**Season\_ID**: Identifies the season of the match, with 'S01' as the current season.

**Match\_No**: Represents the specific match number within the season.

**Event\_Number**: A unique identifier for each event within a match.

**Match\_Raid\_Number**: The sequential number of the raid within the match.

**Team\_Raid\_Number**: The sequential number of the raid for the raiding team.

**Half**: Indicates whether the raid occurred in the first or second half of the match.

**Raiding\_Team\_Name**: The name of the team currently raiding.

**Raider\_Name**: The name of the player performing the raid.

**Number\_of\_Defenders**: The number of players defending against the raid.

**Raid\_Number**: The sequential number of the raid attempt.

**Raid\_Length**: The duration or length of the raid.

**Outcome**: The result of the raid, categorized as Empty, Successful, or Unsuccessful.

**Raiding\_Team\_Points**: Points scored by the raiding team during the raid.

**Defending\_Team\_Points**: Points scored by the defending team during the raid.

**Defending\_Team\_Name**: The name of the team currently defending.

**Defender\_1\_Name**: The name of the first defender involved in the raid.

**Defender\_2\_Name**: The name of the second defender involved in the raid.

**Attacking\_Skill**: The skill or technique used by the raider during the raid.

**Defensive\_Skill**: The skill or technique used by the defenders during the raid.

**Counter\_Action\_Skill**: The counteraction skill used during the raid, if any.