





```
Enum comp_status {  
    OPEN  
    IN_PROGRESS  
    COMPLETED  
}
```

```
Enum entry_status {  
    ACTIVE  
    ELIMINATED  
    WINNER  
}
```

```
Enum match_status {  
    FINISHED  
    IN_PLAY  
    SCHEDULED  
    TIMED  
}
```

```
Enum round_status {  
    PENDING  
    IN_PLAY  
    FINISHED  
}
```