



Phenomenon 2026

Crews and Quests

Welcome to Phenomenon 2026. This document contains information for the event although it is by no means a complete document. There will be additions and changes made going forward – please check back frequently to make sure you have all the up-to-date information.

Phenomenon is an older youth activity built on the Venturing ALPS model. It is open to registered Venturers, Sea Scouts and Scouts BSA youth 14+ years old. Units are required to provide adult 21+ leadership in accordance with all Scouting America policies and procedures including Youth Protection policies.

Registration Link

<https://www.sacscouting.org/Phenomenon>

Theme

This year's theme is Quests & Crews. Legends speak of strange happenings around Sinoquipe—mysterious tracks, hidden treasures, and the occasional dragon sighting (we think). Adventurers have begun arriving from across the land, ready to explore, compete, and uncover the secrets of camp. Join us for a courageous Quest to seek challenges, and fun Crew fellowship as we turn Sinoquipe into a realm of Venturing. Who knows what you'll discover?

Accommodations

Camping is by unit in the central part of camp, near the toilets and showers. Units may also opt to use one of our campsites by reaching out in advance to the Phenomenon Advisor. All participants must bring their own tent and camping gear.

Food will be provided in the dining hall. There will be a Fri night snack, Sat breakfast, Sat lunch, Sat dinner, Sat snack and Sun breakfast. **NOTE: PLEASE REGISTER AS SOON AS POSSIBLE TO MAKE YOUR DIETARY NEEDS KNOWN. REGISTERING JUST BEFORE THE DEADLINE MAY NOT GUARANTEE YOUR NEEDS CAN BE MET.**

Adventure Activities

Cowboy Action Six sessions available with a limit of 20 shooters per session. Pre-registration required to reserve a spot. \$ 3.00 additional cost payable during registration. Sessions 5 (2:00 PM) and 6 (3:00 PM) will occur during the Quest race. Please coordinate with your Quest teammates. Cowboy Action is open to youth and adults. (Cowboy Action Range)

Open Archery Test your skills on the oldest of the Range and Target Sports (900-1200). Open to youth and adults. (Archery Range)

Open Tomahawks Test your skills with tomahawks. (900-1200). Open to youth and adults. (Range TBD)

NRA First Steps Pistol Two sessions available (9:00 AM and 1:00 PM) with a limit of 8 shooters per session. Pre-registration required to reserve a spot. \$ 20.00 additional cost payable during registration covers materials and ammunition. Sessions 2 (1:00 PM) will occur during the Quest race. Please understand that if you register for Session 2, you may miss the Quest race. Participants will also have to register with the NRA - a link will be provided prior to the course. Adults may register if openings remain after August 1, 2026. (Rifle Range)

Leave No Trace Level 1 We are pleased to offer the Leave No Trace Level 1 Skills Course (ages 14-17) and Leave No Trace Level 1 Instructor Course (ages 18+). Pre-registration is required - there is a maximum of 24 total participants. \$35.00 additional cost payable during registration covers materials. This 16-hour course will require attendance at the Fri evening session (2 hours), Sat morning, afternoon and evening sessions (12 hours), and Sun morning session (2 hours). This course will be conducted almost entirely in an outdoor setting. Please be prepared for the weather and for hiking/walking. The instructor will email a final schedule

approximately one week before the event. For more information or questions, please contact the Course instructor, Chris Castillo christopher.w.castillo@gmail.com

Games and Puzzles

For those who seek a milder adventure we will have card games, board games and puzzles available.

Competitive Jigsaw Puzzle Contest

Test your puzzle solving skills against your fellow participants. Pre-registration is required. Fee is \$10.00 per team of four. Teams may be composed of four youth, three youth and one adult or two youth and two adults. (Sat approximately 9:00 PM) (Dining Hall)

Trading Post

The Sinoquipe trading post will be open during Phenomenon. Hours will be posted/announced as needed. (Fees for credit/debit cards may apply). The Sinoquipe Trading Post is located on the south end of the Administration building.

Training

Introduction to Leadership Skills for Crews/Ships One session available with a limit of 30 participants. Pre-registration required to reserve a spot (9:00 AM - 12:00 PM; 1:00 PM - 2:00 PM). Training cards will be provided. Required training for Discovery Rank.

Goal Setting/Time Management One session available with a limit of 30 participants. Pre-registration required to reserve a spot (9:00 AM - 12:00 PM). Training cards will be provided. Required training for Discovery Rank.

Project Management One session available with a limit of 30 participants. Pre-registration required to reserve a spot (9:00 AM - 12:00 PM). Training cards will be provided. Required training for Pathfinder Rank.

Mentoring One session available with a limit of 15 participants. Pre-registration required to reserve a spot (9:00 AM - 12:00 PM). Training cards will be provided. Required training for Summit Rank.

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Preparing for a 50 Miler Presented by a Venturer. Come and learn from an experienced Venturer how to prepare your Crew for a 50 mile event. Open to youth and adults. Pre-registration preferred; walk-ins welcome. **Note: This is a 90 minute session.** (9:00 AM - 10:30 AM)

Venturing Boards of Review/Summit Rank Open to youth and adults. Interactive session to gain insight and share best practices. One session available. Pre-registration preferred; walk-ins welcome **Note: This is a 90 minute session.** (10:30 AM - 12:00 PM).

Growing your Crew Open to youth and adults. Interactive session to share best practices and recruiting successes. One session available. Pre-registration preferred; walk-ins welcome (9:00 AM - 10:00 AM).

So, You're a New Advisor... Open to all Advisors and Advisors to be plus any interested adult. Informal open forum with experienced Advisors to share best practices in serving as a new Advisor or Associate Advisor. One session available. Pre-registration preferred; walk-ins welcome. (10:00 AM - 11:00 AM)

80 Awards a Venturer Can Earn Find out about the many awards Venturers can earn. Led by a veteran Commissioner with a Venturing background. Open to youth and adults. One session available. Pre-registration preferred; walk-ins welcome (11:00 AM - 12:00 PM).

Ethical Controversy Participant Open to Youth (14-17) and Adult Participants (18-20) who can register to participate in an Ethical Controversy (Pathfinder Rank) Pre-registration preferred to guarantee participation; **walk-ins accepted ONLY IF SPACE PERMITS.**
PRE-REGISTRATION HIGHLY RECOMMENDED. FIVE SESSIONS WITH A MAXIMUM OF 10 PARTICIPANTS PER SESSION. (7:00 PM - 8:30 PM) (Locations TBD)

Ethical Controversy Lead Open to Youth (14-17) and Adult Participants (18-20) who can register to lead an ethical controversy (Summit Rank). **MAXIMUM OF FIVE LEADS (ONE PER SESSION).** **Pre-registration is required.** You must attend the Ethical Controversy Lead Prep Session at 1:00 PM as well as lead your session from 7:00 pm - 8:30 PM. (Locations TBD)

Youth Mental Health First Aid - (Tentative - please check back later)

Adult (21+) Service

Cowboy Action Assistant Sign up to assist with one of the six sessions of Cowboy Action (one adult per session)

Quest Race Staff Assistant Sign up to assist with the signature event of Phenomenon - the Quest Race. You are required to attend the 1:00 PM Staff meeting and to assist for the duration of the Quest Race which may run until 5:00 PM. If registration exceeds the needs for the Quest Race, those who are here for their first Phenomenon will be released to enjoy the Race and cheer on the competitors.

Ethical Controversy Mentor/Observer Sign up to serve as a mentor for an ethical controversy scenario or as an observer for a youth-led ethical controversy. If registration exceeds the needs, those who are here for their first Phenomenon will be released to enjoy the evening. You must attend the Ethical Controversy Lead Prep Session at 1:00 PM as well as Mentor/Observe your session from 7:00 pm - 8:30 PM. (Locations TBD)

Scavenger Hunt

Returning for Phenomenon 26 is the Scavenger Hunt. Lists will be provided at check-in. You must present the physical item to receive credit. Some items may allow a digital image. Please read the list carefully. A prize package will be given to the winning Crew which includes a winner's plaque and the special gold ghosted version of the Phenomenon patch. Items must be presented to the designated person by the end of the Saturday evening social.

Service Project

Join Camp Ranger Lucas Carmean at the pool and earn one hour of service with the annual covering of the pool event. Open to youth and adults. Advisors are responsible for recording service hours as attendance will NOT be taken.

Costume Contest

Dress in your finest fantasy adventuring attire and join us Saturday evening for a night of fellowship and fun. Whether your 'Venturing Party arrives as skilled rangers, inspiring bards, clever rogues, wise healers, or a well-balanced band of adventurers, this is your chance to bring your theme to life.

All costumes must conform to Scouting America standards of appropriate dress and the Guide to Safe Scouting (GTSS). Outfits should be respectful, safe, and suitable for a Scouting environment.

Accessories (accoutrements) such as foam, LARP-style, wooden, fabric, inflatable, or cardboard props are permitted, provided they are non-realistic, lightweight, and free of metal blades or sharp edges. Creative fantasy-themed items such as staffs, wands, spell books, lanterns, or other imaginative props are encouraged. Accessories are to be used for display purposes only and may not be used for striking, sparring, or any physical contact. All accoutrements must remain peace-bound, under the control of the bearer at all times and may not be left unattended in public areas.

An Accoutrement Check will be conducted at check-in, and periodic checks will take place throughout the event to ensure continued compliance. Phenomenon staff reserve the right to temporarily relieve any participant of any accessory that does not meet safety guidelines, with items returned at the conclusion of the event. All gear must pass inspection before entering the realm.

A prize will be awarded to the Crew/Ship/Troop with the best overall costume theme and creativity. Crews are encouraged to coordinate their theme and presentation to bring their 'Venturing Party to life. (This contest is open to both youth and adults.)

Patch Display/Patch Trading

Bring your collection to display or share during the Sat evening social. (This is open to both youth and adults).

Golf

Test your skills on our newly made green and learn a bit of the history of golf. Be sure to compete in the putting contest. (10:00 AM - 12:00 PM) (This is open to both youth and adults).