

Football Record (35 characters total)

	DB STX	; ASCII 0x02
	DB F	; Record type, ASCII F
HTeamName	DB '10'	; ASCII team name, 10 characters
HSCORE	DB '2'	; 2 characters
HTOL	DB '1'	; 1 character, timeouts left
VTeamName	DB '10'	; ASCII team name, 10 characters
VSCORE	DB '2'	; 2 characters
VTOL	DB '1'	; 1 character, timeouts left
Down	DB '1'	; 1 character
ToGo	DB '2'	; 2 characters
BallOn	DB '2'	; 2 characters
Possession	DB '1'	; 1 character, H or V or SP
	DB ETX	; ASCII 0x03

Soccer Record (39 characters total)

	DB STX	; ASCII 0x02
	DB R	; Record type, ASCII R
HTeamName	DB '10'	; ASCII team name, 10 characters
HSCORE	DB '2'	; 2 characters
HSOG	DB '2'	; 2 characters
HSaves	DB '2'	; 2 characters
H Corner Kicks	DB '2'	; 2 characters
VTeamName	DB '10'	; ASCII team name, 10 characters
VSCORE	DB '2'	; 2 characters
VSOG	DB '2'	; 2 characters
VSaves	DB '2'	; 2 characters
VCorner Kicks	DB '2'	; 2 characters
	DB ETX	; ASCII 0x03

Game_Clock_Record (11 characters total)

	DB STX	; 0x02
	DB C	; Record type, ASCII C
GAMECLK	DB 'MMSST'	; 5 characters
PERIOD	DB '1'	; Period
SHOTT	DB 'TU'	; 2 characters
	DB ETX	; 0x03

Wrestling Record (35 characters total)

	DB STX	; ASCII 0x02
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	DB W	; Record type, ASCII W
HTeamName	DB '10'	; ASCII team name, 10 characters
HteamSCORE	DB '2'	; 2 characters
HmatchScore	DB '2'	; 2 characters
VTeamName	DB '10'	; ASCII team name, 10 characters
VteamSCORE	DB '2'	; 2 characters
VmatchScore	DB '2'	; 2 characters
WeightClass	DB '3'	; 3 characters
Advantage	DB '1'	; 1 character, H=home, V=Vis., SP= none
	DB ETX	; ASCII 0x03

Clock_Record, wrestling (12 characters total)

	DB STX	; 0x02
	DB G	; Record type, ASCII G
GAMECLK	DB 'MMSST'	; 5 characters
PERIOD	DB '1'	; Period
TimeAdvantage	DB 'MTU'	; 3 characters
	DB ETX	; 0x03