



**START**

THE MYSTERY

2018

The logo features the word "START" in large, bold, yellow letters. The letter "T" has a vertical stroke that forms the handle of a scythe. Above the "T", there is a circular emblem containing the year "2018". Below the "T", the words "THE MYSTERY" are written in a smaller, yellow, sans-serif font.

# DEAR DETECTIVE DELEGATE

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Thanks for coming to conference! This day wouldn't have been possible without you, so we're all thankful you could make it. We hope that throughout this weekend, you create amazing memories, learn more about yourself, and connect with friends, new and old alike. We know you'll come out as a better **detective, leader, and person.**

If you're reading this during the conference, you should probably STOP! Spend this valuable time with the people around you. This manual will be around after the conference but the extraordinary people around you won't be. If you're scared or nervous, then know that everywhere around you there are people willing to **talk, help, and care.** Stop by and say hi to any of the executives - we'd love to chat!

If you're reading this after conference, there's a chance this manual is bringing back good memories, and you might even be sad that it's all over... don't be! Just like in our closing circle, you know that there are people all around who you still share the bonds you made during the conference. We encourage you to message your LD, or maybe even make a group chat. Of course, we're both always open to a message – we'd love to get to know you. Whether you are reading this a week after conference or a year after conference, the offer always stands. You did a great job solving this weekend's case, Detective - **welcome to the team.**

Until our next mission,  
Tanzim Pathan and Maanav Dalal  
START 2018 Chairs

## Tanzim Pathan | Chair

Conferences are exhausting, both to attend and plan. Yet, this hectic and inspiring weekend has provided me with unforgettable experiences and friends year after year. It has been an honour to organize this conference, and I hope attending START 2018 is just as rewarding of an experience for you.

# MEET THE TEAM

## Maanav Dalal | Chair

Hey Detectives!

I hope you're having / had an amazing time. START has been especially special to me throughout my high school career, and I hope that it's a special memory for you too. I hope that you walk out of conference with many new friends and amazing memories. Feel free to say hi if you see me at conference or in the halls, and don't hesitate to ask for anything if you need it!

## Eeshita Nalawade | MLD

Welcome to the START of the best two days of your life. This is it, we made it bois! It's your time to shine. So go out there, make some memories, do something new, experience life at its best, and you might just solve the mystery while you're at it! Here's to the beginning of something new, and to the memories that will last forever. Here's to START 2018.

## Malavika Patel | MLD

The last day of conference is always a bitter sweet experience. Although, conference may have ended, this experience should never end. After START, think of every day like its conference, take risks, talk to new people and most importantly enjoy this journey. Before you know, it you'll be in grade 12 and then off to university. With that being said, I hope START serves as a stepping stone for you to succeed in all your future endeavors.

## Agrata Pradhan | MLD

Though START may be over, the things you've managed to cop in your delegate bags will forever remain. I hope START was to you what it was for me the first time around, an unforgettable memory to cherish throughout the years & tbh throughout your life. I love all you lil delegates (who are highkey taller than me) & volunteer mans who decided to steal the extra delegate manuals.

## Sheshank Suresh | MLD

Hope y'all are excited for one of the most amazing experiences you will ever have in high school! First off, a lil advice, conference only gets bigger and better as the time goes by so make use of it all! Be sure to make new friends, get involved in all the fun activities we created for you guys and have those 4AM senti talks when you're supposed to be "sleeping" (but really though, get some rest pls)! Just remember, you came to START as strangers but will leave it as family! ☺

## Gurmehak Turna | Head of CCOM

Congratulations! You've just signed up for 29 hours of sore throats, tears, and laughing till your belly aches. Don't get me wrong; it's a weekend you will cherish for years to come. Believe me when I say that the executives this year have dedicated ourselves to leaving you all with an experience that is as unique and special as each and everyone of you. Welcome to the START fam delegates!

## Heta Chaudhari | Head of CCOM

AND that's a wrap on START 2018!! Let this be my warm fuzzy to you. From staying up all night on the crusty gym floor to dancing it out at 1am with new friends. From my role as a shy delegate to an exec it's safe to say that START is not just a conference, but instead a family ☺ so over the course of these next two days remember to share a laugh, share a hug, share the experience.

## **Prabhnoor Mann | Head of Security**

It's been two days too short delegates and I hope you guys had the life changing experience that I've had at my last of many STARTs. For those who have the opportunity to be part of START in years to come, consider yourselves lucky. And those of us who move on do so with heavy hearts but an experience to remember.

## **Ramya Vyas | Head of Security**

Congratulations on getting chosen to be delegates at START 2018! I guarantee it will be an experience of a lifetime. START has been a big part of my high school and I hope it's a huge part of yours too! The energy and enthusiasm that fills the halls has always brought a smile on my face and it just makes me feel good. START allowed me to open up and want to be a leader. So, take advantage of this awesome opportunity and have a blast!

## **Bianca Matthews | Head of Promotions**

A sleepless night, hours of fun, and SO.MUCH.FOOD (you will likely roll out of the conference LOOL)! Those are three statements that will likely embody your START 2018 experience. As your promo gal for 2018, I am honoured to have been apart of making this START 2018 experience possible for you all. This experience will be an eye opener and I am extremely excited to see you all realize the vast amount of leadership potential that you all inevitably have. Remember to cherish this experience and most importantly, welcome to the fam!

## **Tushar Sood | Head of Promotions**

When I first came to START, I didn't know what to expect and was somewhat hesitant to attend - but I'm so glad I did. After spending two days with the most fun and caring people I've ever known, I realized I now had a second family. START is a conference behind countless memories and I hope that it'll be the same for you. Welcome to START 2018!

## **Sonali Puri | Head of Sponsorship**

Why do I love START? Hmm.. where do I even begin?! START is where lifelong friendships are formed and you begin to understand what it means to be a leader in your community. Attending START as a delegate was one of the best decisions I made, and now I am honoured to be a part of the promo/sponsorship team for START 2018! You all will have an incredible experience (but you probably won't get any sleep LOOL) and you will leave with great memories, friends and a full stomach!

## **Mahika Ahluwalia | Head of Sponsorship**

Welcome delegates! I'm Mahika, one of your Sponsorship Heads! It's almost time to embrace making countless, heartfelt memories in less than two days!! AH START has been my favourite conference since my first year in high school, it truly has brought some of the best experiences my way. This year, I absolutely can't wait to START the mystery with all of you!

## **Hardik Shrestha | Head of Sponsorship**

START living a life you don't need to escape.

## **Angela Huang | Junior Representative**

So most likely you just got to the conference. You're in your room, and you're surrounded by a lot of people you don't know. If you are anything like how I was last year when I was a delegate, you probably feel really awkward and you don't know if you should talk to the person beside you, and you're pretty scared because what if these people aren't nice? What if I wasted like \$60 just to sleep over at a school? Don't worry. I was where you are right now and I can honestly say START was a highlight of my year. I am so glad I met the people I met, and now I get to work with an amazing executive team who have all worked so hard to make your experience amazing.

## **Neha Javed | Junior Representative**

AHHHH my START family, I can't believe its over!! This was my first year on the exec team and it amazing to see the conference we planned come to life. From laughter to tears, in just two days we have all transformed into better versions of ourselves. Hold on to the memories you've made and the inspiring people you have met! Welcome to the START family!

## **Shreyas Krishnaprasad | Head of Web & Tech**

START is just one of the many conferences and events that will shape your highschool experiences by exposing you to incredible, passionate people. If you're overwhelmed though, don't worry. That's completely normal. Just understand that what's more important than the endless cheers and hallway running are the friendships and memories that you leave with come Saturday night.

## **Isha Kundlas | Artist**

I know it might seem scary and mysterious and first, being surrounded by people you don't know, but I'm going to give you a few STARTers to help you out. First, make memories because START is honestly one of the best experiences you can have. Second, although you might be tempted too, don't pull an all nighter (we want you to have plenty of energy). Third, step out of your comfort, after all conference is all about expressing yourself. All execs worked tirelessly to make this memorable, so go eat food, read the rest of the manual, and most importantly have fun!

# THE PLAN

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- 3:30 **Registration & Cheers**
- 4:30 **Opening Ceremony**
- 5:30 **Group Session #1**
- 6:30 **Dinner**
- 7:30 **The Incredible Boris**  
Hosted by **Boris Cherniak**
- 8:45 **Group Session #2**
- 9:45 **Masquerade Ball**
- 12:15 **Snacks & Storytime**  
Sponsored by **Tim Hortons**
- 12:45 **Lights Out**

FRI  
SAT

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- Rise & Shine** 7:00
- Breakfast** 7:30
- Group Session #3** 8:15
- Murder Mystery** 9:15
- Group Session #4** 11:00
- Lunch & Cheer-Off** 11:45
- Wellness Workshop**  
Hosted by **Brittany Stanley** 1:45
- Tissues** 3:00
- Warm Fuzzies** 5:00
- Dinner** 6:00
- Talent Show** 7:20
- Closing Ceremonies** 8:50
- Case Closed** 9:30

# THE DETECTIVE CODE

No one may leave the conference *without permission* from the Teacher Sponsors or Heads of Conference.

Delegates must also have a letter signed by their parents.

Alcohol, narcotics, tobacco, illegal substances, or non-prescription drugs are *not permitted* at conference. If you take medication, please tell your LDs.

Wear your **START Delegate shirt** and **name tag** at all times. Your shirt does not have to be worn during the dance and while you sleep, but the name tags **MUST BE WORN**.

Lighters, candles, incense, matches, open flames, and weapons (including pocket knives) are *not permitted*.

**No violence or discrimination** is acceptable at conference at any time. Racism, sexism, homophobia, and transphobia will not be tolerated.

Sex or sexual acts are *not permitted*. Regular school rules are in effect.

Every activity and session has a purpose. Remember to approach situations with an *optimistic attitude!*

Everyone is equal and has the *right to voice their opinions*. Allow everyone to finish what they are saying without interruption.

**Speak for yourself** and what you believe in.

Don't put yourself in a level above others; remember we are *all equal*. Make sure everyone in the group is on the same level (e.g. everyone is sitting on the floor, or everyone is sitting on chairs).

Stay away from put-downs & generalizations that make people feel unsafe to speak. If a killer statement is made, it should be *validated* with a compliment to make up for it.

START is a safe space. However, if you ever feel uncomfortable participating in any discussion or activity, you have the *right to pass*.

What happens at START stays at START! Information exchanged within sessions can be private and personal. Respect the privacy of your group members and they will offer you the same respect.

# ICEBREAKERS

## **Ball Name Game**

You'll sit down in a circle and introduce yourself with your name and a fact about yourself. Then, you'll get a number based on where you're sitting in the circle. Your LDs will rearrange you in a random order, and as a group you'll say your number (in order). Number one will get a ball and have to pass it to number two, and so on, repeating when you get to your last number (12 will pass to 1).

On each pass, you'll have to call the name of the person you're passing it to, and more balls will be added every few rounds. See how many you can keep going at one time! This game is great to get to know the names of the people in your group.

## **Do You Like Your Neighbors?**

One person is chosen for the middle, and everyone else will sit on chairs in a circle around that person. The chosen one's job is to take a person's seat, and they do so by going up to someone in the circle and asking, "Do you like your neighbors?". Then, the person they asked can answer:

"No" – and the two people sitting beside each other will have to swap positions. The chosen person will try to take on of those two's seats. Whoever is left in the middle is the new chosen person.

"Yes, but.... (I don't like people wearing black shoes)" – If the person decides to say yes, then they have to list a trait of other people in the circle instead. All people in the circle who have that must get up and switch spots, while the chosen person tries to steal their seat.

## **Time Bomb**

Everyone starts by standing in a circle. Now for this game, it's important to know everyone's name. Your LDs will pass you a ball, and you'll have 5 seconds to GENTLY throw it to someone else, but you must say their name as you throw it. If you take longer than 5 seconds to do so, you're out!

To make the game more challenging, you can add in more balls, or limit the time down to 3 seconds.

## **Catch the Culprit**

Two people go in the middle while everyone else sits on chairs in a circle around them. The people in the center will examine and try to memorize everything that the other person is wearing from head to toe. Right after both people are confident they remember everything about the person opposite to them, they would turn to face the people in the circle and change one thing on themselves. Once both have changed something noticeable, they would turn back around to face each other once again. The goal of the game is to figure out what the other person changed on themselves and catch the culprit!

### **Pterodactyl**

Everyone begins by sitting in a circle. The objective of the game is to say “Pterodactyl” but it’s not as simple as it sounds. First everyone starts off by covering their teeth with their lips, and staying in that position for the remainder of the game. You can’t smile or laugh, or you’re out! The game will start with one person attempting to say pterodactyl and then the person next to them will say it and so on. To make it more challenging: Everytime someone makes a Pterodactyl sound, you know, something loud and dinosaur like, the order reverses, meaning if you were going clockwise in the circle, you’re now going counterclockwise.

### **Snowball Fight**

Everyone forms a circle. Then you each get a piece of paper and you’re asked to write 3 facts about yourself on the paper. SHH don’t tell anyone what you wrote! After you’re done, crumple up the paper, and toss it in the middle. Once everyone’s paper is in the middle then it’s time for a SNOWBALL FIGHT! Pick up a paper and throw it whoever you see first. After everyone is done toss any “snowballs” that may have gone out of the circle back in. Each of you will then pick up a random piece of paper and try to guess who’s facts are on it.

### **Toilet Paper Game**

We will let your LDs explain this one – it’s better that way!

### **Dirty Chores**

Just like the toilet paper game, we will let your LDs explain this one!

# GROUP DYNAMICS

## Fort Building

Using all of your blankets and bedsheets and sleeping bags, build a fort. Make sure it's comfy, and more importantly, the BEST.

## Can You Knot?

Stand in a circle and hold hands with two different people cross from you. Without letting go, try to travel under, over and around one another, until you have completely untangled yourselves. The objective of the game is to form one big circle, without letting go of each other.

## Shrinking Island

Lay out a blanket. Everyone must stand on the blanket, making sure your feet aren't touching the ground (THE GROUND IS NOW WATER!) Now, the objective is clear and easy, everyone gets off the blanket and now the blanket gets folded in half and everyone gets on it once again. Everyone has to stay on the blanket for at least 5 seconds and if someone falls into the water, they are out for the game! This whole process is repeated until there is only one winner!

## Magic Carpet

Lay out some tarp. Everyone must stand on the blanket, making sure your feet aren't touching the ground (THE GROUND IS NOW LAVA!) Now, flip the tarp over onto the other side (the side you currently are not standing on). However, none of you may step off the tarp or you have to restart.

## Darling If You Love Me

One person in the middle stands while everyone else sits in a circle around them. If you are in the middle, you must go up to anyone in the circle and ask them the question "Darling if you love me won't you please, please, smile?" You are allowed to, but not limited to, stroke the other person's face, hold their hands or anything else that you think will get the person in the circle to break and smile and/or laugh. If the person in the circle does smile, you are now part of the circle and they have to swap roles with you thus making them the middle person. However, if you are the person in the circle, your goal is to not smile despite whatever pure sorcery the middle person pulls. After the person is done talking, your job is to say "Darling you know I love you but I just can't smile" with a straight face in order to avoid having to go in the middle. If you are able to do this, the middle person must move on and find another fish in the sea that is the circle.

## King's Tap

Everyone must get on their knees and put both hands flat in front of them. Then take your left hand and cross it over the person next to them to make sure your hands are not beside each other. One person starts by slapping one of their hands on the ground and the pattern would continue clockwise. If someone double slaps the ground, the pattern would be sent the opposite direction. If someone makes a mistake or flinches, that hand will need to be taken out of the circle and continue playing. The objective is to be the last hand in the circle to win the game and be crowned the king!

## Recreate the Circle

Form a circle and close your eyes. With your eyes closed, everyone in the circle must pick a sound. It can be ANY sound. First, you will take turns in the circle and make your sound, making sure that no one else has the same one. Pay attention to the two sounds beside you, they are important. After everyone's sound has been heard, each person will begin to walk to another position. You can move anywhere you like. Your LDs will tell you when to stop, and the original circle will be completely broken. Now, recreate the SAME circle, using only your sense of hearing and the sounds around you.

# TRUST & RISK

## Toothpaste

This game is fun with toothpaste, with you trying to make cool art on your hands! There's a little bit more to it, but we're sure the LDs will elaborate for you.

## Conveyor Belt

Get ready to lock your elbows, lie on the floor... and have an amazing experience! In this activity, you and a few other groups will help transport a delegate from one end of the hallway to another... on their back, almost as if they're floating. This activity is challenging, but can be a lot of fun if done right. Volunteers are welcome!

## Trust Fall

Exactly what it sounds like. If you volunteer (which we highly recommend), you'll fall off the stage, to be caught by your group, locking hands together to create a safety net. This one is scary too, but don't be scared! Your group will always be there to support you.

## Zipper

This one may seem scary, but is lots of fun. You and your fellow delegates will line up in a hallway on both sides, and volunteers (including yourself) will have the opportunity to "run through" everyone's hands at breakneck speed. The key to this activity going well is paying attention, because if you're not the one running down the aisle, it's your job to raise your hands before the runner hits you!

## **Relationships & Friendships**

Over your years in highschool you will build relationships with many people. Some relationships will persist past high school, others won't. What is your experience so far with relationships? Do you have any friends you can truly trust? Are they positive influences on your life?

Notes:

## **Peer Pressure**

Peer pressure can come in many forms - not just what you see on TV about drugs and alcohol. What's your experience with peer pressure? How do you deal with it? Have you ever pressured someone else?

Notes:

## **School & Future**

School and your future are constant sources of stress throughout high school. Do you know where you want to be? Do you know what steps you have to take to get there? These are questions your LDs will definitely be able to help you out with.

Notes:

## **Mental Wellness**

Maintaining mental wellness is a common struggle for many students, as assignments, extracurriculars, and other commitments can add up. Do you have an outlet for your stress? How do you act under pressure?

Notes:

## **Family**

Family is an important aspect of many people's lives. Families come in many different shapes and sizes. Does family come first for you? Do you get along with your parents?

How does your family make you feel?

Notes:

## **Bullying & Bigotry**

Both bullying and bigotry are terrible things to experience, and more than bullying, bigotry is something we see all around us. When faced with these things, do you stand up? How have they affected your life?

Notes:

# WARM FUZZIES

Long ago, only little people lived on the Earth.

Most of them dwelled in the little village of Hope, and so they called themselves

'Dreamers'. They were very happy little people and went about with broad smiles and cheery greetings for everybody. One of the things that the Dreamers liked to do was to give out **warm fuzzies** to one another. Each of these little people carried a bag filled with warm fuzzies over their shoulders. Whenever two Dreamers would meet, each would give the other person a warm fuzzy, containing an inspirational message such as, "You brighten up my day". When they received these messages, the Dreamers would continually feel warm and fuzzy inside, and would then place the note in their fuzzy bag with all the others. All of the new Dreamers had agreed that it was simply the **nicest feeling ever** when they received a new fuzzy. The messages made them feel noticed and appreciated, and made them want to do something nice to the warm fuzzy sender in return. The Dreamers loved to get warm fuzzies, and through doing so, lived a happy life indeed. Outside the village however, in a cold, dark cave, there lived a hairy, scary monkeyman. He didn't really like to live all by himself, and sometimes he was lonely. But he couldn't seem to get along with anyone else, and somehow didn't enjoy exchanging warm fuzzies. He would continually state, "THAT'S NOT THE WAY THE WORLD WORKS!" One evening, the hairy, scary monkeyman walked into town and was met by a kindly little Dreamer. "Hasn't this been a fine day in Hope?" said the little person with a smile. "Here, have a warm fuzzy. This one's special, and I saved it just for you, for I don't see you in town that often."

The hairy, scary monkeyman looked around to see that no one else was listening, and then put his arm around the little Dreamer and whispered in his ear, "Hey, don't you know that if you give away all your fuzzies, one of these days, you're going to run out of them?" He noted the sudden look of surprise and fear on the little man's face, and then added, peering inside of his own warm fuzzy bag, "Right now, I'd say you've only got about 217 warm fuzzies left in there. Better go easy on handin' 'em out" And with that, the hairy, scary monkeyman padded away on his big green feet, leaving a very confused and unhappy Dreamer standing there. Now, being a wise, intelligent and depressed man, the hairy, scary monkeyman knew that as soon as you give a warm fuzzy to someone, another one comes to take its place. In other words,

it was impossible to run out of warm fuzzies! Unfortunately however, understanding his 'scareness', the monkeyman took advantage of the little Dreamer and forced him to believe his horrendous story. Almost instantly, the hairy-scary monster monkeyman's message had a **negative impact** on the Dreamer. The first person to come along and greet the little man was a close friend of his. The friend gave the little man a warm fuzzy, however, he did not receive one in return, and instead, received a blank stare. He was shocked! The little man then told his friend to be careful of running low in his supply of warm fuzzies. The friend then suddenly disappeared. Shocked by the message, the friend of the little Dreamer ran along and told three of his other friends the message he had just heard, and when they attempted to give him one of their warm fuzzies, in return, all he could say was, "I'm sorry, but no warm fuzzy for you. I've got to make sure that I don't run out." By the next day, the word had quickly spread all over the village, and all the little Dreamers began to hoard their warm fuzzies. Some messages were still given away, but "very discriminately", as the Dreamers would say. The little Dreamers began to watch each other with distrust, and they began to hide their bags of warm fuzzies under their beds for protection at night. Quarrels broke out over who had the most warm fuzzies and pretty soon, people began to trade warm fuzzies for different commodities, instead of just giving them away. Figuring there were only so many warm fuzzies to go around, the mayor of Hope invented the Fuzzy System of Exchange, and before long, the little Dreamers were haggling over how many warm fuzzies it would cost to eat a meal at someone's house or to stay overnight. Worst of all, something began to happen to the health of the little people. Many of them began to complain of aches and pains in their backs, and as time went on, more and more little Dreamers became afflicted with a disease known as "softening of the backbone." They all began to walk hunched over, and in worst cases, were bent almost to the ground and their fuzzy bags dragged on the ground. Many people in town began to say that it was the weight of the bags that caused the disease,



to  
be  
given  
out, they  
were elated &  
received them  
gratefully. The only  
trouble however, was  
that it was just not as  
much fun to receive a cold  
prickly, as it was to receive a  
warm fuzzy. Getting a cold prickly  
gave you a funny feeling, and when  
receiving one, the Dreamers were never  
really quite sure what the giver meant. The  
usual thing a Dreamer used to say when he or  
she received a warm fuzzy was "WOW!!", but  
now, when they received cold pricklies, all they  
could say was "OWW!"

Over time, some of the little Dreamers reverted back to giving out warm fuzzies, and of course, each time a warm fuzzy was given, it made the giver and receiver feel very joyful indeed. But giving the warm fuzzies never really came back into style. Some little Dreamers insisted that they could go on giving warm fuzzies away without ever having to worry about their supplies running out, but the art of sharing warm fuzzies was not shared by many. Suspicion still remained in the minds of the Dreamers; you could hear it in their comments: "Warm Fuzzy, eh? I wonder what's behind it." "I never know if my warm fuzzies are really appreciated." "I gave a warm fuzzy and got a cold prickly in return. Just see if I ever do that again." "You never know about Mabel. A warm fuzzy one minute, and a cold prickly the next!?" "I won't give you a cold prickly, if you don't give me one." "I want to give my boy a warm fuzzy, but he just doesn't deserve it." "Sometimes I wonder if Grandpa has a warm fuzzy to his name." The land of Hope had become so distraught and uncaring, that many of its citizens began to believe that THAT'S THE WAY THE WORLD WAS. As a result of not living in hope however, we as humans are able to see that THAT'S NOT THE WAY THE WORLD HAS TO BE. We have the power to give out warm fuzzies and bring back the love and joy that was once shared in the small village, miles away. It is up to you however, to make the effort to write them. **And always remember, the smallest message has the capability of meaning the most.**

THE END.

& that  
it was  
better to leave  
the bags at home,  
locked up safely. After a  
while, you could hardly find a  
Dreamer.

As time passed, more devastating acts began to occur, most likely because of the softening of the little Dreamers' backbones, but possibly because of a disease known as "warm fuzzy withdrawal." The little Dreamers began to die, and as they did, all of the happiness that once existed in their village was removed, as each citizen mourned the passing of their family and friends. When the hairy-scared monkeyman heard about this unhappiness, he said to himself, "THAT'S THE WAY THE WORLD IS, life isn't fair." Then he found out about the deaths and said, "Gosh! I just wanted them to see HOW THE WORLD WAS. I didn't mean for 'em to die!" He wondered what to do. And then thought of a plan. Deep in his cave, the hairy-scary monkeyman had discovered a secret mine of **cold pricklies**. He had spent many years digging the cold pricklies out of the mountain, for he liked their cold and prickly feel. He decided to share them with the Dreamers. He filled 100s of hugs with cold pricklies and took them into the village. When the Dreamers saw the bags of cold pricklies that were

# UNTIL THE NEXT CASE

## **Hey Detectives!**

As the conference comes to an end, we would like to thank each and every one of you for coming out today! We hope you had a incredible experience with the many games and activities over the past two days.

Now that it's all over, don't be sad! Take a moment to cherish the memories you created with all your new friends and the we hope that you stay close with all of them in the future. Don't hesitate to message any executive, leadership developer or volunteer since we are always prepared to talk whether it be help with school or just catching up with life in general!

We look forward to seeing all of you grow into successful leaders using what you learnt over the past two days! We hope that START 2018 has inspired you to be on the lookout for more exciting opportunities to meet new people and build life skills. Be sure to keep this manual safe to remember your amazing time at START THE MYSTERY!

Until the next case,

**Agrata Pradhan, Eeshita Nalawade, Malavika Patel and Sheshank Suresh**  
**START 2018 Ministers of Leadership Developers**

# **CONTACTS**