Chess Player [Name(string) , EloRating(int) , __playerID(int)__]

Event [Name(string) , Date(datetime) , Site(string) , __eventID(int)__,]

Game [Event(int) , Result(string) , Moves(string) , black_player(int) , white_player(int), __gameID(int)__,]

Chess Player [Name(string) , EloRating(int) , __playerID(int)__]

CREATE TABLE Chess Player (

       Name VARCHAR(127),

       EloRating UNSIGNED INT,

       playerID UNSIGNED INT,

       PRIMARY KEY (playerID)

)

Event [Name(string) , Date(datetime) , Site(string) , __eventID(int)__,]

CREATE TABLE Event (

       Name VARCHAR(127),

       Date DATETIME,

       Site VARCHAR(127),

       eventID UNSIGNED INT,

       PRIMARY KEY (eventID)

)

Game [Event(int) , Result(string) , Moves(string) , black_player(int) , white_player(int), __gameID(int)__,]

CREATE TABLE Game (

       Event UNSIGNED INT,

       Result UNSIGNED INT,

       Moves VARCHAR(1000),

       black_player UNSIGNED INT,

       white_player UNSIGNED INT,

       gameID UNSIGNED INT,

       PRIMARY KEY(gameID),
       FOREIGN KEY (Event) REFERENCES Event(eventID),

       FOREIGN KEY (black_player) REFERENCES Player(playerID),

       FOREIGN KEY (white_player) REFERENCES Player(playerID)

)