

with them, so why not have a whole evening of marshmallow activities?

- **Marshmallow Creations.** Give people marshmallows and toothpicks and have them create sculptures. Judge for creativity, etc.
- **Accuracy Throw.** Each person gets a marshmallow and tries to toss it into a basket some distance away. When you miss, you're out. Last person to stay in the game wins.
- **Distance Throw.** See who can throw a marshmallow the farthest.
- **Marshmallow Catch.** Couples stand a certain distance apart and toss the marshmallow. If successful, they take a step backward and toss again. Last couple to remain in the game wins.
- **Marshmallow Relay.** Team members line up about 10 feet apart from each other. They toss the marshmallow down the team line from one person to the next. If they drop the marshmallow, they have to start over. Team members cannot move from their original positions.
- **Marshmallow Refreshments.** Roast 'em, or try making S'Mores.