

Make Your Own Bingo!

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Safety First!

Before you print all your bingo cards, please print a test page to check they come out the right size and color. Your bingo cards start on Page 3 of this PDF.

If your bingo cards have words then please check the spelling carefully.

If you need to make any changes go to mfbc.us/e/czwnq3t

Play

Once you've checked they are printing correctly, print off your bingo cards and start playing! On the next page you will find the "Bingo Caller's Card" - this is used to call the bingo and keep track of which words have been called. Your bingo cards start on Page 3.

Virtual Bingo

Please do not try to split this PDF into individual bingo cards to send out to players. We have tools on our site to send out links to individual bingo cards. For help go to myfreebingocards.com/virtual-bingo.

Help

If you're having trouble printing your bingo cards or using the bingo card generator then please go to <https://myfreebingocards.com/fag> where you will find solutions to most common problems.

Share

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Edit and Create

To add more words or make changes to this set of bingo cards go to mfbc.us/e/czwnq3t

Go to myfreebingocards.com/bingo-card-generator to create a new set of bingo cards.

Legal

The terms of use for these printable bingo cards can be found at myfreebingocards.com/terms.

Have Fun!

If you have any feedback or suggestions, drop us an email on hello@myfreebingocards.com.

Bingo Caller's Card

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

CAMPING	DOLPHIN DIVES	BO7 WEAPON KILL	FLOOR LOOT KILL	DRIVES VEHICLE	LEGACY WEAPON KILL	USES BUY STATION
USES KILLSTREAK	COLLECTS LOADOUT DROP	USES GRAPPLE HOOK	REVIVES TEAMMATE	TOXIC PLAYS OR COMMS	IN THE GAS	1ST PLACE
PURPOSEFUL WALL JUMP	USES ZIPLINE	GIVES TEAMMATE SUPPLIES	USES PARACHUTE	ACTIVATES OR COMPLETES CONTRACT	BUYS BACK TEAMMATE	GETS 5 KILLS
GETS REVIVED	LETHAL EQUIPMENT KILL OR FINISH	USES HEARTBEAT SENSOR	DOES SOMETHING DUMB			

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TOXIC PLAYS OR COMMS	BO7 WEAPON KILL	GIVES TEAMMATE SUPPLIES	COLLECTS LOADOUT DROP	LETHAL EQUIPMENT KILL OR FINISH
GETS 5 KILLS	PURPOSEFUL WALL JUMP	USES BUY STATION	LEGACY WEAPON KILL	CAMPING
USES GRAPPLE HOOK	DOES SOMETHING DUMB	USES KILLSTREAK	ACTIVATES OR COMPLETES CONTRACT	USES PARACHUTE
DRIVES VEHICLE	1ST PLACE	GETS REVIVED	USES ZIPLINE	FLOOR LOOT KILL
DOLPHIN DIVES	BUYS BACK TEAMMATE	REVIVES TEAMMATE	IN THE GAS	USES HEARTBEAT SENSOR

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USES BUY STATION	IN THE GAS	PURPOSEFUL WALL JUMP	TOXIC PLAYS OR COMMS	DRIVES VEHICLE
GETS 5 KILLS	DOES SOMETHING DUMB	REVIVES TEAMMATE	USES GRAPPLE HOOK	COLLECTS LOADOUT DROP
USES PARACHUTE	FLOOR LOOT KILL	BUYS BACK TEAMMATE	ACTIVATES OR COMPLETES CONTRACT	GETS REVIVED
CAMPING	BO7 WEAPON KILL	USES KILLSTREAK	1ST PLACE	GIVES TEAMMATE SUPPLIES
LETHAL EQUIPMENT KILL OR FINISH	DOLPHIN DIVES	USES HEARTBEAT SENSOR	LEGACY WEAPON KILL	USES ZIPLINE

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REVIVES TEAMMATE	LEGACY WEAPON KILL	USES BUY STATION	FLOOR LOOT KILL	GETS REVIVED
USES HEARTBEAT SENSOR	COLLECTS LOADOUT DROP	USES ZIPLINE	BO7 WEAPON KILL	USES KILLSTREAK
DOES SOMETHING DUMB	IN THE GAS	TOXIC PLAYS OR COMMS	ACTIVATES OR COMPLETES CONTRACT	PURPOSEFUL WALL JUMP
DOLPHIN DIVES	USES GRAPPLE HOOK	1ST PLACE	DRIVES VEHICLE	USES PARACHUTE
LETHAL EQUIPMENT KILL OR FINISH	GIVES TEAMMATE SUPPLIES	GETS 5 KILLS	CAMPING	BUYS BACK TEAMMATE

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USES KILLSTREAK	GIVES TEAMMATE SUPPLIES	USES GRAPPLE HOOK	CAMPING	IN THE GAS
ACTIVATES OR COMPLETES CONTRACT	LEGACY WEAPON KILL	LETHAL EQUIPMENT KILL OR FINISH	USES PARACHUTE	USES BUY STATION
TOXIC PLAYS OR COMMS	REVIVES TEAMMATE	USES ZIPLINE	DOES SOMETHING DUMB	BUYS BACK TEAMMATE
FLOOR LOOT KILL	DRIVES VEHICLE	COLLECTS LOADOUT DROP	USES HEARTBEAT SENSOR	GETS 5 KILLS
PURPOSEFUL WALL JUMP	BO7 WEAPON KILL	GETS REVIVED	1ST PLACE	DOLPHIN DIVES

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GIVES TEAMMATE SUPPLIES	CAMPING	USES KILLSTREAK	DOES SOMETHING DUMB	1ST PLACE
DRIVES VEHICLE	USES BUY STATION	PURPOSEFUL WALL JUMP	ACTIVATES OR COMPLETES CONTRACT	USES HEARTBEAT SENSOR
USES ZIPLINE	BO7 WEAPON KILL	USES PARACHUTE	GETS 5 KILLS	GETS REVIVED
COLLECTS LOADOUT DROP	BUYS BACK TEAMMATE	LEGACY WEAPON KILL	FLOOR LOOT KILL	TOXIC PLAYS OR COMMS
DOLPHIN DIVES	USES GRAPPLE HOOK	REVIVES TEAMMATE	IN THE GAS	LETHAL EQUIPMENT KILL OR FINISH

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GIVES TEAMMATE SUPPLIES	BO7 WEAPON KILL	TOXIC PLAYS OR COMMS	COLLECTS LOADOUT DROP	USES ZIPLINE
BUYS BACK TEAMMATE	PURPOSEFUL WALL JUMP	DOES SOMETHING DUMB	IN THE GAS	USES BUY STATION
LEGACY WEAPON KILL	1ST PLACE	REVIVES TEAMMATE	LETHAL EQUIPMENT KILL OR FINISH	GETS REVIVED
DRIVES VEHICLE	USES GRAPPLE HOOK	USES KILLSTREAK	USES PARACHUTE	GETS 5 KILLS
FLOOR LOOT KILL	USES HEARTBEAT SENSOR	CAMPING	ACTIVATES OR COMPLETES CONTRACT	DOLPHIN DIVES

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USES PARACHUTE	BUYS BACK TEAMMATE	LETHAL EQUIPMENT KILL OR FINISH	USES GRAPPLE HOOK	USES ZIPLINE
DOLPHIN DIVES	USES BUY STATION	PURPOSEFUL WALL JUMP	COLLECTS LOADOUT DROP	GETS REVIVED
DOES SOMETHING DUMB	REVIVES TEAMMATE	GETS 5 KILLS	ACTIVATES OR COMPLETES CONTRACT	LEGACY WEAPON KILL
GIVES TEAMMATE SUPPLIES	IN THE GAS	FLOOR LOOT KILL	1ST PLACE	USES KILLSTREAK
TOXIC PLAYS OR COMMS	DRIVES VEHICLE	CAMPING	USES HEARTBEAT SENSOR	B07 WEAPON KILL

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USES PARACHUTE	TOXIC PLAYS OR COMMS	DRIVES VEHICLE	GETS 5 KILLS	1ST PLACE
BUYS BACK TEAMMATE	USES KILLSTREAK	ACTIVATES OR COMPLETES CONTRACT	GIVES TEAMMATE SUPPLIES	CAMPING
USES BUY STATION	REVIVES TEAMMATE	LEGACY WEAPON KILL	DOES SOMETHING DUMB	COLLECTS LOADOUT DROP
USES HEARTBEAT SENSOR	B07 WEAPON KILL	USES ZIPLINE	GETS REVIVED	LETHAL EQUIPMENT KILL OR FINISH
FLOOR LOOT KILL	DOLPHIN DIVES	PURPOSEFUL WALL JUMP	IN THE GAS	USES GRAPPLE HOOK

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DRIVES VEHICLE	FLOOR LOOT KILL	IN THE GAS	USES GRAPPLE HOOK	ACTIVATES OR COMPLETES CONTRACT
GIVES TEAMMATE SUPPLIES	CAMPING	COLLECTS LOADOUT DROP	GETS REVIVED	TOXIC PLAYS OR COMMS
REVIVES TEAMMATE	LEGACY WEAPON KILL	USES PARACHUTE	DOES SOMETHING DUMB	PURPOSEFUL WALL JUMP
USES HEARTBEAT SENSOR	DOLPHIN DIVES	LETHAL EQUIPMENT KILL OR FINISH	BUYS BACK TEAMMATE	GETS 5 KILLS
1ST PLACE	USES BUY STATION	BO7 WEAPON KILL	USES ZIPLINE	USES KILLSTREAK

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USES KILLSTREAK	USES GRAPPLE HOOK	LETHAL EQUIPMENT KILL OR FINISH	BO7 WEAPON KILL	BUYS BACK TEAMMATE
PURPOSEFUL WALL JUMP	DOLPHIN DIVES	DOES SOMETHING DUMB	ACTIVATES OR COMPLETES CONTRACT	1ST PLACE
IN THE GAS	USES ZIPLINE	TOXIC PLAYS OR COMMS	FLOOR LOOT KILL	USES BUY STATION
GETS REVIVED	USES PARACHUTE	GIVES TEAMMATE SUPPLIES	USES HEARTBEAT SENSOR	CAMPING
GETS 5 KILLS	REVIVES TEAMMATE	DRIVES VEHICLE	COLLECTS LOADOUT DROP	LEGACY WEAPON KILL

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BO7 WEAPON KILL	USES HEARTBEAT SENSOR	TOXIC PLAYS OR COMMS	ACTIVATES OR COMPLETES CONTRACT	COLLECTS LOADOUT DROP
LEGACY WEAPON KILL	DRIVES VEHICLE	GIVES TEAMMATE SUPPLIES	IN THE GAS	USES BUY STATION
DOLPHIN DIVES	USES PARACHUTE	LETHAL EQUIPMENT KILL OR FINISH	USES ZIPLINE	GETS REVIVED
PURPOSEFUL WALL JUMP	REVIVES TEAMMATE	USES GRAPPLE HOOK	BUYS BACK TEAMMATE	USES KILLSTREAK
1ST PLACE	DOES SOMETHING DUMB	CAMPING	GETS 5 KILLS	FLOOR LOOT KILL

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PURPOSEFUL WALL JUMP	DOLPHIN DIVES	LEGACY WEAPON KILL	BO7 WEAPON KILL	DOES SOMETHING DUMB
FLOOR LOOT KILL	IN THE GAS	GETS 5 KILLS	USES HEARTBEAT SENSOR	COLLECTS LOADOUT DROP
GETS REVIVED	USES BUY STATION	ACTIVATES OR COMPLETES CONTRACT	USES ZIPLINE	USES PARACHUTE
GIVES TEAMMATE SUPPLIES	USES KILLSTREAK	TOXIC PLAYS OR COMMS	DRIVES VEHICLE	BUYS BACK TEAMMATE
1ST PLACE	REVIVES TEAMMATE	LETHAL EQUIPMENT KILL OR FINISH	USES GRAPPLE HOOK	CAMPING

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USES BUY STATION	USES ZIPLINE	CAMPING	DRIVES VEHICLE	FLOOR LOOT KILL
IN THE GAS	BUYS BACK TEAMMATE	COLLECTS LOADOUT DROP	USES PARACHUTE	LEGACY WEAPON KILL
PURPOSEFUL WALL JUMP	USES GRAPPLE HOOK	TOXIC PLAYS OR COMMS	DOES SOMETHING DUMB	DOLPHIN DIVES
1ST PLACE	LETHAL EQUIPMENT KILL OR FINISH	ACTIVATES OR COMPLETES CONTRACT	GETS 5 KILLS	USES KILLSTREAK
BO7 WEAPON KILL	GETS REVIVED	GIVES TEAMMATE SUPPLIES	USES HEARTBEAT SENSOR	REVIVES TEAMMATE

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FLOOR LOOT KILL	USES ZIPLINE	CAMPING	GETS REVIVED	IN THE GAS
BUYS BACK TEAMMATE	USES BUY STATION	REVIVES TEAMMATE	GETS 5 KILLS	LEGACY WEAPON KILL
DOES SOMETHING DUMB	USES HEARTBEAT SENSOR	PURPOSEFUL WALL JUMP	1ST PLACE	GIVES TEAMMATE SUPPLIES
LETHAL EQUIPMENT KILL OR FINISH	ACTIVATES OR COMPLETES CONTRACT	USES KILLSTREAK	COLLECTS LOADOUT DROP	USES GRAPPLE HOOK
TOXIC PLAYS OR COMMS	USES PARACHUTE	DRIVES VEHICLE	DOLPHIN DIVES	BO7 WEAPON KILL

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DOLPHIN DIVES	DRIVES VEHICLE	GIVES TEAMMATE SUPPLIES	PURPOSEFUL WALL JUMP	BO7 WEAPON KILL
REVIVES TEAMMATE	USES KILLSTREAK	IN THE GAS	COLLECTS LOADOUT DROP	ACTIVATES OR COMPLETES CONTRACT
LEGACY WEAPON KILL	CAMPING	USES GRAPPLE HOOK	USES BUY STATION	TOXIC PLAYS OR COMMS
USES ZIPLINE	GETS 5 KILLS	DOES SOMETHING DUMB	USES PARACHUTE	1ST PLACE
USES HEARTBEAT SENSOR	BUYS BACK TEAMMATE	LETHAL EQUIPMENT KILL OR FINISH	GETS REVIVED	FLOOR LOOT KILL

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ACTIVATES OR COMPLETES CONTRACT	LEGACY WEAPON KILL	GETS REVIVED	USES PARACHUTE	DOES SOMETHING DUMB
USES KILLSTREAK	USES HEARTBEAT SENSOR	USES BUY STATION	USES ZIPLINE	IN THE GAS
REVIVES TEAMMATE	LETHAL EQUIPMENT KILL OR FINISH	1ST PLACE	GIVES TEAMMATE SUPPLIES	FLOOR LOOT KILL
PURPOSEFUL WALL JUMP	TOXIC PLAYS OR COMMS	GETS 5 KILLS	DRIVES VEHICLE	USES GRAPPLE HOOK
CAMPING	DOLPHIN DIVES	BO7 WEAPON KILL	COLLECTS LOADOUT DROP	BUYS BACK TEAMMATE

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GIVES TEAMMATE SUPPLIES	LEGACY WEAPON KILL	COLLECTS LOADOUT DROP	USES PARACHUTE	USES ZIPLINE
CAMPING	DOLPHIN DIVES	BO7 WEAPON KILL	USES GRAPPLE HOOK	DRIVES VEHICLE
FLOOR LOOT KILL	IN THE GAS	1ST PLACE	GETS 5 KILLS	PURPOSEFUL WALL JUMP
GETS REVIVED	BUYS BACK TEAMMATE	USES HEARTBEAT SENSOR	LETHAL EQUIPMENT KILL OR FINISH	REVIVES TEAMMATE
TOXIC PLAYS OR COMMS	USES KILLSTREAK	ACTIVATES OR COMPLETES CONTRACT	DOES SOMETHING DUMB	USES BUY STATION

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GETS REVIVED	BO7 WEAPON KILL	1ST PLACE	CAMPING	USES BUY STATION
IN THE GAS	TOXIC PLAYS OR COMMS	LEGACY WEAPON KILL	LETHAL EQUIPMENT KILL OR FINISH	REVIVES TEAMMATE
USES KILLSTREAK	GIVES TEAMMATE SUPPLIES	GETS 5 KILLS	FLOOR LOOT KILL	DRIVES VEHICLE
USES GRAPPLE HOOK	DOES SOMETHING DUMB	DOLPHIN DIVES	COLLECTS LOADOUT DROP	BUYS BACK TEAMMATE
ACTIVATES OR COMPLETES CONTRACT	PURPOSEFUL WALL JUMP	USES HEARTBEAT SENSOR	USES PARACHUTE	USES ZIPLINE

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DOES SOMETHING DUMB	GETS 5 KILLS	USES ZIPLINE	GETS REVIVED	FLOOR LOOT KILL
BUYS BACK TEAMMATE	DRIVES VEHICLE	CAMPING	IN THE GAS	LETHAL EQUIPMENT KILL OR FINISH
REVIVES TEAMMATE	USES PARACHUTE	TOXIC PLAYS OR COMMS	COLLECTS LOADOUT DROP	USES GRAPPLE HOOK
PURPOSEFUL WALL JUMP	DOLPHIN DIVES	USES BUY STATION	ACTIVATES OR COMPLETES CONTRACT	1ST PLACE
GIVES TEAMMATE SUPPLIES	USES HEARTBEAT SENSOR	LEGACY WEAPON KILL	USES KILLSTREAK	BO7 WEAPON KILL

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IN THE GAS	USES GRAPPLE HOOK	DOES SOMETHING DUMB	LEGACY WEAPON KILL	1ST PLACE
PURPOSEFUL WALL JUMP	LETHAL EQUIPMENT KILL OR FINISH	DOLPHIN DIVES	GIVES TEAMMATE SUPPLIES	BO7 WEAPON KILL
USES ZIPLINE	USES HEARTBEAT SENSOR	GETS 5 KILLS	GETS REVIVED	DRIVES VEHICLE
USES BUY STATION	BUYS BACK TEAMMATE	USES KILLSTREAK	USES PARACHUTE	REVIVES TEAMMATE
ACTIVATES OR COMPLETES CONTRACT	COLLECTS LOADOUT DROP	CAMPING	FLOOR LOOT KILL	TOXIC PLAYS OR COMMS

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USES GRAPPLE HOOK	LETHAL EQUIPMENT KILL OR FINISH	LEGACY WEAPON KILL	DOLPHIN DIVES	TOXIC PLAYS OR COMMS
REVIVES TEAMMATE	GIVES TEAMMATE SUPPLIES	USES KILLSTREAK	CAMPING	ACTIVATES OR COMPLETES CONTRACT
BUYS BACK TEAMMATE	COLLECTS LOADOUT DROP	USES PARACHUTE	USES ZIPLINE	FLOOR LOOT KILL
PURPOSEFUL WALL JUMP	USES BUY STATION	1ST PLACE	IN THE GAS	GETS REVIVED
DOES SOMETHING DUMB	BO7 WEAPON KILL	GETS 5 KILLS	USES HEARTBEAT SENSOR	DRIVES VEHICLE

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GETS REVIVED	1ST PLACE	CAMPING	FLOOR LOOT KILL	LETHAL EQUIPMENT KILL OR FINISH
GIVES TEAMMATE SUPPLIES	PURPOSEFUL WALL JUMP	BO7 WEAPON KILL	DRIVES VEHICLE	ACTIVATES OR COMPLETES CONTRACT
USES PARACHUTE	USES BUY STATION	USES HEARTBEAT SENSOR	GETS 5 KILLS	TOXIC PLAYS OR COMMS
BUYS BACK TEAMMATE	IN THE GAS	USES GRAPPLE HOOK	COLLECTS LOADOUT DROP	DOLPHIN DIVES
USES KILLSTREAK	USES ZIPLINE	REVIVES TEAMMATE	LEGACY WEAPON KILL	DOES SOMETHING DUMB

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GETS 5 KILLS	FLOOR LOOT KILL	1ST PLACE	PURPOSEFUL WALL JUMP	BUYS BACK TEAMMATE
USES GRAPPLE HOOK	USES PARACHUTE	REVIVES TEAMMATE	USES KILLSTREAK	DRIVES VEHICLE
USES BUY STATION	GETS REVIVED	DOES SOMETHING DUMB	DOLPHIN DIVES	USES ZIPLINE
IN THE GAS	USES HEARTBEAT SENSOR	LETHAL EQUIPMENT KILL OR FINISH	LEGACY WEAPON KILL	CAMPING
COLLECTS LOADOUT DROP	TOXIC PLAYS OR COMMS	ACTIVATES OR COMPLETES CONTRACT	BO7 WEAPON KILL	GIVES TEAMMATE SUPPLIES

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USES HEARTBEAT SENSOR	REVIVES TEAMMATE	DOES SOMETHING DUMB	BO7 WEAPON KILL	GETS 5 KILLS
LETHAL EQUIPMENT KILL OR FINISH	LEGACY WEAPON KILL	USES ZIPLINE	USES KILLSTREAK	GIVES TEAMMATE SUPPLIES
IN THE GAS	DOLPHIN DIVES	CAMPING	GETS REVIVED	DRIVES VEHICLE
PURPOSEFUL WALL JUMP	1ST PLACE	BUYS BACK TEAMMATE	FLOOR LOOT KILL	COLLECTS LOADOUT DROP
TOXIC PLAYS OR COMMS	USES GRAPPLE HOOK	ACTIVATES OR COMPLETES CONTRACT	USES BUY STATION	USES PARACHUTE

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REVIVES TEAMMATE	IN THE GAS	USES KILLSTREAK	CAMPING	BUYS BACK TEAMMATE
DRIVES VEHICLE	GETS REVIVED	1ST PLACE	FLOOR LOOT KILL	USES PARACHUTE
GETS 5 KILLS	LEGACY WEAPON KILL	B07 WEAPON KILL	USES GRAPPLE HOOK	USES HEARTBEAT SENSOR
USES BUY STATION	USES ZIPLINE	COLLECTS LOADOUT DROP	TOXIC PLAYS OR COMMS	LETHAL EQUIPMENT KILL OR FINISH
DOLPHIN DIVES	GIVES TEAMMATE SUPPLIES	PURPOSEFUL WALL JUMP	ACTIVATES OR COMPLETES CONTRACT	DOES SOMETHING DUMB

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1ST PLACE	DOLPHIN DIVES	FLOOR LOOT KILL	USES BUY STATION	DOES SOMETHING DUMB
ACTIVATES OR COMPLETES CONTRACT	USES PARACHUTE	GETS REVIVED	USES GRAPPLE HOOK	GETS 5 KILLS
CAMPING	PURPOSEFUL WALL JUMP	GIVES TEAMMATE SUPPLIES	BUYS BACK TEAMMATE	LETHAL EQUIPMENT KILL OR FINISH
REVIVES TEAMMATE	USES HEARTBEAT SENSOR	IN THE GAS	USES ZIPLINE	LEGACY WEAPON KILL
TOXIC PLAYS OR COMMS	DRIVES VEHICLE	B07 WEAPON KILL	COLLECTS LOADOUT DROP	USES KILLSTREAK

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GIVES TEAMMATE SUPPLIES	DOLPHIN DIVES	USES PARACHUTE	USES KILLSTREAK	IN THE GAS
USES GRAPPLE HOOK	ACTIVATES OR COMPLETES CONTRACT	1ST PLACE	USES ZIPLINE	USES HEARTBEAT SENSOR
CAMPING	REVIVES TEAMMATE	GETS REVIVED	BUYS BACK TEAMMATE	TOXIC PLAYS OR COMMS
DRIVES VEHICLE	LETHAL EQUIPMENT KILL OR FINISH	LEGACY WEAPON KILL	FLOOR LOOT KILL	GETS 5 KILLS
BO7 WEAPON KILL	PURPOSEFUL WALL JUMP	USES BUY STATION	COLLECTS LOADOUT DROP	DOES SOMETHING DUMB

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GETS 5 KILLS	TOXIC PLAYS OR COMMS	USES PARACHUTE	PURPOSEFUL WALL JUMP	DOES SOMETHING DUMB
USES GRAPPLE HOOK	USES HEARTBEAT SENSOR	USES KILLSTREAK	1ST PLACE	LEGACY WEAPON KILL
BUYS BACK TEAMMATE	REVIVES TEAMMATE	USES BUY STATION	FLOOR LOOT KILL	DRIVES VEHICLE
CAMPING	BO7 WEAPON KILL	DOLPHIN DIVES	COLLECTS LOADOUT DROP	IN THE GAS
USES ZIPLINE	LETHAL EQUIPMENT KILL OR FINISH	ACTIVATES OR COMPLETES CONTRACT	GETS REVIVED	GIVES TEAMMATE SUPPLIES

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GETS 5 KILLS	BO7 WEAPON KILL	USES HEARTBEAT SENSOR	1ST PLACE	CAMPING
DOLPHIN DIVES	ACTIVATES OR COMPLETES CONTRACT	BUYS BACK TEAMMATE	GETS REVIVED	DRIVES VEHICLE
IN THE GAS	LEGACY WEAPON KILL	USES ZIPLINE	USES KILLSTREAK	DOES SOMETHING DUMB
REVIVES TEAMMATE	USES BUY STATION	USES GRAPPLE HOOK	COLLECTS LOADOUT DROP	USES PARACHUTE
LETHAL EQUIPMENT KILL OR FINISH	PURPOSEFUL WALL JUMP	TOXIC PLAYS OR COMMS	FLOOR LOOT KILL	GIVES TEAMMATE SUPPLIES

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LETHAL EQUIPMENT KILL OR FINISH	DOLPHIN DIVES	ACTIVATES OR COMPLETES CONTRACT	DOES SOMETHING DUMB	USES KILLSTREAK
COLLECTS LOADOUT DROP	LEGACY WEAPON KILL	USES GRAPPLE HOOK	GETS 5 KILLS	USES PARACHUTE
TOXIC PLAYS OR COMMS	IN THE GAS	GIVES TEAMMATE SUPPLIES	CAMPING	BO7 WEAPON KILL
GETS REVIVED	USES BUY STATION	REVIVES TEAMMATE	FLOOR LOOT KILL	BUYS BACK TEAMMATE
1ST PLACE	USES HEARTBEAT SENSOR	PURPOSEFUL WALL JUMP	DRIVES VEHICLE	USES ZIPLINE