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

Now that you are inside, to truly escape Davey Jones’ locker, you will have to find many clues and solve many riddles along the way. Each time you correctly solve a riddle, puzzle, or question, you will be awarded with a puzzle piece that will help you to discover the location of the magical artifact. There will be many perils ahead, (giant anglerfish, treacherous underwater currents, and menacing krakens that lurk in the darkness), Do you agree to these demands?

Here is your first clue.

Give the group clue card number 1: You cannot initiate a heparin drip before drawing these?

Script 3