

CCOD
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We have 25 rules. X(speed) and Y(distance) in all combinations (from very slow to very strong). Z(break) we choose by ourselves

1. IF x=very slow AND y= very short THEN z= strong
2. IF x=very slow AND y= short THEN z=medium
3. IF x=very slow AND y= medium THEN z=weak
4. IF x=very slow AND y= long THEN z=very weak
5. IF x=very slow AND y= very long THEN z=very weak
6. IF x= slow AND y= very short THEN z=very strong
7. IF x= slow AND y= short THEN z= strong
8. IF x= slow AND y= medium THEN z=medium
9. IF x= slow AND y= long THEN z=weak
10. IF x= slow AND y= very long THEN z=weak
11. IF x=medium AND y= very short THEN z=very strong
12. IF x= medium AND y= short THEN z=strong
13. IF x= medium AND y= medium THEN z=medium
14. IF x= medium AND y= long THEN z=weak
15. IF x= medium AND y= very long THEN z=very weak
16. IF x=fast AND y= very short THEN z=very strong
17. IF x=fast AND y= short THEN z= strong
18. IF x=fast AND y= medium THEN z= strong
19. IF x=fast AND y= long THEN z=medium
20. IF x=fast AND y= very long THEN z=weak
21. IF x=very fast AND y= very short THEN z=very strong
22. IF x=very fast AND y= short THEN z=very strong
23. IF x=very fast AND y= medium THEN z= strong
24. IF x=very fast AND y= long THEN z=medium
25. IF x=very fast AND y= very long THEN z=weak

Table with speed, distance and calculated values of balance:

speed	0	0	0	0	0	0	5	5	5	5	5	10	10	10	10	10	10	15	15	15	15	15	20	20	20	20	20			
distance	0	200	400	600	800	1000	0	200	400	600	800	1000	0	200	400	600	800	1000	0	200	400	600	800	1000	0	200	400	600	800	1000
balance	6	4,5	3	0,875	0,875	0,875	8,325	5,765	4,062	2,285	2,285	2,285	8,635	6	4,5	3	0,875	0,875	8,635	7,125	6	4,5	3	3	8,635	8,635	6	4,5	3	3

Below, you can see 3d graph:

