

```

yourRank < 1000 # 40 ~ if ~ 1000 <= yourRank < 2000
# 20 ~ if ~ 2000 <= yourRank < 3000 # 15 ~ if ~ 3000
<= yourRank < 4000 # 8 ~ if ~ 4000 <= yourRank <
4500 # 7 ~ if ~ 4500 <= yourRank < 5000 # 6 ~ if ~
5000 <= yourRank < 5500 # 5 ~ if ~ 5500 <= yourRank
< 6000 # 4 ~ if ~ 6000 <= yourRank < 6500 # 3 ~ if ~
6500 <= yourRank < 8000 } right none, ~ totalgain =
sumofeachgainperopponentbeat
newline
loss=-2sl{1} over {1 +10^({winnerRank - yourRank}
over {4000})}, ~s= left lbrace stack { 1 ~ if ~ hardloss
# 0.2 ~ if ~ softloss } right none , ~l= left lbrace stack
{5 ~ if ~ 0 <= yourRank < 1000 # 15 ~ if ~ 1000 <=
yourRank < 2000 # 18 ~ if ~ 2000 <= yourRank < 3000
# 15 ~ if ~ 3000 <= yourRank < 4000 # 8 ~ if ~ 4000
<= yourRank < 4100 # 9 ~ if ~ 4100 <= yourRank <
5000 # 8 ~ if ~ 5000 <= yourRank < 5500 # 7 ~ if ~
5500 <= yourRank < 6000 # 6 ~ if ~ 6000 <= yourRank
< 7000 # 19/3 ~ if ~ 7000 <= yourRank < 7100 # 20/3
~ if ~ 7100 <= yourRank < 7200 # 7 ~ if ~ 7200 <=
yourRank < 7300 # 22/3 ~ if ~ 7300 <= yourRank <
7400 # 23/3 ~ if ~ 7400 <= yourRank < 7500 # 8 ~ if ~
7500 <= yourRank < 7600 # 25/3 ~ if ~ 7600 <=
yourRank < 7700 # 26/3 ~ if ~ 7700 <= yourRank <
7800 # 9 ~ if ~ 7800 <= yourRank < 7900 # 28/3 ~ if ~
7900 <= yourRank < 8000 # 29/3 ~ if ~ yourRank =
8000} right none
newline
giveup=avg loss of each opponent's individual loss
formula
newline
DC = 1.5giveup

```