

app state

contest

name
C1

player

id _{auto}	name
1	Alice

enrolled

player	contest
1	C1

replicated
state

contest

<i>ts</i>	<i>name</i>	<i>flag</i>
<i>t₁</i>	C1	0

player

<i>ts</i>	<i>name</i>	<i>flag</i>
<i>t₃</i>	Alice	0

enrolled

<i>ts</i>	<i>player</i>	<i>contest</i>	<i>flag</i>
<i>t₄</i>	<i>t₃</i>	<i>t₁</i>	0