Players [__playerID__ (Int), Name (String), EloRating (Int)]

```
CREATE TABLE Players (
    playerID UNSIGNED INT,
    Name VARCHAR(127),
    EloRating UNSIGNED INT,
    PRIMARY KEY (playerID)
)
```

Events [__eventID__ (int), Name (String), Date (Datetime), Site (String)]

```
CREATE TABLE Events (
    eventID UNSIGNED INT,
    Name VARCHAR(127),
    Date DATETIME,
    Site VARCHAR(127),
    PRIMARY KEY (eventID)
    UNIQUE (Name, Date)
)
```

Games [__gameID__ (int), Result (String), Moves (String), eventID (int), blackPlayerID (int), whitePlayerID (int)]

```
CREATE TABLE Games (
    gameID UNSIGNED INT,
    Result VARCHAR(7),
    Moves VARCHAR(1000),
    eventID UNSIGNED INT,
    blackPlayerID UNSIGNED INT,
    whitePlayerID UNSIGNED INT,
    PRIMARY KEY (gameID),
    FOREIGN KEY (eventID) REFERENCES Events(eventID),
    FOREIGN KEY (blackPlayerID) REFERENCES Players(playerID),
    FOREIGN KEY (whitePlayerID) REFERENCES Players(playerID)
)
```