

All rules:

speed	distance	break		IF speed is	AND distance is	THEN break is
0	0	3,000		verySlow	veryShort	Weak
0	200	3,000		verySlow	Short	Weak
0	400	3,000		verySlow	Medium	Weak
0	600	3,000		verySlow	Long	Weak
0	800	0,875		verySlow	veryLong	veryWeak
0	1000	0,875		Slow	veryShort	Medium
5	0	4,063		Slow	Short	Medium
5	200	4,063		Slow	Medium	Weak
5	400	3,000		Slow	Long	Weak
5	600	3,000		Slow	veryLong	veryWeak
5	800	0,875		Medium	veryShort	Strong
5	1000	0,875		Medium	Short	Medium
10	0	6,000		Medium	Medium	Medium
10	200	4,500		Medium	Long	Weak
10	400	4,500		Medium	veryLong	Weak
10	600	3,000		Fast	veryShort	veryStrong
10	800	3,000		Fast	Short	Strong
10	1000	3,000		Fast	Medium	Medium
15	0	8,636		Fast	Long	Medium
15	200	6,000		Fast	veryLong	Weak
15	400	4,937		veryFast	veryShort	veryStrong
15	600	4,500		veryFast	Short	Strong
15	800	3,234		veryFast	Medium	Strong
15	1000	3,235		veryFast	Long	Medium
20	0	8,636		veryFast	veryLong	Medium
20	200	6,000				
20	400	6,000				
20	600	4,500				
20	800	4,500				
20	1000	4,500				
distance: speed:	0	200	400	600	800	1000
0	3,000	3,000	3,000	3,000	0,875	0,875
5	4,063	4,063	3,000	3,000	0,875	0,875
10	6,000	4,500	4,500	3,000	3,000	3,000
15	8,636	6,000	4,937	4,500	3,234	3,235
20	8,636	6,000	6,000	4,500	4,500	4,500

The superficial 3d chart from different angles:

