 SURVIVE

Survival - *Spawn***BX**^{TM}

A *Spawn***BX**^{TM} will be positioned at each Team's re*Spawn* Point/Base, which shall display the time remaining in the Match. Interference with or moving of the *Spawn***BX**^{TM} will constitute Foul Play.
The *Spawn***BX**^{TM} shall contain, timers, countdowns, counter, displays and other such technology as is approved and introduced by SAL.
Players Hit during play MUST return to the re*Spawn* Point/Base and have their re*Spawn* recorded by Marshall, *Spawn***BX**^{TM} and/or such technology approved and introduced by SAL.
Each re*Spawn* will take five (5) seconds before the Player is released to return to Play.

Scoring

The Team who has the **lowest** recorded *Spawn***BX**^{TM} count (lowest number of re*Spawn*s) at the end of the Match will score three (3) points.
If the Team has a ZERO recorded *Spawn***BX**^{TM} count AND the opposing Team has at least one recorded *Spawn***BX**^{TM} count at the end of the Match - this shall be deemed a 'Wipeout'.

CONTROL & SURVIVE

Survival - *Spawn*BX^{TM}

A *Spawn*BX^{TM} will be positioned at each Team's re*Spawn* Point/Base, which shall display the time remaining in the Match. Interference with or moving of the *Spawn*BX^{TM} will constitute Foul Play.

The *Spawn*BX^{TM} shall contain, timers, countdowns, counter, displays and other such technology as is approved and introduced by SAL.

Players Hit during play MUST return to the re*Spawn* Point/Base and have their re*Spawn* recorded by Marshall, *Spawn*BX^{TM} and/or such technology approved and introduced by SAL.

Each re*Spawn* will take five (5) seconds before the Player is released to return to Play.

Objective - *Control*BX^{TM}

An odd number of *Control*BX^{TM} will be positioned at various Points around the Arena, and shall display whether the Point is controlled by the Alpha Team, Bravo Team, or whether it is under the control of neither Team. Interference with or moving of any *Control*BX^{TM} will constitute Foul Play.

The *Control*BX^{TM} shall contain, timers, countdowns, counters, displays and other such technology as is approved and introduced by SAL.

Players must hold the activation mechanism for a minimum of five (5) seconds (or such other time as determined by SAL) before the *Control*BX^{TM} is deemed to be in the control of the Player's Team.

   a) If the Player is Hit during said activation period, the activation will FAIL, they must release the activation and the *Control*BX^{TM} will be reset.

Scoring

The Team who controls the majority of the *Control*BX^{TM} at the end of the Match will score three (3) points.

If the Team controls ALL of the *Control*BX^{TM} at the end of the Match - this shall be deemed a 'Wipeout'.

The team with the **lowest** number of re*Spawn*s will score two (2) points – NB Objectives will always score higher than Survival.

PLUNDER & SURVIVE

Survival - *Spawn*BX[TM]

A *Spawn***BX**[TM] will be positioned at each Team's re*Spawn* Point, which shall display the time remaining in the Match. Interference with or moving of the *Spawn***BX**[TM] will constitute Foul Play.
The *Spawn***BX**[TM] shall contain, timers, countdowns, counters, displays and other such technology as is approved and introduced by SAL.
Players Hit during play MUST return to the re*Spawn* Point/Base and have their re*Spawn* recorded by Marshall, *Spawn***BX**[TM] and/or such technology approved and introduced by SAL.
Each re*Spawn* will take five (5) seconds before the Player is released to return to Play.

Objective - *Plunder*BX[TM]

A *Plunder***BX**[TM] will be positioned at each Teams Base, in a distinct location separate from the Teams' re*Spawn* Point, as determined by the SAL. Interference with or moving of the *Plunder***BX**[TM] will constitute Foul Play.
The *Plunder***BX**[TM] shall contain, timers, countdowns, counters, displays and other such technology as is approved and introduced by SAL. The *Plunder***BX**[TM] cannot be removed from its Location at the Team Base, and may ONLY be used to contain recovered *Loot***BLX**[TM].

Objectives - *Loot*BLX[TM]

Eleven (11) *Loot***BLX**[TM][M] will be scattered around the Arena, these will be of equal size, shape and value as determined by the SAL.
Players must find and pick-up the *Loot***BLX**[TM] and return them to their Team's *Loot***BLX**[TM].
Players may only carry ONE (1) *Loot***BLX**[TM] at a time.
Players may PASS *Loot***BLX**[TM] to each other hand-to hand ONLY, they must not be thrown.
Players Hit whilst carrying a *Loot***BLX**[TM] must drop it to the floor and return to re*Spawn*.
Players may Loot the other Teams Base and remove a single *Loot***BLX**[TM] to carry to their Base.

Scoring

The Team who has collected the majority of the *Loot***BLX**[TM][M] and holds them WITHIN their *Plunder***BX**[TM] at the end of the Match will score three (3) points.
If the Team holds the majority of the *Loot***BLX**[TM] in their *Plunder***BX**[TM] at the end of the Match and their opponents hold NONE in their *Plunder***BX**[TM] - this shall be deemed a 'Wipeout'. The team with the **lowest** number of re*Spawn*s will score two (2) points – NB Objectives will always score higher than Survival.

HACK & SURVIVE

Survival - *Spawn***BX**™

A *Spawn***BX**™ will be positioned at each Team's re*Spawn* Point/Base, which shall display the time remaining in the Match. Interference with or moving of the *Spawn***BX**™ will constitute Foul Play.

The *Spawn***BX**™ shall contain, timers, countdowns, counters, displays and other such technology as is approved and introduced by SAL.

Players Hit during play MUST return to the re*Spawn* Point/Base and have their re*Spawn* recorded by Marshall, *Spawn***BX**™ and/or such other technology approved and introduced by SAL.

Each re*Spawn* will take five (5) seconds before the Player is released to return to Play.

Objective - *Firewall***BX**™

A *Firewall***BX**™ will be positioned within the Arena, at the discretion of the SAL. Interference with or moving of the *Firewall***BX**™ will constitute Foul Play.

The *Firewall***BX**™ shall contain, timers, countdowns, counters, displays and other such technology as is approved and introduced by SAL.

Players must hold their Team's activation mechanism for a minimum of five (5) seconds (or such other time as determined by SAL) to accrue time for their Team.

   a) If the Player is Hit during said accrual, the Player must release the activation mechanism, which will stop the timing for their Team, and the *Firewall***BX**™ will be reset.

Scoring

The Team who has accrued the majority of activation time on the *Firewall***BX**™ by the end of the Match will have been deemed to have broken the Code and will score three (3) points.

If the Team has accrued activation time on the *Firewall***BX**™ by the end of the Match and their opponents have accrued NONE - this shall be deemed a 'Wipeout'.

The team with the **lowest** number of re*Spawn*s will score two (2) points – NB Objectives will always score higher than Survival.