


JWOLSKI.EVENT		
P *	EVENT_ID	NUMBER (8)
	EVENT_NAME	VARCHAR2 (75 BYTE)
	EVENT_START	TIMESTAMP
	EVENT_END	TIMESTAMP
	EVENT_LOCATION	VARCHAR2 (50 BYTE)
	EVENT_MAXPLAYER	NUMBER (4)
	EVENT_HOST	VARCHAR2 (25 BYTE)
	EVENT_CATEGORY	VARCHAR2 (25 BYTE)
	EVENT_PHOTO	BLOB
	EVENT_DESC	CLOB
 EVENT_PK (EVENT_ID)		
 EVENT_PK (EVENT_ID)		

JWOLSKI.GAME		
	GAME_ID	NUMBER (8)
	GAME_NAME	VARCHAR2 (50 BYTE)
	GAME_CATEGORY	VARCHAR2 (15 BYTE)
	GAME_MAKER	VARCHAR2 (50 BYTE)
	GAME_COUNT	NUMBER (3)
	GAME_MAXPLAYER	NUMBER (3)
	GAME_DESC	CLOB
	GAME_PLAYCOUNT	NUMBER (4)
	GAME_PHOTO	VARCHAR2 (50 BYTE)

JWOLSKI.EVENT_LIST		
	EVENT_NAME	VARCHAR2 (75)
	EVENT_DATE	VARCHAR2 (46)
	EVENT_LOCATION	VARCHAR2 (50)
	EVENT_MAXPLAYER	NUMBER (4)
	EVENT_HOST	VARCHAR2 (25)
	EVENT_CATEGORY	VARCHAR2 (25)
	EVENT_DESC	CLOB (4000)
	EVENT_PHOTO	BLOB (4000)

JWOLSKI.PLAYER		
	PLAYER_ID	NUMBER (8)
	PLAYER_HANDLE	VARCHAR2 (20 BYTE)
	PLAYER_FNAME	VARCHAR2 (15 BYTE)
	PLAYER_LNAME	VARCHAR2 (25 BYTE)
	PLAYER_EMAIL	VARCHAR2 (30 BYTE)
	PLAYER_ACTIVE	CHAR (1 BYTE)

JWOLSKI.MAIN_OTHEREVENT		
	EVENT_NAME	VARCHAR2 (75)
	EVENT_DATE	VARCHAR2 (46)
	EVENT_LOCATION	VARCHAR2 (50)
	EVENT_HOST	VARCHAR2 (25)
	EVENT_CATEGORY	VARCHAR2 (25)
	EVENT_DESC	CLOB (4000)
	EVENT_PHOTO	BLOB (4000)

JWOLSKI.MAIN_ACTIVEPLAYER		
	PLAYER_HANDLE	VARCHAR2 (20)
	PLAYER_ACTIVE	CHAR (1)

JWOLSKI.MAIN_TOPGAMES		
	GAME_NAME	VARCHAR2 (50)
	GAME_CATEGORY	VARCHAR2 (15)
	GAME_DESC	CLOB (4000)
	GAME_MAXPLAYER	NUMBER (3)
	GAME_PHOTO	VARCHAR2 (50)

JWOLSKI.MAIN_GAMEEVENTS		
	EVENT_NAME	VARCHAR2 (75)
	EVENT_DATE	VARCHAR2 (46)
	EVENT_LOCATION	VARCHAR2 (50)
	EVENT_HOST	VARCHAR2 (25)
	EVENT_CATEGORY	VARCHAR2 (25)
	EVENT_DESC	CLOB (4000)
	EVENT_PHOTO	BLOB (4000)