

Signals 1 – 4 included as base signal in each of the first 4 models:

- 1) Containment Line
- 2) Auto CZ's (Proprietary Confluence count Confluence levels being analyzed)
- 3) TrendPoints (TRP)
- 4) MX.Value
- 5) MACD analysis

We call this our Base Signal



Signals

Type One	(1) – Default Conserva	ative Model
	Includes Balance Line and Danton op	tion
Primary Indicator	Up Signal	Down Signal
	base.up and cm.v > 0 and xp.up and ppx > 3;	base.dn and cm.v < 0 and xp.dn and ppx < -3;
Base Signal	All pointing Up	All Pointing Down
EDRM.Chop.Meter	Chop Meter Must be above Zero	Chop Meter Must be below Zero
EDRM.BL.Trigger.Lines	TrendXpansion Positive	TrendXpansion Negative
EDRM.Easy.Trader	More Than 3 of the Algorithms must say up	Less Than 3 of the Algorithms must say down
* Uses Six Proprietary Algorithms		
	Type Two (2)	
	Includes Balance Line and Danton op	tion
Primary Indicator	Up Signal	Down Signal
	base.up and xp.up and ppx >= 0;	base.dn and xp.dn and ppx <= 0;
Base Signal	All pointing Up	All Pointing Down
EDRM.BL.Trigger.Lines	TrendXpansion Positive	TrendXpansion Negative
EDRM.Easy.Trader	More Than >= 0 of the Algorithms must say	Less Than <= 0 of the Algorithms must say
* Uses Six Proprietary Algorithms	up	down

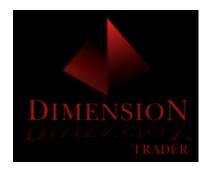


	Type Three (3)	
	Includes Balance Line and Danton opt	tion
Primary Indicator	Up Signal	Down Signal
	base.up and ppx >= 3;	base.dn and ppx <= -3;
Base Signal	All pointing Up	All Pointing Down
EDRM.Easy.Trader * Uses Six Proprietary Algorithms	More Than >= 3 of the Algorithms must say up	Less Than <= -3 of the Algorithms must say down
	Type Four (4)	
	Includes Balance Line and Danton opt	tion
Primary Indicator	Up Signal	Down Signal
	base.up and ppx >= 0;	base.dn and ppx <= 0;
Base Signal	All pointing Up	All Pointing Down
EDRM.Easy.Trader * Uses Six Proprietary Algorithms	More Than >= 0 of the Algorithms must say up	Less Than < =0 of the Algorithms must say down



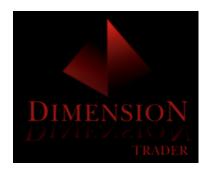
	Type Five (5)	
	Includes Balance Line and Danton opt	tion
Primary Indicator Up Signal Down Signal		Down Signal
	ppx >= 0 and contain = 1 and trp = 4 and mx.value > 0 and hb = 1;	ppx <= 0 and contain = -1 and trp = 6 and mx.value < 0 and hb = -1;
EDRM.Easy.Trader	More Than >= 0 of the Algorithms must say up	Less Than < =0 of the Algorithms must say
* Uses Six Proprietary Algorithms	* Uses Six Proprietary Algorithms down	
Containment Line	Positive	Negative
TrendPoints (TRP)	Positive	Negative
MX.Value	Above 0	Below 0
Hammered Bars	Hammered Up	Hammered Down

	Type Six (6)	
	Includes Balance Line and Danton op	tion
Primary Indicator	Up Signal	Down Signal
	ttt = 1 and ppx > 3 and mx.value > 0;	ttt = -1 and ppx < -3 and mx.value < 0;
Triple Trend	Positive	Negative
EDRM.Easy.Trader	More Than > 3 of the Algorithms must say up	Less Than < -3 of the Algorithms must say
* Uses Six Proprietary Algorithms		down
MX.Value	Above 0	Below 0



	Type Seven (7)	
	Includes Balance Line and Danton opt	ion
Primary Indicator	Up Signal	Down Signal
	ttt = 1 and ppx >= 0 and mx.value > 0;	ttt = -1 and ppx <= 0 and mx.value < 0;
Triple Trend	Positive	Negative
EDRM.Easy.Trader * Uses Six Proprietary Algorithms	More Than >= 0 of the Algorithms must say up	Less Than <= 0 of the Algorithms must say down
MX.Value	Above 0	Below 0

Type Eight (8) - Default Aggressive model Includes Balance Line and Danton option		
Primary Indicator	Up Signal	Down Signal
	ppx > 3;	ppx < -3;
EDRM.Easy.Trader * Uses Six Proprietary Algorithms	More Than > 3 of the Algorithms must say up	Less Than < -3 of the Algorithms must say down
MX.Value	Above 0	Below 0

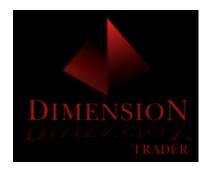


	Type Nine (9)	
	Includes Balance Line and Danton op	tion
Primary Indicator	Up Signal	Down Signal
	ppx > 3 and mx.value > 0;	ppx < -3 and mx.value < 0;
EDRM.Easy.Trader	More Than > 3 of the Algorithms must say up	Less Than < -3 of the Algorithms must say
* Uses Six Proprietary Algorithms		down
	Type Ten (10)	
	Includes Balance Line and Danton op	tion
Primary Indicator	Up Signal	Down Signal
	ppx > 3 and crs.point = 1;	ppx < -3 and crs.point = -1;
EDRM.Easy.Trader	Triple Trend and MX > 0 OR More Than > 3 of	Triple Trend and MX < 0 OR Less Than < -3 of
* Uses Six Proprietary Algorithms	the Algorithms must say up	the Algorithms must say down



Type Eleven (11)		
Includes Balance Line and Danton option		
Primary Indicator	Up Signal	Down Signal
	(ttt = 1 and mx.value > 0) or ppx > 3; (ttt = -1 and mx.value < 0) or ppx < -3;	(ttt = -1 and mx.value < 0) or ppx < -3;
EDRM.Easy.Trader	Triple Trend and MX > 0 OR More Than > 3 of the	Triple Trend and MX < 0 OR Less Than < -3 of
* Uses Six Proprietary Algorithms	Algorithms must say up	the Algorithms must say down

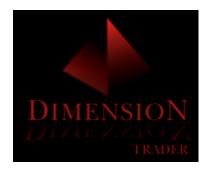
Type Twelve (12)				
Includes Balance Line and Danton option				
Primary Indicator Up Signal Down Signal		Down Signal		
	base.up and cm.v > 0 and xp.up and ppx > 3 and fibcycle = - base.dn and cm.v < 0 and xp.dn and ppx < -3 and fibcycle = - 1;;			
		Triple Trend and MX < 0 OR Less Than < -3 of the Algorithms must say down		



EXIT RULES

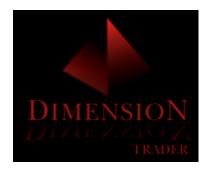
Exit Rules - 1	
Exit Long When Exit Short When	
trp = 8 or mx.value < 0 or ppx < 3 or low <= the.stop;	trp = 8 or mx.value > 0 or ppx > - 3 or high >= the.stop;
Targets Met	Targets Met
Trend Points turn White	Trend Points turn White
MX goes below zero	MX goes above zero
Easy Trader Histogram bar less than 3	Easy Trader Histogram bar greater than -3

Exit Rules – 2 Default Exit Rules	
Exit Long When Exit Short When	
trp = 6 or mx.value < 0 or ppx < 0 or low <= the.stop;	trp = 4 or mx.value > 0 or ppx > 0 or high >= the.stop;
Targets Met	Targets Met
Trend Points turn Red	Trend Points turn Green
MX goes below zero	MX goes above zero
Easy Trader Histogram bar goes below 0	Easy Trader Histogram bar goes above 0
If Easy Trader goes above 3 then below 3	If Easy Trader goes below -3 then above -3



Exit Rules - 3	
Exit Long When Exit Short When	
trp = 6 or mx.value < 0 or ppx < 0 or mac.d < 0 or low <= the.stop;	trp = 4 or mx.value > 0 or ppx > 0 or mac.d > 0 or high >= the.stop;
Targets Met	Targets Met
Trend Points turn Red	Trend Points turn Green
MX goes below zero	MX goes above zero
Easy Trader Histogram bar less than 0	Easy Trader Histogram bar greater than 0
MACD crosses under 0	MACD crosses over 0
If Easy Trader goes above 3 then below 3	If Easy Trader goes below -3 then above -3

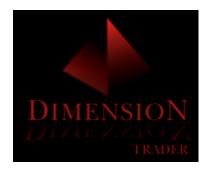
Exit Rules - 4		
Exit Long When	Exit Short When	
trp = 6 or ppx < 0 or mac.d < 0 or low <= the.stop;	trp = 4 or ppx > 0 or mac.d > 0 or high >= the.stop;	
Targets Met	Targets Met	
TRP Turns Red	TRP turns Green	
Easy Trader Histogram bar less than 0	Easy Trader Histogram bar greater than 0	
MACD crosses under 0	MACD crosses over 0	
If Easy Trader goes above 3 then below 3	If Easy Trader goes below -3 then above -3	



Exit Rules - 5		
Exit Long When	Exit Short When	
trp = 6 or ppx < 0 or mac.d < 0 or low <= the.stop;	trp = 4 or ppx > 0 or mac.d > 0 or high >= the.stop;	
Targets Met	Targets Met	
TRP Turns Red	TRP turns Green	
Easy Trader Histogram bar less than 0	Easy Trader Histogram bar greater than 0	
MACD crosses under 0	MACD crosses over 0	

Exit Rules - 6		
Exit Long When	Exit Short When	
low <= the.stop	high >= the.stop	
Targets Met	Targets Met	
Stop hit	Stop Hit	

Exit Rules - 7		
Exit Long When	Exit Short When	
low <= the.stop or ppx < 3;	high >= the.stop or ppx > -3;	
Targets Met	Targets Met	
Stop hit	Stop Hit	



Exit Rules - 8		
Exit Long When	Exit Short When	
low <= the.stop or mx.value < 0 or ppx < 0 or crs.point =- 1;	high >= the.stop or mx.value > 0 or PPX > 0 or crs.point = 1;	
Targets Met	Targets Met	
Stop hit	Stop Hit	