**Booth Instructions**

1. Collect a transportation ticket
2. Verify they have their IDs. If they don’t have all 3 IDs (State ID, Social Security, and Birth Certificate) you cannot help them.
3. Spread cards out and let them pick the one they want (remember to collect the card back from the participant)
4. If they present a wild card - keep the wild card and mark on their life card that they took care of it
5. Remember- check marks represent positive interactions and x's represent negative
6. No agency can cash/accept checks except for the bank.

**Plasma Instructions**

* Each person must draw a card that will determine whether they can donate plasma or not.
* They may donate twice a week for a payment of $25 the first time and $25 the second time. Each trip requires a new card to be drawn and you must see ID and take a transportation token with each trip. They must go to the end of the line after the 1st donation. Issue the participant a check for $25 for their first weekly donation and $25 for their second weekly donation.
* Mark their plasma cards in the box with the corresponding week and trip information to reflect what happened. Place a 🗷 on the plasma section of their life card if they were unable to donate and a 🗹 if they were able to donate.

\*\*\*On the participant's Life Cards: 🗹 represents a good transaction

🗷 represents a negative transaction

\*\* It is not possible to predict every scenario that you may see. Please have fun with your role and keep in mind we want participants to understand the struggle associated with the return to society.

**Plasma Box Inventory**

Please verify that all items are in your box.   
Contact a facilitator if anything is missing

* Ink Pen
* Notepad for Taking Notes
* Payment Vouchers
* Plasma action cards
* Name displays for table
* Instructions



If they complete a “Wild Card” at your booth, put a 🗹

Mark a 🗷 or 🗹