Random Forest algorithm review

The correct classification rate was 43.17% which is not great. A minimum you’d expect would be 33.33% since there are 3 options: win, draw and loss.  
The classicisation was based on thresholds set for win and draw. Each tree within the forest ran three random functions, the same function could be used more than once within the same tree. Each function could return a value between 0 and 1 so the min and max returned from a tree would be between 0 and 3. I used the training data to set the thresholds for win and draw. The thresholds I set manually were 1.8 and 1.2. The training data adjusted these thresholds when wrong classifications were made, this made the thresholds for the final classification test with a win at 1.7798 and a draw at 1.3828.