bacterial community assembly patterns on human skin. We hypothesized that participation in a sport involving skin to skin contact would result in detectable shifts in skin bacterial communities. We conducted a study during a flat track roller derby tournament, and found that teammates shared distinct skin microbial communities before and after playing against another team, but that opposing teams' bacterial communities converged during the course of a roller derby bout. Our results are consistent with the hypothesis that the human skin microbiome shifts during activities involving human to human contact, and that contact sports provide an ideal setting in which to evaluate dispersal of microorganisms between people.

# Significant changes in the skin microbiome mediated by the sport of roller derby

James F. Meadow<sup>1,\*</sup>, Ashley C. Bateman<sup>1</sup>, Keith M. Herkert<sup>1,2</sup>, Timothy K. O'Connor<sup>1,3</sup>, Jessica L. Green<sup>1,4</sup>

<sup>1</sup> Biology and the Built Environment Center, Institute of Ecology and Evolution, University of Oregon, Eugene, OR, USA

<sup>2</sup> Oregon Health & Science University, Portland, OR, USA

<sup>3</sup> Department of Ecology and Evolutionary Biology, University of Arizona, Tucson, AZ, USA

<sup>4</sup> Santa Fe Institute, Santa Fe, NM, USA

## \* Corresponding Author:

James F. Meadow

5289 University of Oregon

Eugene, OR 97403-5289

Phone: (406) 370-7157

E-mail: jfmeadow@gmail.com

## 1 Introduction

2 Microbial communities living on and in the human skin are diverse and complex. These communities,  
3 which vary greatly both within and among people, play an important role in human health and well-  
4 being. Skin microbial communities have been shown to mediate skin disorders, provide protection from  
5 pathogens, and regulate our immune system (Costello *et al.* 2009; Grice & Segre 2011; Human Microbiome  
6 Project Consortium 2012). Despite the importance of our skin microbiota, we still know very little about  
7 what shapes the distribution and diversity of the skin microbiome.

8 As for any other ecosystem, the composition of the skin microbiome is determined by some combination  
9 of two simultaneous ecological processes: the selection of certain microbial types by the skin environment  
10 and the dispersal of microbes from a pool of available species. Skin moisture, temperature, pH and  
11 exposure to ultraviolet light are all well documented environmental factors that affect skin microbial  
12 communities (Grice & Segre 2011). The microbial species available for dispersal onto the skin of any  
13 given individual likely stem from many sources including inanimate surfaces, people, pets, cosmetics,  
14 air and water (Capone *et al.* 2011; Costello *et al.* 2009; Dominguez-Bello *et al.* 2010; Fierer *et al.* 2008;  
15 Fujimura *et al.* 2010; Grice & Segre 2011; Hospodsky *et al.* 2012; Human Microbiome Project Consortium  
16 2012; Kembel *et al.* 2012). Our current understanding of the relative contributions from these potential  
17 sources is nascent. Human to surface and human to human contact have long been acknowledged as  
18 strong vectors for microbial dispersal in the medical literature, which has been largely focused on culture-  
19 based detection of single-species pathogen transmissions (Boyce *et al.* 1997; Casewell & Phillips 1977;  
20 Hamburger Jr. 1947; Noble *et al.* 1976; Pessoa-Silva *et al.* 2004; Pittet *et al.* 2006). In these culture-  
21 based studies, handshaking, as well as hand-contact with other parts of the body and room surfaces,  
22 have been identified as strong vectors of health care service infections, such as with methicillin-resistant  
23 *Staphylococcus aureus* (MRSA) and *Klebsiella* spp. (Casewell & Phillips 1977; Davis *et al.* 2012; Pittet  
24 *et al.* 2006). Given that human contact with surfaces, and especially the skin surfaces of others, has been  
25 shown to transfer individual microbial taxa, activities which involve human to human contact could be  
26 assumed to result in the sharing of skin microbial communities.

27 Here we explore how activities involving human to human contact influence the skin microbiome.  
28 We use a contact sport, flat track roller derby, as a model study system. Flat track roller derby is  
29 an organized team sport, played worldwide, that involves individuals roller-skating in close proximity

and making frequent contact with other players. Roller derby teams frequently engage in tournaments, where teams from different geographical locations come together to play, or 'bout' against one another for several days at a time. Flat track roller derby tournaments present an ideal setting in which to study the transmission of skin microbial communities during a full-contact sport for two main reasons. First, they provide an opportunity to assess if the skin microbiome from athletes that frequently come into contact with one another - members of the same team- have similar microbiomes. Second, they provide an opportunity to assess if skin microbiomes of athletes on opposing teams become more similar after competing against one another. Specifically, we addressed the following questions in our study: 1) Were players' skin microbiomes predicted by team membership; 2) Were team-specific skin microbiomes altered during a bout; and 3) Did opposing teams' skin microbiomes become more similar, or converge, after competing in a bout?

## Materials and Methods

### Flat-Track Roller Derby

For a full explanation of approved Womens Flat Track Derby Association rules, refer to [www.wftda.com](http://www.wftda.com). Briefly, a bout consists of two 30-minute periods, where two competing teams, each composed of up to 4 "blockers" and 1 "jammer," circle a track with the goal of facilitating their own jammer in accumulating points. Points are accrued when one team's jammer makes her second, and subsequent, pass through the pack of blockers, in effect lapping the pack. Activity occurs in intervals called "jams," and a single jam lasts for a maximum of 2 minutes. Flat track roller derby is a contact sport; blockers are allowed to initiate contact with another player to compete for track position using any of the following body parts: upper arm (shoulder to elbow), torso, hips, "booty," and mid to upper thigh. Roller derby tournaments often involve multiple pairwise bouts in a single day between several teams, one home team and multiple visiting teams from different geographical locations. Players within a team practice together on a regular basis, and thus come into frequent physical contact, and live in or near the same city. Teams involved in this study were from Eugene, OR (Emerald City Roller Girls); Washington, DC (DC Roller Girls) and San Jose, CA (Silicon Valley Roller Girls).

## Ethics Statement

Written consent forms were signed and collected from all participating subjects. The Institutional Review Board Initial Application Form for the study was reviewed and approved by the University of Oregon IRB with the Office for Protection of Human Subjects in January 2012 (protocol #10262011.038). The Willamalane Park and Recreation District Human Resources office granted written permission for the study to take place in their recreation facility. Written permission was acquired from the three teams coaches and administrators.

## Sample Collection

Microbial communities inhabiting skin vary greatly across the human body (Grice *et al.* 2009; 2008; Human Microbiome Project Consortium 2012). We chose the upper arm as our focal skin sample site. The upper arm is the one skin region on roller derby skaters that is nearly universally exposed and frequently contacted during a bout. All samples were collected Feb. 10, 2012, at the “Big O” Tournament in Eugene, OR, USA. The two bouts that were sampled took place at 12:00pm (Emerald City vs. Silicon Valley) and 6:00pm (Emerald City vs. DC). DC had already played in one bout the same day at 10:00am, but Emerald City and Silicon Valley had not played that day prior to bout 1. Samples were collected by swabbing individual’s upper arms in a c. 4 cm by 5 cm area of skin with nylon-flocked swabs (COPAN Flock Technologies, Brescia, Italy). Both arms were swabbed on each player at each sampling point. Samples were stored at -20° C until DNA extraction. Total number of jams was recored for each player, and multiplied by 2 minutes (maximum jam length) to approximate total time played per person. Four swab samples were also taken from the floor of the facility (track) following the tournament using the same swabbing method and surface area as the arm samples.

## DNA Extraction, amplification and sequencing

Whole genomic DNA was extracted using the MO BIO PowerWater DNA Isolation Kit (MO BIO Laboratories, Carlsbad, CA) according to manufacturers instructions with the following modifications: swab tips were incubated with Solution PW1 in a 65° C water bath for 15 minutes prior to bead beating; bead beating length was extended to 10 minutes; and samples were eluted in 50  $\mu$ L Solution PW6. Dual-arm samples from each player were combined for DNA extraction.

83 A region of the V4 region of the 16S rRNA gene was amplified using a modified F515/R806 primer com-  
 84 bination (5'-GTGCCAGCMGCCGCGGTAA-3', 5'-TACNVGGGTATCTAATCC-3') (Caporaso *et al.* 2011b;  
 85 Claesson *et al.* 2010). Amplification proceeded in two steps using a custom Illumina preparation proto-  
 86 col, where PCR1 was performed with forward primers that contained partial unique barcodes and partial  
 87 Illumina adapters. The remaining ends of the Illumina adapters were attached during PCR2, and bar-  
 88 codes were recombined *in silico* using paired-end reads. Adapter sequences are detailed in supplemental  
 89 materials. All extracted samples were amplified in triplicate for PCR1 and triplicates were pooled before  
 90 PCR2. PCR1 (25  $\mu$ L total volume per reaction) consisted of the following steps: 5  $\mu$ L GC buffer (Thermo  
 91 Fisher Scientific, U.S.A.), 0.5  $\mu$ L dNTPs (10mM, Invitrogen), 0.25  $\mu$ L Phusion Hotstart II polymerase  
 92 (Thermo Fisher Scientific, U.S.A.), 13.25  $\mu$ L certified nucleic-acid free water, 0.5  $\mu$ L forward primer, 0.5  
 93  $\mu$ L reverse primer, and 5  $\mu$ L template DNA. The PCR1 conditions were as follows: initial denaturation  
 94 for 2 minutes at 98° C; 22 cycles of 20 seconds at 98° C, 30 seconds at 50° C and 20 seconds at 72° C;  
 95 and 72° C for 2 minutes for final extension. After PCR1, the triplicate reactions were pooled and cleaned  
 96 with the QIAGEN Minelute PCR Purification Kit according to the manufacturers protocol (QIAGEN,  
 97 Germantown, MD). Ten  $\mu$ L of 3M NaOAc (pH 5.2) was added to decrease the pH of the pooled reactions  
 98 and facilitate efficient binding to the spin column during cleanup. Samples were eluted in 11.5  $\mu$ L of  
 99 Buffer EB. For PCR2, a single primer pair was used to add the remaining Illumina adaptor segments to  
 100 the ends of the concentrated amplicons of PCR1. The PCR2 (25  $\mu$ L volume per reaction) consisted of  
 101 the same combination of reagents that was used in PCR1, along with 5  $\mu$ L concentrated PCR1 product  
 102 as template. The PCR 2 conditions were as follows: 2 minutes denaturation at 98° C; 12 cycles of 20  
 103 seconds at 98° C, 30 seconds at 66° C and 20 seconds at 72° C; and 2 minutes at 72° C for final ex-  
 104 tension. Amplicons were size-selected by gel electrophoresis: gel bands at c. 440bp were extracted and  
 105 concentrated, using the ZR-96 Zymoclean Gel DNA Recovery Kit (ZYMO Research, Irvine, CA), fol-  
 106 lowing manufacturer's instructions, quantified using a Qubit Fluorometer (Invitrogen, NY), and pooled  
 107 in equimolar concentrations for library preparation for sequencing. Samples were sent to the Georgia  
 108 Genomics Facility at the University of Georgia (Athens, GA; [www.dna.uga.edu](http://www.dna.uga.edu)), and sequenced on the  
 109 Illumina MiSeq platform as paired-end reads. Duplicate MiSeq runs, each including all samples, were  
 110 combined prior to sequence processing.

## Sequence Processing

Raw sequences were processed using the FastX Toolkit ([http://hannonlab.cshl.edu/fastx\\_toolkit](http://hannonlab.cshl.edu/fastx_toolkit)) and the QIIME pipeline (Caporaso *et al.* 2010). Barcodes were recombined from paired-end reads, but only the forward read was used for analysis due to low quality in the reverse reads. All sequences were trimmed to 112 bp, including a 12 bp barcode, and low quality sequences were removed. Quality filtering settings were as follows: minimum 30 quality score over at least 75% of the sequence read; no ambiguous bases allowed; 1 primer mismatch allowed. After quality control and barcode assignment, the remaining 1,368,938 sequences were binned into operational taxonomic units (OTUs) at a 97% sequence similarity cutoff using uclust (Edgar 2010). The highest-quality sequences from each OTU cluster were taxonomically identified using BLAST reference sequences from Greengenes (DeSantis *et al.* 2006). Plant-chloroplast and mitochondrial OTUs were removed. Not all samples returned the same number of sequences. Following rarefaction precedents (e.g., Human Microbiome Project Consortium 2012; Kuczynski *et al.* 2010) we rarefied all samples to 500 sequences per sample. Samples with less than 500 sequences were not used in subsequent analyses (Table 1). Three of the track samples contained enough sequences to be considered in analysis, and were processed exactly as the rest of the samples, but were not used in any ordination analysis. Sequence files and metadata for all samples used in this study have been deposited in MG-RAST (ID 4506457.3 – 4506498.3).

## Statistical Analysis

All statistical analyses were performed in R. Community variation among samples, or  $\beta$ -diversity, was calculated using the quantitative, taxonomy-based Canberra distance, implemented in the **vegan** package (Oksanen *et al.* 2011). Non-metric multidimensional scaling (NMDS) was performed using the **bestnmds** function in the **labdsv** package (Roberts 2010), using 20 random starts. Discriminant analysis of within-group similarity was conducted using permutational MANOVA with the **adonis** function in **vegan**. To determine whether skin microbial communities became more similar to one another after playing in a bout, we used a  $\beta$ -dispersion test with the **betadisper** function in **vegan**. This test is a multivariate analog of Levene's test for homogeneity of variances (Anderson *et al.* 2006), and it tests for a significant difference in sample heterogeneity between groups (i.e. the spread of data points in ordination space). The relationship between time played and change in community composition was assessed with Pearson's

correlation test by comparing individual players' pairwise community distances with their estimated cumulative times during a bout.

## Results

Illumina sequencing of the V4 region of the 16S rRNA genes produced 1,368,938 barcoded sequences. After quality filtering and rarefaction, 82 samples were considered during analysis, taken from 3 teams and two bouts (Table 1). Emerald City Roller Girls (EC) played in both bouts and thus were included twice in the analyses as two different team groups; Silicon Roller Girls (SI) and DC Roller Girls (DC) played in the first and second bouts, respectively, against EC. Including EC players twice in the study allowed us to evaluate the change in community composition in a single team after playing successive bouts. Rarefaction to 500 sequences per sample left 1034 bacterial OTUs, with the most abundant OTU (*Corynebacterium* sp.) representing c. 34% of total sequences, and c. 55% of all OTUs represented by a single sequence. The bacterial taxa identified in our skin samples were consistent with what has been reported in other skin microbiome studies (e.g., Caporaso *et al.* 2011a; Costello *et al.* 2009; Grice & Segre 2011; Kong 2011) When considered at the taxonomic class level, the majority of sequences were *Actinobacteria* (57.9%), followed by *Bacilli* (23.4%), *Gammaproteobacteria* (7.4%), *Betaproteobacteria* (3.7%), *Alphaproteobacteria* (2.7%), and *Clostridia* (1.3%). All skin samples were dominated by skin-associated genera (especially *Corynebacterium*, *Micrococcus*, *Staphylococcus*, and *Acinetobacter*), and by oral-associated genera (including *Neisseria* and *Rothia*), both before and after boutting. Post-bout samples, however, did contain higher relative abundances of a few soil- and plant-associated genera, especially *Arthrobacter* and *Xanthomonas*. Normalized OTU richness, at the 500 sequences per sample level (mean richness = 67.6 OTUs), was not significantly different after a bout ( $t = 0.007$ ;  $p = 0.9$ ; from a Welch two-sample t-test), and neither was Shannon-Wiener Diversity ( $t = 0.11$ ;  $p = 0.9$ ; from a Welch two-sample t-test; mean = 2.66).

**Were players' skin microbiomes predicted by team membership?** Bacterial communities detected on players upper arms from different teams were significantly different before playing a bout, as well as after playing a bout (Table 2). In other words, the skin microbiome of an individual player was predicted by team membership. Teams clustered together in ordination space using a non-metric multidimensional scaling representation of players' skin microbiomes both before (Figure 1a) and after

(Figure 1b) playing a bout, based on Canberra taxonomic distances. Though team clustering is significant in both cases (before and after a bout), there is a greater degree of overlap between the teams following bouts.

The home team's pre-bout bacterial communities (EC) were more similar on average to communities detected on the track than the two visiting teams ( $p < 0.001$ ; from a Welch two-sample t-test; Figure 2). All players were more dissimilar on average from track samples (mean Canberra distance = 0.89) than from all other players (mean Canberra distance = 0.83;  $p < 0.001$ ; from a Welch two-sample t-test). Player bacterial communities did not become more similar to the track after a bout, and in fact both bout 2 teams (EC & DC) became less similar following a bout ( $p = 0.008$  &  $0.003$ , respectively; from Welch two-sample t-tests).

**Were team-specific skin microbiomes different after playing a bout?** When teams were considered separately, bacterial communities detected on players upper arms before a bout were significantly different than those detected after the bout in all cases (Table 2; Figure 3). We also detected a signal of already having played in a bout. Two teams, Emerald City and DC, had already played in a bout the morning of the tournament, and that was a significant predictor of community composition before the second bout ( $F$ -statistic = 2.16;  $p$ -value  $< 0.001$ ; EC ▲ & DC ▲ in Figure 1a).

**Did opposing teams' skin microbiomes become more similar after competing in a bout?** All players' skin microbiomes were more similar to one another after competing in a bout. To test this we conducted a  $\beta$ -dispersion test, which compared all players before and after bouting. A significant reduction in  $\beta$ -dispersion between groups (before vs. after) confirmed that communities became more similar (based on Canberra distances;  $F = 11.79$ ;  $p < 0.001$ ; Table 3; Figure 4). When each team was considered separately, both teams in bout 1 experienced a significant  $\beta$ -dispersion reduction as did EC after playing in bout2, while DC did not (Table 3; Figure 4). Both teams in bout 2 had already played a bout previously in the day; neither team in bout 1 had played during the same day. Changes in bacterial communities before and after a bout were not correlated with each players time spent in a bout (Pearsons correlation test;  $\rho = 0.12$ ;  $p = 0.45$ ).

## Discussion

Bacteria are ubiquitous. Those inhabiting the human body have received increased attention in recent years, owing to a greater appreciation of the interrelated nature of humans and their microbiome, an improved understanding of microbial ecology, and an unprecedented ability to detect fine-scale microbial community changes with high-throughput sequencing technology (Human Microbiome Project Consortium 2012). The skin is the largest organ and an important barrier that regulates microbial entry into the human body. Despite the importance of the skin ecosystem to human health and well-being, we know very little about the forces that shape microbial structure and composition in the skin environment. The present study was designed as a way to understand how human to human contact influences the skin microbiome, since contact has long been acknowledged as a major dispersal vector for skin bacterial communities (Hamburger Jr. 1947; Pittet *et al.* 2006).

We found that team membership was a strong predictor of the skin microbiome. This could be because the three teams surveyed were from three distinctly different geographic locations within the United States (Eugene, OR; San Jose, CA; and Washington, DC), each associated with a different climate, urban setting, and outdoor microbiota. These cities may also have very different environmental microbiota. Blaser *et al.* (2012) recently found that human populations from different geographical locations share distinct skin microbial communities. Consistent with this hypothesis, we found that home team (EC) microbiomes were more similar to their home track than either of the visiting teams prior to boutting. Since this is also the EC practice track, it is perhaps unsurprising that EC players share some of their microbiome with the track surface since they shed skin cells and frequently come into direct contact the floor. While a variety of factors likely contribute to this geographic signature, it is plausible that human contact plays a role. In our study, athletes on the same team likely share portions of their skin microbiomes during the many hours of practice every week. All teams appeared to retain their ‘microbial fingerprint’ even after playing a series of bouts.

Although teams retained their microbial fingerprint, we found that team microbial communities became overall more similar to one another after players competed in a bout. This was found both when considering all players together and when considering each team individually, though the latter was not the case for DC, who played in the second bout. Several reasonable explanations arise given these results: 1) players were coming into repeated physical contact with their teammates and those from opposing

222 teams, often using the sampled area of their upper arms, and potentially sharing portions of their skin  
223 microbiomes; 2) players were acquiring microbial transients from the built environment, since roller derby  
224 and crowd movements likely stirred up dust from the recreational venue, and players also frequently fall  
225 on the floor; and 3) all players were exercising, and exercise produces predictable changes in skin habi-  
226 tat conditions that are likely to affect bacterial communities. Although humans have been estimated  
227 to contribute more than  $10^6$  airborne microbial cells per-hour (Qian *et al.* 2012), culture-based disease  
228 transmission studies suggest that direct contact with humans and other surfaces is a stronger bacterial  
229 dispersal vector than airborne bodily dispersal (Casewell & Phillips 1977; Pessoa-Silva *et al.* 2004; Pittet  
230 *et al.* 2006). In our study we found that human to track surface contact did not seem to explain the  
231 observed shifts in community composition, since none of the four team groups became more similar to  
232 the track samples after playing in a bout. Together, this leaves the first of these potential mechanisms  
233 as a more parsimonious explanation than the second. The current study was not set up to conclusively  
234 rule out the potential for exercise-related bodily changes to alter skin bacterial communities, though it  
235 does seem unlikely that 60 minutes of elevated skin temperature and perspiration would be long enough  
236 for microbial growth dynamics to effect the magnitude of changes observed, given that bacterial doubling  
237 times generally exceed 20 minutes even in optimal conditions. It is possible that exercise results in migra-  
238 tion from subcutaneous habitats to the skin surface, but little is known about this potential mechanism.  
239 Our results can likely be attributed to both dispersal between humans and from the built environment,  
240 and athletic activities (change in pH, temperature and moisture at the skin surface), and future research  
241 into these two drivers can help to understand the controls on the human skin microbiome.

242 We know very little about how our social, family, and professional interactions shape our microbial  
243 identities. Contact sports are an ideal setting in which to study how human to human interactions  
244 influence our microbial ecosystems. As the rise of mega-cities and population growth continues, humans  
245 may experience an increased rate of person to person contact mediated by urban living and global  
246 travel. To predict the implications of these changes will require, in part, understanding the ecological  
247 and evolutionary forces that act on the skin microbiome. A thorough comprehension of the drivers of  
248 the skin microbiome is still emerging; novel approaches to studying our skin ecosystems will likely have  
249 lasting implications for health care, disease transmission, and our understanding of urban environment  
250 microbiology.

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## Figure Legends

**Figure 1. Variation in skin microbial community composition is significantly explained by team identity.** Ordination diagrams (axes 1 and 2 from separate 3-dimensional NMDS ordinations) summarizing similarity of skin bacterial community composition of all players. A) Points represent players before bout 1 (EC ● vs. SI ●) and before bout 2 (EC ▲ vs. DC ▲). Corresponding-colored ellipses show standard deviations around community variances from each team. The skin bacterial communities of the four team groups were significantly different before playing a bout ( $p < 0.001$ ; from permutational MANOVA on Canberra taxonomic distances). B) The four team groups are also significantly different after playing bouts ( $p < 0.001$ ), though more overlap is observed between teams after bout 1 (EC ○ vs. SI ○) and after bout 2 (EC △ vs. DC △). NMDS 3-dimensional stress = 19.66 (A) & 17.55 (B).

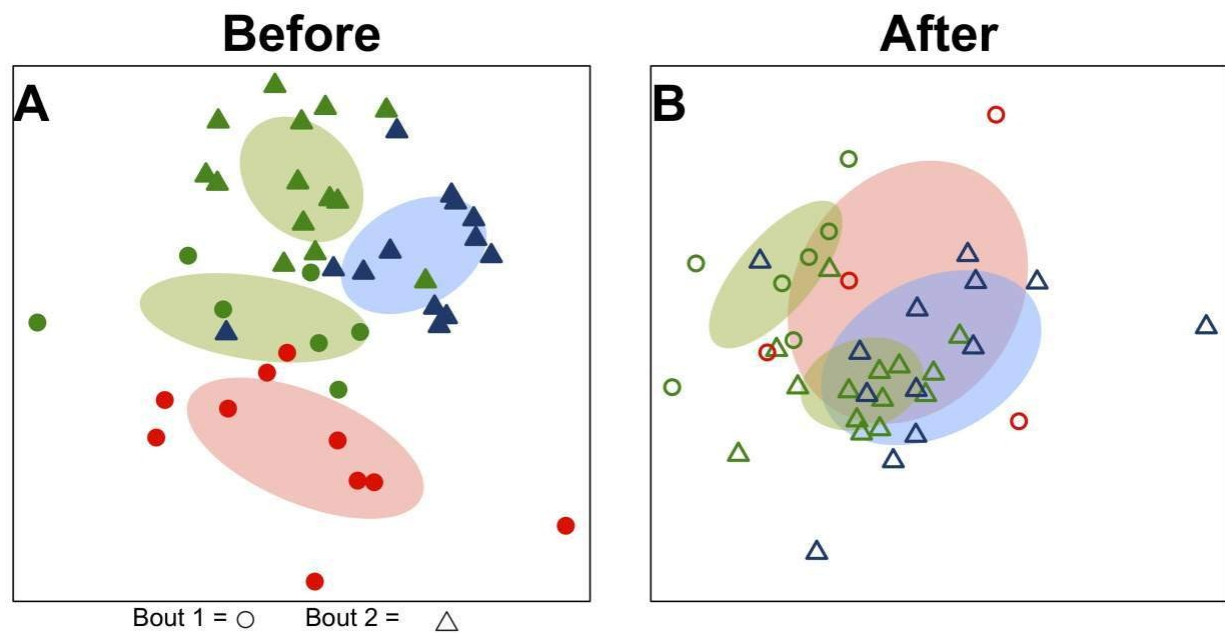
**Figure 2. Home team (EC) players' skin microbiomes were more similar to the microbial community detected on the roller derby track than visiting teams.** When each player's pre-bout skin microbiomes were compared to the microbial communities found on the track surface, **Emerald City** players skin microbiomes were significantly more similar on average to the three track samples than were the skin microbiomes of players from **Silicon Valley** or **DC**.

**Figure 3. Team-specific microbiomes are significantly different after playing in a bout.** NMDS ordination diagrams summarizing similarity of skin bacterial community composition when all players are compared within their own teams before and after a bout. All ordinations are based on Canberra taxonomic distances. A) Emerald City before ● and after ○ bout 1; B) Silicon Valley before ● and after ○ bout 1; C) Emerald City before ▲ and after △ bout 2; D) DC before ▲ and after △ bout 2. Corresponding-colored ellipses are standard deviations on community variances for each group. All teams showed significantly different microbial communities before vs. after a bout. NMDS 3-dimensional stress: A=8.1, B=10.47, C=16.2, D=17.65.

**Figure 4. Bacterial community variance is reduced after playing in a bout for all players and for three of the four teams individually.** When all players were considered, regardless of team identity, bacterial communities were significantly more similar to one another after a bout than they were before a bout ( $p < 0.001$ ). Both teams in bout 1 (EC and SI), as well as EC in bout 2, showed the same microbial community convergence. Points are jittered around the  $x$ -axis to more clearly describe distributions. All  $p$ -values are from  $\beta$ -dispersion tests; a lower mean community variance for the "after-bout" points means that players' skin microbiomes were more similar to one another after playing in a bout. Colored points correspond to Table 1 and Figures 1 and 3.

# Figure 1

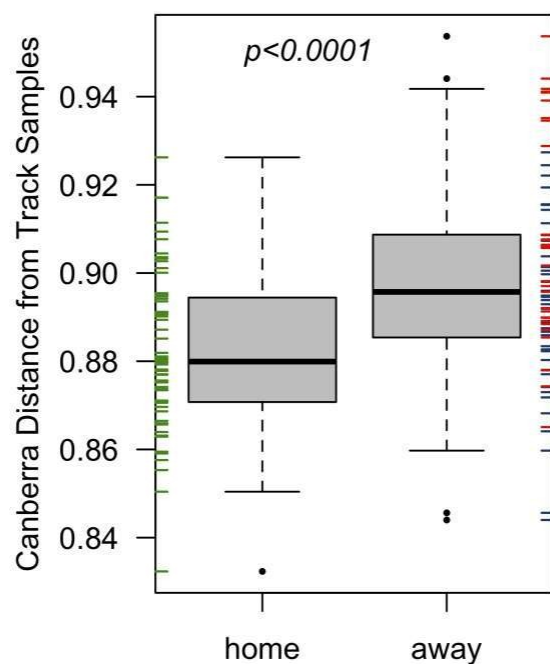
Figure 1



**Figure 1. Variation in skin microbial community composition is significantly explained by team identity.** Ordination diagrams (axes 1 and 2 from separate 3-dimensional NMDS ordinations) summarizing similarity of skin bacterial community composition of all players. A) Points represent players before bout 1 (EC ● vs. SI ●) and before bout 2 (EC ▲ vs. DC ▲). Corresponding-colored ellipses show standard deviations around community variances from each team. The skin bacterial communities of the four team groups were significantly different before playing a bout ( $p < 0.001$ ; from permutational MANOVA on Canberra taxonomic distances). B) The four team groups are also significantly different after playing bouts ( $p < 0.001$ ), though more overlap is observed between teams after bout 1 (EC ○ vs. SI ○) and after bout 2 (EC ▲ vs. DC ▲). NMDS 3-dimensional stress = 19.66 (A) & 17.55 (B).

## Figure 2

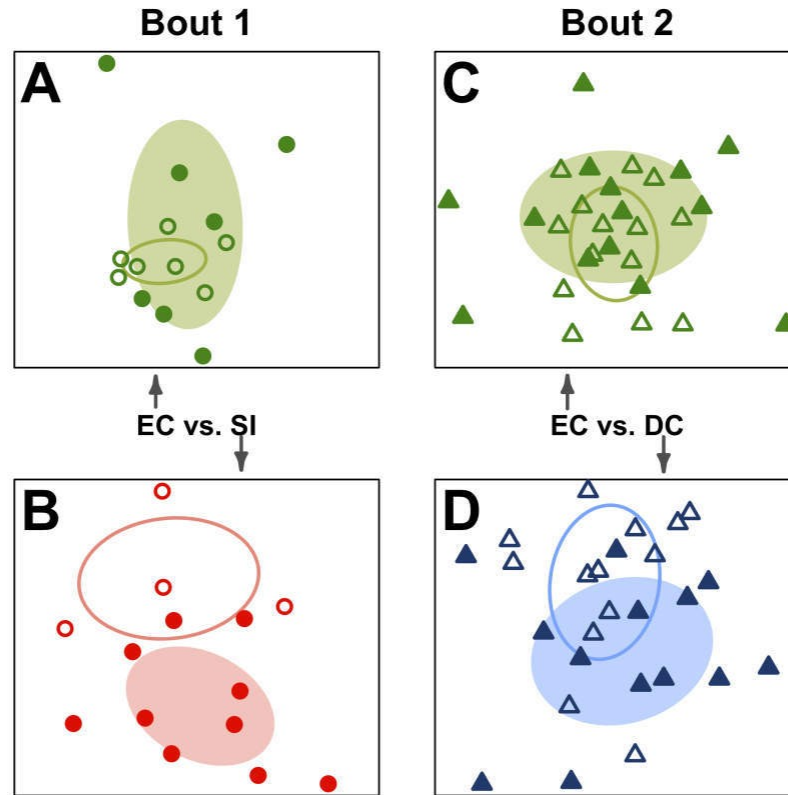
Figure 2



**Figure 2. Home team (EC) players' skin microbiomes were more similar to the microbial community detected on the roller derby track than visiting teams.** When each player's pre-bout skin microbiomes were compared to the microbial communities found on the track surface, **Emerald City** players skin microbiomes were significantly more similar on average to the three track samples than were the skin microbiomes of players from **Silicon Valley** or **DC**.

## Figure 3

Figure 3

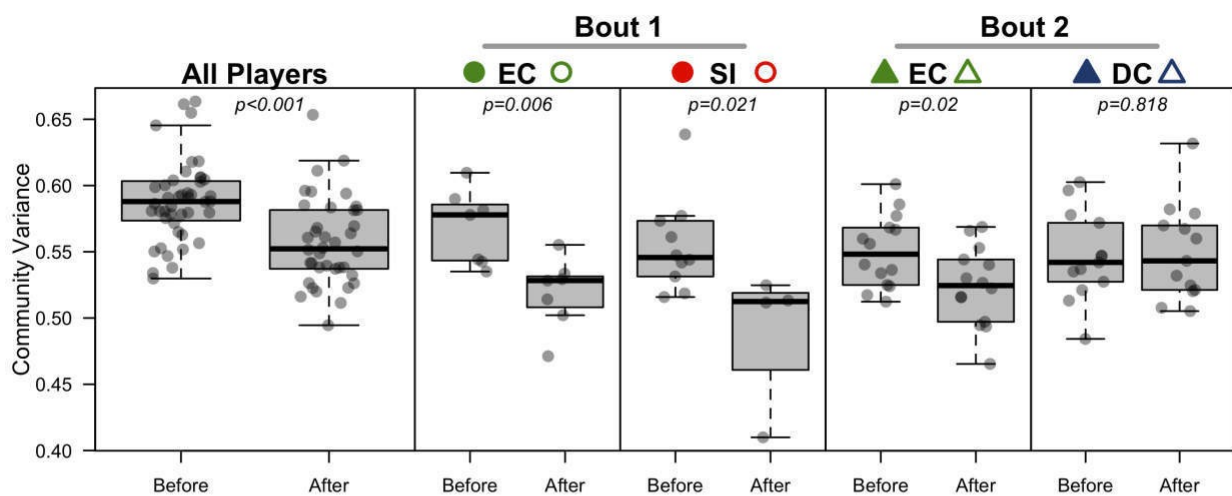


**Figure 3. Team-specific microbiomes are significantly different after playing in a bout.**

NMDS ordination diagrams summarizing similarity of skin bacterial community composition when all players are compared within their own teams before and after a bout. All ordinations are based on Canberra taxonomic distances. A) Emerald City before ● and after ○ bout 1; B) Silicon Valley before ● and after ○ bout 1; C) Emerald City before ▲ and after △ bout 2; D) DC before ▲ and after △ bout 2. Corresponding-colored ellipses are standard deviations on community variances for each group. All teams showed significantly different microbial communities before vs. after a bout. NMDS 3-dimensional stress: A=8.1, B=10.47, C=16.2, D=17.65.

## Figure 4

Figure 4



**Figure 4. Bacterial community variance is reduced after playing in a bout for all players and for three of the four teams individually.** When all players were considered, regardless of team identity, bacterial communities were significantly more similar to one another after a bout than they were before a bout ( $p < 0.001$ ). Both teams in bout 1 (EC and SI), as well as EC in bout 2, showed the same microbial community convergence. Points are jittered around the  $x$ -axis to more clearly describe distributions. All  $p$ -values are from  $\beta$ -dispersion tests; a lower mean community variance for the “after-bout” points means that players’ skin microbiomes were more similar to one another after playing in a bout. Colored points correspond to Table 1 and Figures 1 and 3.

# **Table 1**(on next page)

Table 1

**Table 1. Description of the two roller derby bouts considered in analyses.**

Team	<i>n</i> Players		Bout	1 <sup>st</sup> Bout of the Day
	Before	After		
Emerald City	● 7	○ 7	1	yes
Silicon Valley	● 10	○ 4	1	yes
Emerald City	▲ 14	△ 14	2	no
DC	▲ 13	△ 13	2	no

Two different bouts were sampled; bout 2 occurred approximately 5 hours after bout 1. Emerald City Roller Girls played in both bouts. Neither team in bout 1 had played a bout previously in the day, but both teams in bout 2 had done so. Total skin samples considered in analysis = 82. Colored points correspond to those used in all figures.

## Table 2 (on next page)

Table 2

**Table 2. Results from Permutational MANOVA on Canberra distances among skin bacterial communities sampled from players before and after bouts.**

Comparison	Team	DF <sub>resid</sub>	F-statistic	p-value	Bout
Before/After	Emerald City	12	1.25	0.017*	1
	Silicon Valley	12	1.39	0.005*	1
	Emerald City	26	1.22	0.011*	2
	DC	24	1.35	<0.001*	2
	all players	80	1.96	<0.001*	—
Before	all teams	40	1.74	<0.001*	—
After	all teams	34	1.27	<0.001*	—

\* Significant at  $p < 0.05$  level.

Each team was considered individually when testing for intra-team before/after community shifts, while teams were considered together for the “all players” before/after test. Team identity was used as a grouping factor to test inter-team clustering (“all teams”), both before and after bouts. Emerald City was considered to be two different teams (bout 1 and bout 2) in analyses.

# **Table 3**(on next page)

Table 3

**Table 3. Results from  $\beta$ -dispersion ANOVA on Canberra distances when comparing community variances from each team before and after, as well as all players regardless of team identity.**

Team	DF <sub>resid</sub>	F-statistic	p-value	Bout
Emerald City	12	11.34	0.006*	1
Silicon Valley	12	7.16	0.02*	1
Emerald City	26	6.03	0.02*	2
DC	24	0.05	0.82	2
all players	80	19.07	<0.001	—

\* Significant at  $p < 0.05$  level.

The first four tests describe  $\beta$ -dispersion tests (comparison of within-team bacterial community variance) when each team is considered individually before and after a bout, and the fifth ignores team identity. Results indicate that skin bacterial communities from Emerald City (bout 1) and Silicon Valley players both became more similar following a bout, as did Emerald City from their 2nd bout. But this was not the case for DC after playing in bout 2. Bacterial communities became more similar when all players were considered in the same analysis.