(label[U] == 'blue') <= (redTowerKills[U] <= 3.5) & (blueTowerKills[U] <= 1.5) & (redTotalGold[U] <= 27676.5)

(label[U] == 'red') <= (redTowerKills[U] <= 3.5) & (blueTowerKills[U] <= 1.5) & (redTotalGold[U] > 27676.5)

(label[U] == 'blue') <= (redTowerKills[U] <= 3.5) & (blueTowerKills[U] > 1.5)

(label[U] == 'red') <= (redTowerKills[U] > 3.5) & (blueTowerKills[U] <= 6.5)

(label[U] == 'blue') <= (redTowerKills[U] > 3.5) & (blueTowerKills[U] > 6.5) & (redTowerKills[U] <= 6.5)

(label[U] == 'red') <= (redTowerKills[U] > 3.5) & (blueTowerKills[U] > 6.5) & (redTowerKills[U] > 6.5)