

S'MORES STACK

EACH PLAYER HAS 1 MINUTE TO STACK AS MANY MARSHMALLOWS AS THEY CAN TO CREATE A MARSHMALLOW TOWER. THE HIGHEST TOWER WINS!

S'MORES RELAY

PLACE A LINE ON THE GROUND ON ONE END OF THE YARD AND ONE MORE ON THE OTHER END. YOU'LL NEED A BUNCH OF S'MORES PREMADE (WITH AN UNCOOKED MARSHMALLOW). PLAYERS MUST RACE FROM THE FIRST LINE TO THE SECOND WITH A S'MORE BALANCED ON A SPATULA. THE TEAM THAT CAN GET THE MOST S'MORES ACROSS THE LINE IN 1 MINUTE WINS!

GIMME S'MORE

THE GOAL OF THIS GAME IS TO GET A S'MORE FROM YOUR FOREHEAD TO YOUR MOUTH. START BY PLACING A MARSHMALLOW ON YOUR FOREHEAD. USING NO HANDS, SLIDE IT FROM YOUR FOREHEAD TO YOUR MOUTH. ONCE YOU'VE ACCOMPLISHED THIS TASK, DO THE SAME WITH A PIECE OF CHOCOLATE BAR AND THEN A GRAHAM CRACKER. FIRST ONE TO DO ALL THREE WINS!

BUILD A S'MORE

PLACE A WRAPPED CHOCOLATE BAR, GRAHAM CRACKERS AND MARSHMALLOWS IN FRONT OF EACH PLAYER ALONG WITH 2 CHOPSTICKS OR KABOB STICKS. PLAYERS HAVE 1 MINUTE TO BUILD AS MANY S'MORES AS THEY CAN USING ONLY THE CHOPSTICKS. THEY NEED TO LAYER ONE GRAHAM CRACKER, A PIECE OF CHOCOLATE AND A MARSHMALLOW WITH ANOTHER CRACKER ON TOP.

S'MORES IN A BUCKET

PLACE A LINE ON THE GROUND AND A BUCKET ABOUT 10 FEET FROM THE LINE. PLAYERS LINE UP BEHIND THE LINE AND MUST TOSS MARSHMALLOWS INTO THEIR BUCKET. EACH PLAYER HAS 1 MINUTE. THE PLAYER THAT GETS THE MOST MARSHMALLOWS INTO THE BUCKET IN THAT TIME WINS!