

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

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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

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

41 **Materials and Methods**

42 **Flat-Track Roller Derby**

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

56 **Ethics Statement**

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

63 **Sample Collection**

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

77 **DNA Extraction, amplification and sequencing**

78 Whole genomic DNA was extracted using the MO BIO PowerWater DNA Isolation Kit (MO BIO Labo-
79 ratories, Carlsbad, CA) according to manufacturers instructions with the following modifications: swab
80 tips were incubated with Solution PW1 in a 65° C water bath for 15 minutes prior to bead beating; bead
81 beating length was extended to 10 minutes; and samples were eluted in 50 μ L Solution PW6. Dual-arm
82 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 μ L total volume per reaction) consisted of the following steps: 5 μ L GC buffer (Thermo
91 Fisher Scientific, U.S.A.), 0.5 μ L dNTPs (10mM, Invitrogen), 0.25 μ L Phusion Hotstart II polymerase
92 (Thermo Fisher Scientific, U.S.A.), 13.25 μ L certified nucleic-acid free water, 0.5 μ L forward primer, 0.5
93 μ L reverse primer, and 5 μ 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 μ 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 μ 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 μ L volume per reaction) consisted of
101 the same combination of reagents that was used in PCR1, along with 5 μ 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), 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.

111 Sequence Processing

112 Raw sequences were processed using the FastX Toolkit (http://hannonlab.cshl.edu/fastx_toolkit) and the
113 QIIME pipeline (Caporaso *et al.* 2010). Barcodes were recombined from paired-end reads, but only the
114 forward read was used for analysis due to low quality in the reverse reads. All sequences were trimmed to
115 112 bp, including a 12 bp barcode, and low quality sequences were removed. Quality filtering settings were
116 as follows: minimum 30 quality score over at least 75% of the sequence read; no ambiguous bases allowed;
117 1 primer mismatch allowed. After quality control and barcode assignment, the remaining 1,368,938
118 sequences were binned into operational taxonomic units (OTUs) at a 97% sequence similarity cutoff
119 using `ucrust` (Edgar 2010). The highest-quality sequences from each OTU cluster were taxonomically
120 identified using BLAST reference sequences from Greengenes (DeSantis *et al.* 2006). Plant-chloroplast and
121 mitochondrial OTUs were removed. Not all samples returned the same number of sequences. Following
122 rarefaction precedents (e.g., Human Microbiome Project Consortium 2012; Kuczynski *et al.* 2010) we
123 rarefied all samples to 500 sequences per sample. Samples with less than 500 sequences were not used in
124 subsequent analyses (Table 1). Three of the track samples contained enough sequences to be considered
125 in analysis, and were processed exactly as the rest of the samples, but were not used in any ordination
126 analysis. Sequence files and metadata for all samples used in this study have been deposited in MG-RAST
127 (ID 4506457.3 – 4506498.3).

128 Statistical Analysis

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

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

141 Results

142 Illumina sequencing of the V4 region of the 16S rRNA genes produced 1,368,938 barcoded sequences.
143 After quality filtering and rarefaction, 82 samples were considered during analysis, taken from 3 teams
144 and two bouts (Table 1). Emerald City Roller Girls (EC) played in both bouts and thus were included
145 twice in the analyses as two different team groups; Silicon Roller Girls (SI) and DC Roller Girls (DC)
146 played in the first and second bouts, respectively, against EC. Including EC players twice in the study
147 allowed us to evaluate the change in community composition in a single team after playing successive
148 bouts. Rarefaction to 500 sequences per sample left 1034 bacterial OTUs, with the most abundant OTU
149 (*Corynebacterium* sp.) representing c. 34% of total sequences, and c. 55% of all OTUs represented by
150 a single sequence. The bacterial taxa identified in our skin samples were consistent with what has been
151 reported in other skin microbiome studies (e.g., Caporaso *et al.* 2011a; Costello *et al.* 2009; Grice &
152 Segre 2011; Kong 2011) When considered at the taxonomic class level, the majority of sequences were
153 *Actinobacteria* (57.9%), followed by *Bacilli* (23.4%), *Gammaproteobacteria* (7.4%), *Betaproteobacteria*
154 (3.7%), *Alphaproteobacteria* (2.7%), and *Clostridia* (1.3%). All skin samples were dominated by skin-
155 associated genera (especially *Corynebacterium*, *Micrococcus*, *Staphylococcus*, and *Acinetobacter*), and
156 by oral-associated genera (including *Neisseria* and *Rothia*), both before and after bouting. Post-bout
157 samples, however, did contain higher relative abundances of a few soil- and plant-associated genera,
158 especially *Arthrobacter* and *Xanthomonas*. Normalized OTU richness, at the 500 sequences per sample
159 level (mean richness = 67.6 OTUs), was not significantly different after a bout ($t = 0.007$; $p = 0.9$; from
160 a Welch two-sample t-test), and neither was Shannon-Wiener Diversity ($t = 0.11$; $p = 0.9$; from a Welch
161 two-sample t-test; mean = 2.66).

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

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

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

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

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

193 Discussion

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

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

217 Although teams retained their microbial fingerprint, we found that team microbial communities be-
218 came overall more similar to one another after players competed in a bout. This was found both when
219 considering all players together and when considering each team individually, though the latter was not
220 the case for DC, who played in the second bout. Several reasonable explanations arise given these results:
221 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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339 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 β -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

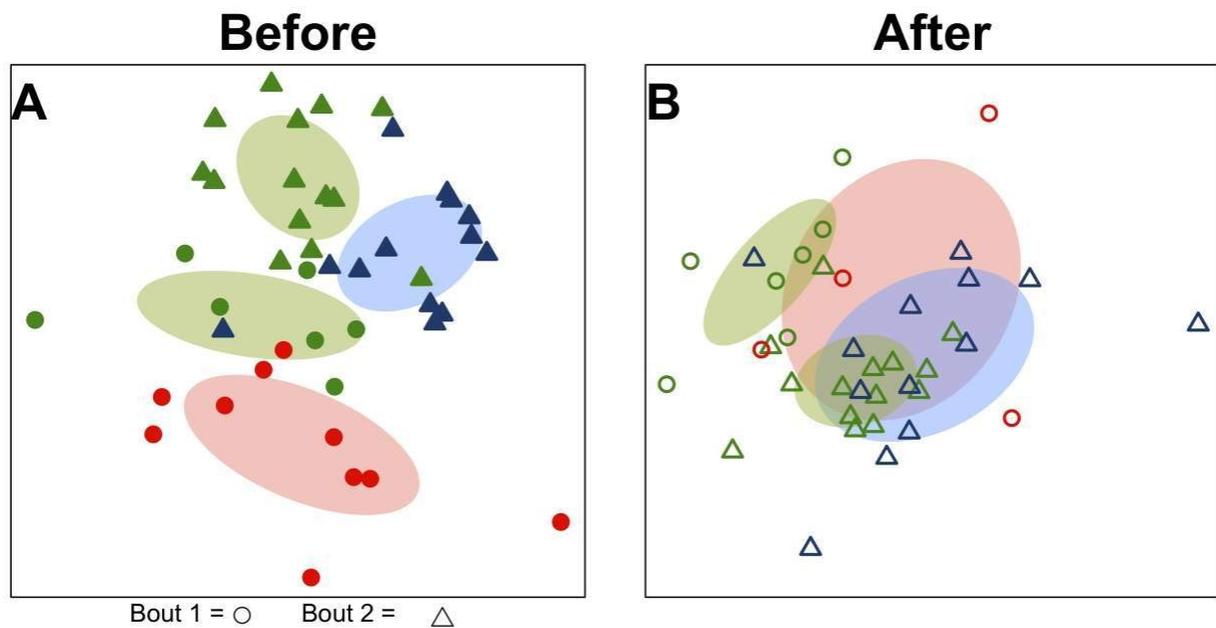


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Figure 2

Figure 2

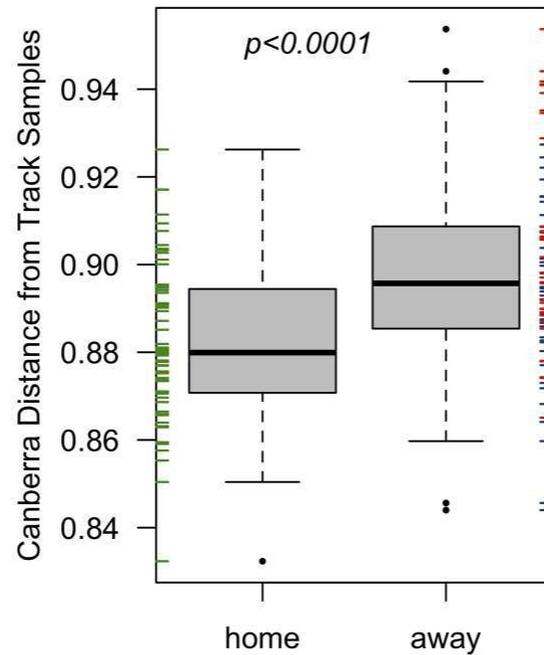


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Figure 3

Figure 3

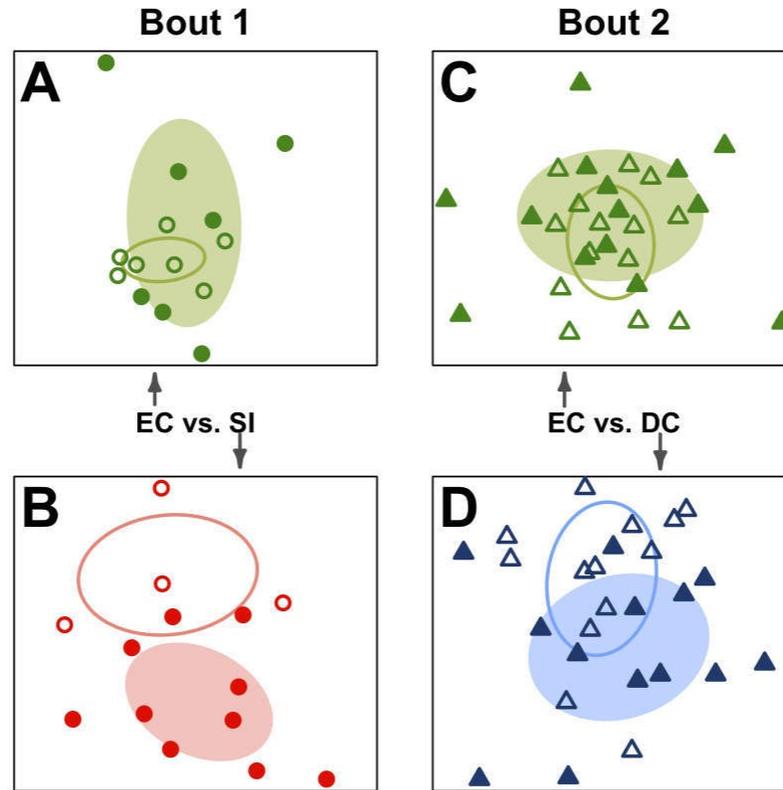


Figure 3. Team-specific microbiomes are significantly different after playing in a bout.

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

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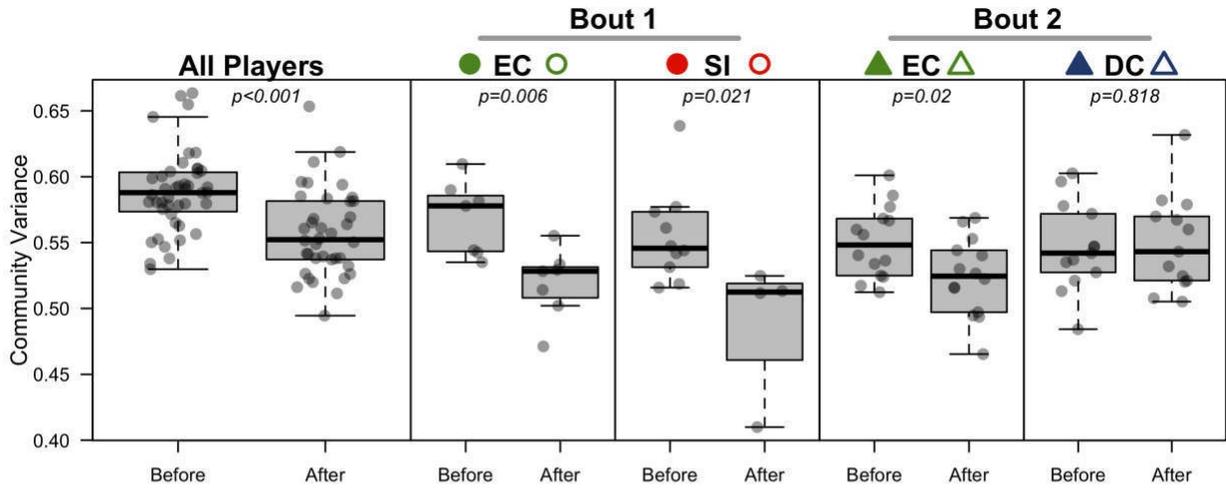


Figure 4. Bacterial community variance is reduced after playing in a bout for all players and for three of the four teams individually. When all players were considered, regardless of team identity, bacterial communities were significantly more similar to one another after a bout than they were before 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 β -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 st 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 _{resid}	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 β -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 _{resid}	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 β -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.