

Animal aka Trash or Badges

Animal, also known as Trash or Badges, is typically played as an add-on game, where “badges” are awarded for specific unsavory shot results. A normal cost for each badge is a couple of bucks, but when added on to another game, like wolf or skins, can help tip the scales one way or the other. Typical badges that are played include:

- * Fish: The last player of the round to hit a ball in the water
- * Camel: The last player of the round to hit a ball into a sand trap.
- * Crab: The last player of the round to hit a ball from sand to sand (same or different bunkers)
- * Squirrel: The last player of the round to hit a tree
- * Snake: The last player of the round to three-putt
- * Woodpecker: The last player of the round to hit a house, a fence...(wood that’s not a tree)
- * Gorilla: The last player of the round to hit a ball out-of-bounds
- * Skunk: Any double bogie, triple bogie or worse
- *Gopher: any lost ball not hit OB or into a hazard.
- *Goat: any ball that comes to rest in a fairway that's not your own hole.
- *Kangaroo: any ball that hits the Cart Path.
- *Mole: The last player of the round to miss (whiff) the ball

As a side note, it can also be fun to have mid-way checkpoints for the player who holds a certain badge. For example, the player with the snake badge is held responsible for refreshments whenever the beverage cart is on site. Naming each bit of "trash" is up to you - have fun with it.