**Escape From Davey Jones’ Locker: A Tale of IV Heparin Competency**

The infamous pirate captain, Barnabas Thundergrouch, gazed into the depths of the murky ocean, his heart heavy with despair. His ship, the Treasure Trawler, had been overtaken by a tempest of unimaginable strength. In the chaos, most of his crew had been swallowed by the sea, and Captain Thundergrouch found himself standing on the deck with only 3 remaining crew members, facing imminent demise.

As his ship sank into the watery abyss, a powerful force yanked Barnabas and his remaining lackies down with it. They fought against the pull, but it was futile. Before they knew it, they were engulfed in red , their body sinking deeper and deeper into a mysterious red tunnel into cold, watery depths.

Determined to escape the crimson prison, Barnabas and crew began to explore their surroundings when they encountered a mermaid named Marina, who had been trapped in Davy Jones' Locker for centuries. She possessed a profound knowledge of the sea's mysteries and agreed to assist the captain and his remaining crew their escape if they can choose the correct Lee Health Heparin protocol to treat her patient – Kittly Klottsbad. (give team scenario with MAR screen shots).

Go left for low dose – go right for high dose

If they go left, they run into a large heart guarded by a skeleton holding a sign that says “You will never escape Davy Jones’ locker if you don’t turn around.”

If they go right, they encounter a pair of lungs with a locked door. Marina, the mermaid reveals that there is hidden passage within the Locker—an ethereal gateway known as the "Portal of Lost Hope." She explained that it is the only escape to freedom and could only be unlocked by using the rusted key she found among ancient ship wreckage to unlock the treasure chest that contains a magical artifact. She has tried for centuries to find the chest, but it is hidden deep within a treacherous underwater cavern. Marina agrees to give them the key, but only if after they correctly guess the combination to the lock on the door that opens into Davey Jones’ locker and only if they agree to take her with them. The captain reluctantly agrees.

Marina tells them that they must correctly enter Kitty’s dosing weight (provided on the scenario) as the combination to the lock. **(115kg)**

After correctly entering the combination, with the key clutched tightly in his hand, Barnabas opened the door to the mysterious underground world and he, his crew and Marina embarked on their perilous journey.

Once inside, Marina revealed that to truly escape Davey Jones’ locker, Barnabas and his men would have to find many clues and solve many riddles along their way. She explains that each time they correctly solve a riddle, puzzle, or question, they will be awarded with a puzzle piece that will help them to discover the location of the magical artifact. Undeterred by the perils ahead, (giant anglerfish, treacherous underwater currents, and menacing krakens that lurked in the darkness), Barnabas agreed to Marina’s demands.

Clue card number 1: You cannot initiate a heparin drip before drawing these?

There will be different lab tubes scattered among the treasures – all will contain scrolls and transparencies with portions of a pictures, but only 2 will contain scrolls with the words “All labs or WNL. Initiate heparin drip at 0900” and transparencies, when put together will read “Program me” and have a picture of a heparin vial – Marina hands them their first puzzle piece once they have selected the correct vials (blue and purple)

Barnabas and his team must find the pump with the sign that says, “Program me” and has syringes filled with different bolus doses hanging from pole, they must select the correct initial bolus and program the pump. The initial rate will be greater than the maximum initial rate of 40ml/hr, so they will need to adjust the rate to 40.

Marina is impressed with Barnabas and his crewmen’s knowledge of the Lee Health Heparin protocol but advises Barnabas that they cannot continue without explaining what is meant by “high alert” medication and how that correlates to a heparin gtt (**dbl sign when initiating the drip, giving a bolus, changing the rate, or hanging a new bag).**

Once again impressed by Barnabas and his crew, Marina provides them with the second puzzle piece, but advises them that there are more clues to discover. She hands them their 2nd clue card that reads: “Make sure that you consume plenty of this fruit during your sea voyages to prevent scurvy”

There will be assorted fruits scattered among the treasures (orange, apple, banana). There will be a blue key attached to the orange and clue card #3 that that reads: use me to open the lock and reveal the next clue.” There is a blue lock on a box and inside the box is the clue #4 that says “Sometimes things cannot be seen with the naked eye. Use the key to open the lock on the chest which contains a tool to illuminate the next clue”. (They must locate the chest with the red lock. They key is marked with red)

Inside the chest is clue #5 written in invisible ink which reads: “Find the clock that correctly shows the time that you must draw the next aPTT: (**1500**) - Marina gives them the 3rd puzzle piece for selecting the right clock.

The clock that shows 1500 will contain a 1532 aPTT result of 44. There will be vials next to an IV pump with different ml’s of heparin in them. They must select the appropriate bolus dose. There will also be laminated screen shots of IV pumps programmed to different doses and rates. They must select the correct one.

Marina is once again very impressed with the team and rewards them with another puzzle piece and clue card 6 which reads: “tik tok goes the clock – it’s time to draw your next aPTT.”

The team must locate the clock that indicates it is **9:32PM**. Attached to the clock is a clue that says “it now 2252 and you have an aPTT of one seventy two – tell the mermaid what to do” – **\*\*\*****Stop the drip, draw a STAT aPTT every two hours until the aPTT is less than 150, then resume the drip at 3 units/kg/hr less and do not rebolus\*\*\***

Marina is astounded at the wisdom of Barnabas and his crew. She rewards them with another puzzle piece and clue card 7 which reads: “You will find your next clue if you correctly complete this sentence: “It’s time to hoist the sails and raise the ????” (**flags** that say 0002, 0010, 0015, 0020

The team finds the correct pirate flag and they must find the clock that reads 0002: you drew your next aPTT at 0002 at 0035 you got a result of aPTT 147. Using the cipher provided by Marina, select the bottles whose symbols represents the new dose, rate, bolus, and the time the next aPTT is due. (ie. 19, 26, 0, 0635).They will need to omit the decimal point)

Marina rewards the team with the final puzzle piece and provide them with the final clue:

In darkness they gather, a fearsome sight,

Empty sockets staring with ghostly light.

Silent sentinels of tales untold,

Their bony presence, a mystery to behold.

Hollow and haunting, symbols of death,

Whispering secrets with each silent breath.

Guardians of secrets, wise and cryptic,

Their presence mysterious, yet oddly specific.

Ponder their meaning, their eerie allure,

A riddle of terror, a puzzle to explore.

What are they, these grinning faces so grim?

A clue lies within, let your thoughts swim.

There will be several skulls among the treasures. 3 will have a piece of Velcro and clues inside them that says “round and round and round we go, where we stop, only the mermaid knows.” There will be a lazy susan with 3 pieces of Velcro on which to place the skulls. One skull will have a mermaid on the top. They must spin the lazy susan so that the mermaid aligns with the box with a mermaid on it.

Barnabas uses the rusty key to open the lock and there, Inside the box, they found the magical artifact—a luminous, shimmering conch shell. The conch shell is sitting on a map that guides the captain and his crew to the entrance of the Portal of Lost Hope.

As the Portal of Lost Hope materialized before them, Captain Thundergrouch knew their moment of escape had arrived. Hand in hand, they stepped through the shimmering gateway and emerged into the open ocean, bathed in warm sunlight. Marina instructs Barnabus to put the puzzle pieces together to see one final message: the anecdote to heparin is????, She holds her hand out with 5 coins labeled vitamin K, romazicon, Narcan, protamine, factor 5.

Captain Thundergrouch, his crewmen and Marina emerged from Davy Jones' Locker, forever changed by their ordeal. They bid each other farewell, knowing their destinies lay in separate worlds. Barnabas returned to his life as a sailor, carrying the memory of his escape from the Locker as a testament to the indomitable spirit of those who dare to defy the sea's clutches.