Easy Trader Signal Generator Signals Defined

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

Easy Trader Signal Generator Signals Defined

Signals

Type One (1) – Default Conservative Model *Includes Balance Line and Danton option*		
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 *** Uses Six Proprietary Algorithms**	**More Than 3 of the Algorithms must say up**	**Less Than 3 of the Algorithms must say down**

Type Two (2) *Includes Balance Line and Danton option*		
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 *** Uses Six Proprietary Algorithms**	**More Than >= 0 of the Algorithms must say up**	**Less Than <= 0 of the Algorithms must say down**

Easy Trader Signal Generator Signals Defined

Type Three (3)

Includes Balance Line and Danton option

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 option

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

Easy Trader Signal Generator Signals Defined

Type Five (5) *Includes Balance Line and Danton option*		
Primary Indicator	**Up 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 * Uses Six Proprietary Algorithms	More Than >= 0 of the Algorithms must say up	Less Than < =0 of the Algorithms must say 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 option*		
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 * 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

Easy Trader Signal Generator Signals Defined

Type Seven (7) *Includes Balance Line and Danton option*		
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**

Easy Trader Signal Generator Signals Defined

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

Easy Trader Signal Generator Signals Defined

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 * Uses Six Proprietary Algorithms	Triple Trend and MX > 0 OR More Than > 3 of the Algorithms must say up	Triple Trend and MX < 0 OR Less Than < -3 of the Algorithms must say down

Type Twelve (12)

Includes Balance Line and Danton option

Primary Indicator	Up Signal	Down Signal
	base.up and cm.v > 0 and xp.up and ppx > 3 and fibcycle = -1	base.dn and cm.v < 0 and xp.dn and ppx < -3 and fibcycle = 1;;
EDRM.Easy.Trader * Uses Six Proprietary Algorithms	Triple Trend and MX > 0 OR More Than > 3 of the Algorithms must say up	Triple Trend and MX < 0 OR Less Than < -3 of the Algorithms must say down

Easy Trader Signal Generator Signals Defined

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

Easy Trader Signal Generator Signals Defined

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

Easy Trader Signal Generator Signals Defined

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**

Easy Trader Signal Generator Signals Defined

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**