

### EVENTS

| Event ID | Event Name | Date | Location | NumOf Fights | Attendance |
|----------|------------|------|----------|--------------|------------|
|          | ↑          | ↑    | ↑        | ↑            | ↑          |

### FIGHTERS

| FighterID | Fname | Lname | Country | DateOfBirth | NumOf Takedowns | WeightClass | Active | Ranking | Wins | Losses |
|-----------|-------|-------|---------|-------------|-----------------|-------------|--------|---------|------|--------|
|           | ↑     | ↑     | ↑       | ↑           | ↑               | ↑           | ↑      | ↑       | ↑    | ↑      |

### MATCHES

| MatchID | Cancelled Reason | Date | Time | Location | NumOf Rounds | Victory | EventID | Score | CheckIn Date | Fighter1ID | Fighter2ID | Weight Class | Victor |
|---------|------------------|------|------|----------|--------------|---------|---------|-------|--------------|------------|------------|--------------|--------|
|         | ↑                | ↑    | ↑    | ↑        | ↑            | ↑       | ↑       | ↑     | ↑            | ↑          | ↑          | ↑            | ↑      |

### WEIGHTCLASSES

| Name | Minimum Weight | Maximum Weight |
|------|----------------|----------------|
|      | ↑              | ↑              |

### FIGHTERSTYLES

| FighterID | Fighting Style |
|-----------|----------------|
|           | ↑              |

### TAKEDOWNS

| Name | Summary |
|------|---------|
|      | ↑       |

### VICTORY

| Type | Summary |
|------|---------|
|      | ↑       |

### CHAMPIONS

| FighterID | Defenses | Current | Date |
|-----------|----------|---------|------|
|           | ↑        | ↑       | ↑    |

### FIGHTINGSTYLES

| Name | Summary |
|------|---------|
|      | ↑       |

### SCORING

| Criteria | Summary |
|----------|---------|
|          | ↑       |

### MISSED\_WEIGHT

| Wght Missed | Fine | FightersID |
|-------------|------|------------|
| ↑           | ↑    |            |

### What I had to change:

- multivalued FighterID attribute in MATCHES → Divided it into Fighter1ID and Fighter2ID
- multivalued Fighting Styles attribute in FIGHTERS → Added a FIGHTERSTYLES table