

Adjustments in Quota

I have looked at the code for adjusting one's quota based on his most recent performance. This is how the algorithm currently works. Quotas are increased *only* if the player earned some money from his quota points performance (this does *not* mean money from skins or pins; just from the quota points). If he won no money, then quotas are *not* increased.

Points above or below quota	Change to quota
+4 or above (and got \$\$)	+2
+2, +3 (and got \$\$)	+1
-1, 0, +1	0
-2 or worse	-1

So, a couple of consequences. First, if you had a terrific day, and were, say, +7, but the rest of the field blew you away and you therefore did not win anything, your quota does not increase.

Next, let's say you had a horrible day and were -3, but everyone else was worse and you won. Woo hoo! Your quota still goes down a point and you won some bucks.