REPORT 1

# See User Teams after event is locked.

* **Master Report**: See events when locked.

Select \* from event\_db where event\_status=”locked”;

* **Sub Report 1** :See which users have created teams in the respective events by clicking on event row.

Select \* from user\_team\_db where event\_id=:EVENT\_ID;

* **Sub Report 2**:See the selected users team on clicking on the user’s row.

Select \* from user\_player\_db where user\_team\_id=:USER\_TEAM\_ID and event\_id=:EVENT\_ID;

REPORT 2

# See Results on completion of event.

* **Master Report:** See events when closed.

Select \* from event\_db where event\_status=”closed”;

* **Sub Report 1** :See which results for the respective events by clicking on event row.

Select \* from result\_db where event\_id=:EVENT\_ID;