IF speed is TOO SLOW and distance DISTANT, THEN INCREASE POWER GREATLY

IF speed is SLOW and distance DISTANT, THEN INCREASE POWER SLIGHTLY

IF speed is OPTIMUM and distance DISTANT, THEN HOLD POWER

IF speed is FAST and distance DISTANT, THEN DECREASE POWER SLIGHTLY

IF speed is TOO FAST and distance DISTANT, THEN DECREASE POWER GREATLY

IF speed is TOO SLOW and distance CLOSE, THEN INCREASE POWER SLIGHTLY

IF speed is SLOW and distance CLOSE, THEN HOLD POWER

IF speed is OPTIMUM and distance CLOSE, THEN DECREASE POWER SLIGHTLY

IF speed is FAST and distance CLOSE, THEN DECREASE POWER GREATLY

IF speed is TOO FAST and distance CLOSE, THEN DECREASE POWER GREATLY

IF speed is TOO SLOW and distance VERY CLOSE, THEN INCREASE HOLD POWER

IF speed is SLOW and distance VERY CLOSE, THEN DECREASE POWER SLIGHTLY

IF speed is OPTIMUM and distance VERY CLOSE, THEN DECREASE POWER GREATLY

IF speed is FAST and distance VERY CLOSE, THEN DECREASE POWER GREATLY

IF speed is TOO FAST and distance VERY CLOSE, THEN DECREASE POWER GREATLY

IF speed is OPTIMUM, acceleration is ACCELERATING and distance DISTANT, THEN DECREASE POWER

IF speed is OPTIMUM, acceleration is CONSTANT and distance DISTANT, THEN HOLD POWER

IF speed is OPTIMUM, acceleration is DECREASING and distance DISTANT, THEN INCREASE POWER

IF speed is SLOW, acceleration is ACCELERATING and distance CLOSE, THEN DECREASE POWER

IF speed is SLOW, acceleration is CONSTANT and distance CLOSE, THEN HOLD POWER

IF speed is SLOW, acceleration is DECREASING and distance CLOSE, THEN INCREASE POWER

IF speed is TOO SLOW, acceleration is ACCELERATING and distance VERY CLOSE, THEN DECREASE POWER

IF speed is TOO SLOW, acceleration is CONSTANT and distance VERY CLOSE, THEN HOLD POWER

IF speed is TOO SLOW, acceleration is DECREASING and distance VERY CLOSE, THEN INCREASE POWER