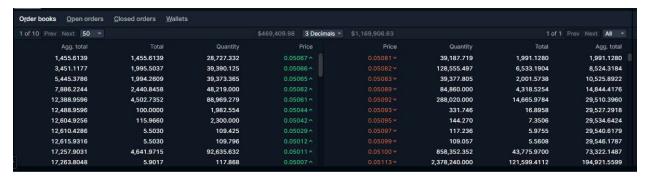
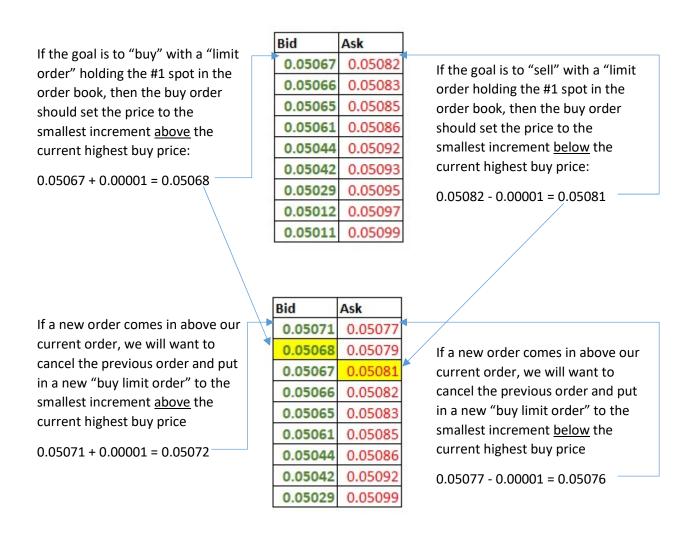
Hold the #1 Spot

Example Picture:



The above is an example order book at Bittrex. Below is a random example of the Bid/Ask Prices



If orders "under" our order start to "hollow out" or cancel" and the gap between our #1 spot and the next spot is greater than the lowest increment, then change the order to the smallest increment above the highest price

IF Level 1 – Level 2 > the smallest increment, THEN cancel order AND REPLACE

0.05072 - 0.05061 > 0.00001 THEN

0.05061 + 0.00001 = 0.05062

Bid	Ask
0.05072	0.05076
	•
•	0.05083
0.05061	0.05085
0.05044	0.05086
0.05042	0.05092
0.05029	0.05099

If orders "under" our order start to "hollow out" or cancel" and the gap between our #1 spot and the next spot is greater than the lowest increment, then change the order to the smallest

the order to the smallest increment <u>below</u> the highest price

IF Level 1 – Level 2 > the smallest increment, THEN cancel order AND REPLACE

0.05083 - 0.00001 = 0.05082

If the Spread (Bid – Ask) is equal to the lowest increment, then the buy order would be a tie for first place.

0.05072 - 0.05071 = 0.00001

Smallest Increment = 0.00001

THEN Buy Order Price = 0.05072

	Bid	Ask
1	0.05071	0.05072
	0.05068	0.05074
	0.05065	0.05077
	0.05061	0.05079
	0.05044	0.05092
	0.05042	0.05093
	0.05029	0.05095
	0.05012	0.05097
	0.05011	0.05099

If the Spread (Bid – Ask) is equal to the lowest increment, then the sell order would be a tie for first place.

0.05072 - 0.05071 = 0.00001

Smallest Increment = 0.00001

THEN Sell Order Price = 0.05072 -

NOTE: Maybe obvious, but this logic stops when the buy/sell limit order is filled

NOTE: This final condition should not be in the first initial release

Bot War Condition:

If our bot is at war with another bot for the #1 spot in the order book. We can determine this by a "leap frog" affect, where we have to change the price to regain the #1 spot every XXXX milliseconds. I do not know the speed of bots, or even the speed of our bot, but this value can be determined through experimentation in the future.

If we have 3 price changes in 6* XXXX milliseconds, then on the 4th price change, attempt a tie. Do not go one increment above/below, but instead tie for first place. If the other bot accepts a tie, then stay at that price. If the other bot does not accept the tie, then continue the war for 1st place until the 10th increment. At the 10th increment, utilize the rules for 2nd place to reset the price, and then if the other bot follows, restart the war again. If the other bot does not follow, then utilize there will be a choice whether to continue to follow, or to use the logic to stay in 2nd place. The future strategy will dictate which choice to utilize, so the code should accept an "alternate hold 2nd place" in "bot war condition", when the action strategy allows for a 2nd place hold.