

... If you hear the word "THANK you" for your good deed –
so this day you have lived not in VAIN !

Good day, dear students!

I thank you for your interest in my trading strategy.

The money you pay for this vehicle is sent to help
orphans and sick children in need.

I wish you good luck in your study and strongly recommend to be
attentive and diligent - in compliance with all the rules and laws of the vehicle,

I can guarantee your success.

The results, confirming the work of this vehicle, can serve as a video
on my YouTube channel and multiple videos of my students.

Author Nikolai



... why does Binary.com hide two ticks during a bet? Who will understand - this material will not be needed!

LESSON 0 (INTRODUCTION)

- 1) INSTALL the **ANALYZER TurnBack_3** FOLDER Analyzer (user MANUAL)
- 2) STUDY STRATEGY xxxxx.xZ
- 3) **RECORD VIDEO** TRADE IN 5 BETS TO ACCELERATE LEARNING AND WORK ON YOUR MISTAKES. VIEW AND ANALYZE IT.

To record a video, use the program from the folder ... to **RECORD**.

The MAIN thing - you need to understand the trend movement – **LESSON 2**.
After that, remember that the trend is analyzed from 3 to 5 ticks!

ELEMENTS OF ANALYSIS: (what remains to be studied and understood)

- A) We observe the trend figures. When the worm's head **is between levels**, waiting for the appearance of Numbers of different characteristics, for example: odd/even or even /odd (this is the signal to start the analysis). Now we need to analyze the trend movement by odd and even numbers. We make a deal on the difference between the numbers (the difference of 1 unit).
- B) **he breakdown** of the level we are working on **PATTERNS**.
trend is analyzed from 3 to 5 ticks!

MAIN PART !

C and f s are points in space!

(dropping out **9** or **9** this does not mean that the trend will go down or rise by 9 points!)

Your task is to understand what the main step is! (even or odd). And based on this - you make a bet!

LESSON 1 (TWO NEAR-STANDING NUMBERS)

We look at the numbers in the **analyzer**. Our task is to identify two figures that are with each other and between whom the difference in 1 unit:

- ❖ Assume **1**(this is an odd number) and **2**(this is an even number), etc.
- ❖ Can be **2**(even) and **1**(odd), etc.

Figures can be more than these and different colors:

- ❖ Assume **6**(red) **5**(blue)
- ❖ Or **5** (blue) **6**(red), etc.

IMPORTANT! To go even and odd sequence after each other, because it is PIVOT POINT, or the POINT of CANCELLATION and REVERSAL.

CARE TASK:

1 2 - test yourself - where an even number where the odd number?(through)

2 1

2 3

3 2

3 4

4 3

4 5

5 4

5 6

6 5

6 7

7 6

7 8

8 7

8 9

9 8

9 0

0 9

The purpose for the analysis - comparing two numbers between them.

Start for Analysis – any two adjacent numbers of different characteristics – **EVEN** and **ODD**.

!Even or Odd are the **characteristics** of Numbers!

!The nominal value of Digits(1 or 2, etc.) is the **value** of Numbers!

To read the graph, you need to understand the Values, Characteristics and be able to distinguish their color (color is responsible for the AREA of the Digits).

Example:

1 - **Characteristic** numbers - odd; **value** = 1; **color** – red(**RED ZONE**)

2 - **Characteristic** numbers - even; **value** = 2; **color** – blue(**BLUE ZONE**)

Etc.

LESSON 2 (TREND)

A) Trend is a sequential move of numbers, through a step. Step highlighted by characteristic (even or odd sequence) of numbers:

0 2 4 6 8 0 - even characteristic (color power)

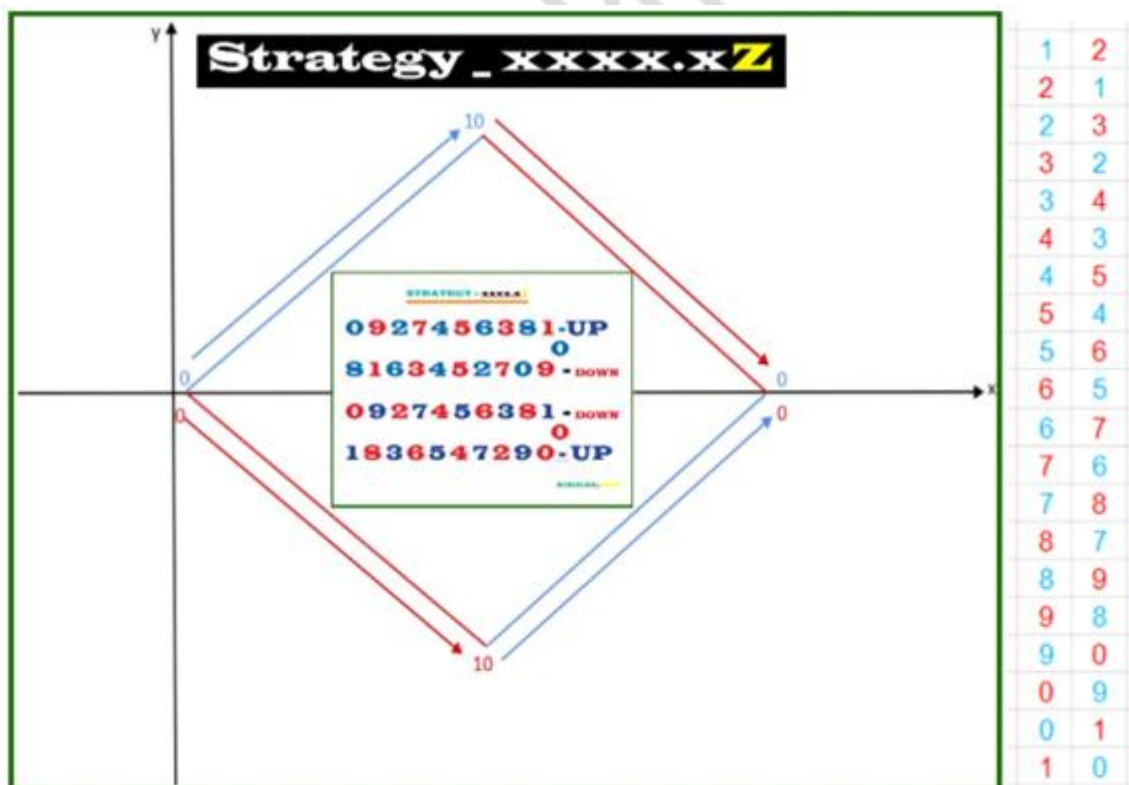
1 3 5 7 9 - odd characteristic (color power)

0 8 6 4 2 0 - even characteristic (color weakness)

9 7 5 3 1 - odd characteristic (color weakness)

B) Depending on the color of the numbers, we determine the RISE or FALL trend.

... arbitrary point in the start : (no need to memorize !)



We need the strength of the trend for comparison. If we select two standing side by side numbers (let's say 8(**even**) and 7(**odd**)), how can we compare them, if you do not know on which side of the Power sequence? BUT! There is a time for everything...

LESSON 3 (AXIS)

Draw a coordinate axis on a piece of paper.

The Y-axis is a vertical line (drawn as a straight line from the bottom up)
The X-axis is a horizontal line (in our case, draw it as a straight line from the Y-axis rightwards.)
Between the X and Y write 0.
Now draw from 0 axis -Y (straight line from top to bottom).

Blue numbers are "Y"

Red numbers are "-Y"

The X - axis along it to the right draw consistently dropping numbers (the Y-axis or -Y).
This axis is responsible for the location of each new digit on the y-Axis.
always one cell to the right of the last digit on the y Axis. Draw examples to
it is easier to represent numbers in space.

Red numbers are numbers that will be at the bottom of the coordinate Axis.

After in the school curriculum, we know that numbers with a minus sign ($Y = -1$ or $Y = -2$ etc.) on the coordinate Axis located at the Bottom.

Blue numbers are numbers with a plus sign ($Y = 1$ or $Y = 2$, etc.) and they are located at the Top of the coordinate Axis.

The **Negative** sequence numbers are drawn **Plus** a mirror. If in Plus (**blue**) zone number **2** is drawn above the number **1**, then in Minus (**red**) the area of the number "**-2**" is drawn below "**-1**". The larger the number, the higher(**blue**), or below(**red**) it is located from the **x Axis**.

Example, display on the Y-axis all digits are taken randomly. Let's say **7 red** (introducing all the "**red**" numbers with a **minus** sign) will be the lowest point, **6 red** will be higher than **7 red** and will be shifted to the right by one cell on the **X-axis** from **7 red**.



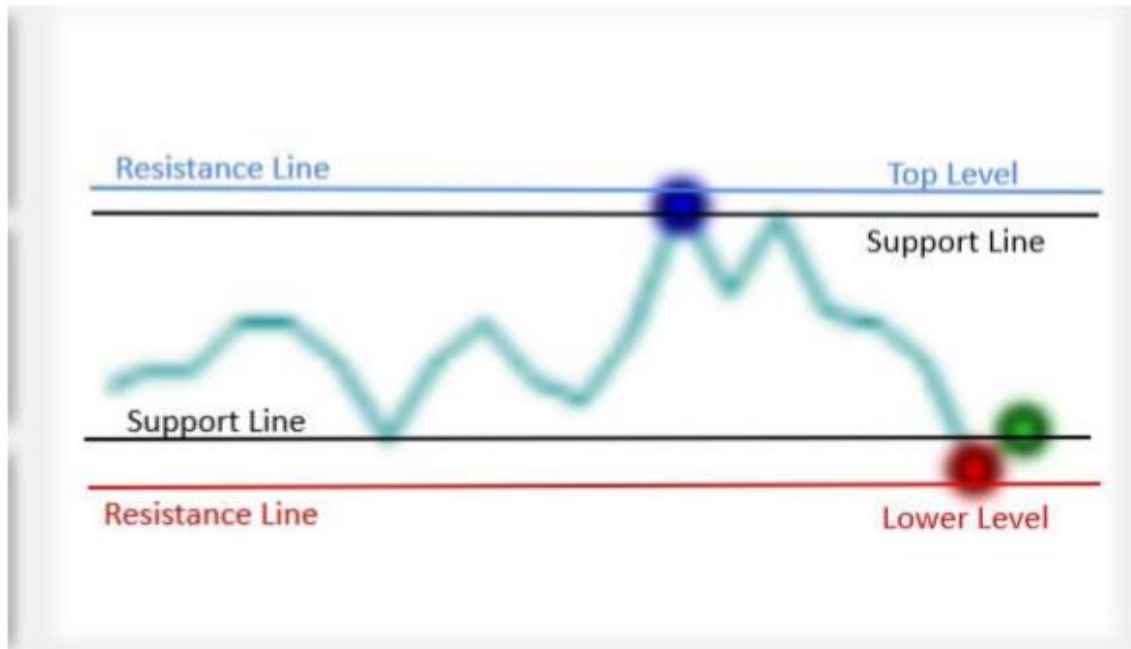
7 blue (imagine all the "**blue**" numbers with a **plus** sign) is **above**

The Y-axis, **1 blue** – lower **blue 6** - slightly above, etc. (in **positive** and **negative** AREAS)

!This Lesson is about how to RENDER figures in space!

LESSON 4 (LEVELS)

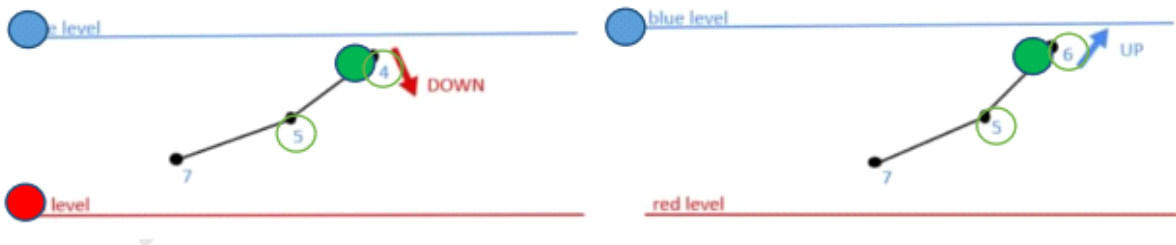
The **levels** are **blue** ● and **red** ● dots on the **WORM** (chart)





The **green** ● dot is the **head** of the WORM

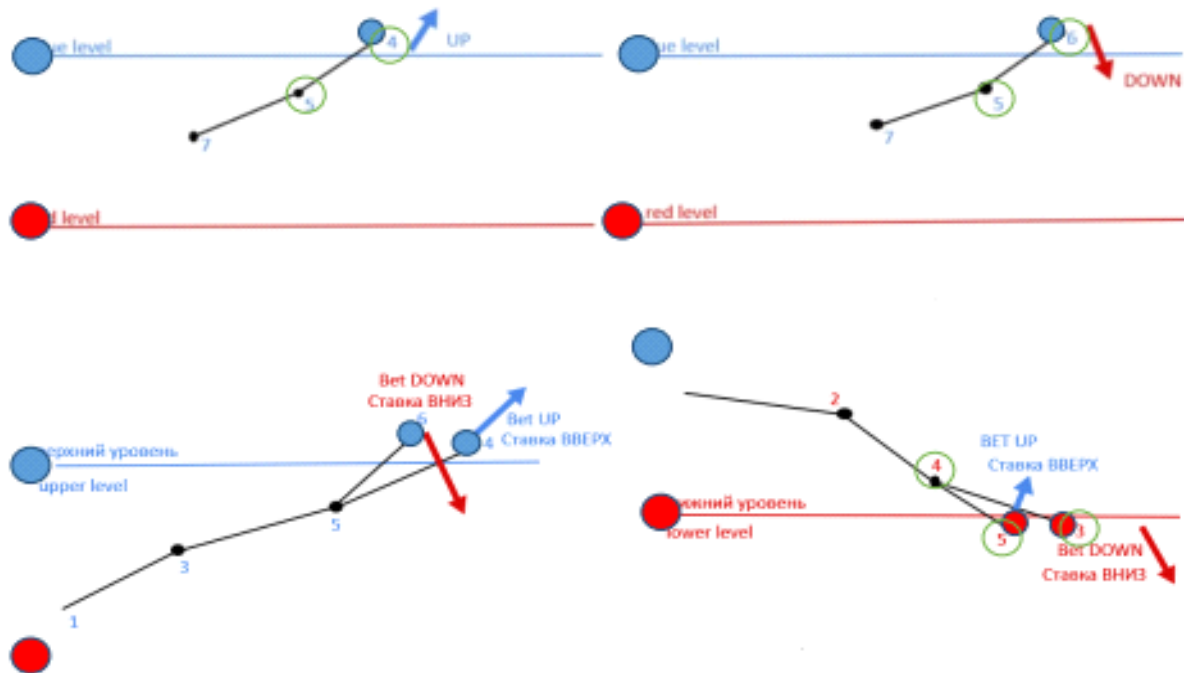
When we watch the worm's **head** and the Numbers in the **analyzer**, we should be guided by the rules and laws of this strategy.

A) PATTERN NO. 1!* THE worm's **head** ● is located **between levels** (for descending sequence – mirror):



Write down on a blank sheet of these sequences and analyze.

B) PATTERN No. 2!* **Head**  of the **WORM** breaks the level up (for the descending sequence is mirrored ):



* the essence of the **PATTERNS No. 1** – when the **color** of the **head** of the **WORM** repainted in the color of the upper or lower levels – work on the strategy **BETWEEN LEVELS**:

- 1) Select an **even** or **odd** sequence;
- 2) Wait for the numbers of the reverse characteristics (if there were **EVEN**, then wait for the **ODD**);
- 3) Compare the end of the sequence with the new characteristic number
 - If the new figure is more than the previous one – the **trend continues**.
 - If less – graph it will change the direction to the opposite and the rate in the **opposite direction**.

** the essence of **REGULARITIES No. 2** – when the **color of the head of a WORM** pick up the color of the upper or lower levels – **work LAWS ON**

BREAKOUT: (the pattern can be reversed if the worm's head)

- 1) Select the sequence that went to the penetration (**EVEN** or **ODD**);
- 2) Select the **NUMBER** that broke the level – it must be different features (if you were to break through **EVEN** then it will be **ODD**);
- 3) If the graph continues to move **UP** or **DOWN** (depending on **COLOR** the head of the **WORM**), we observe in the **FIGURES** and identified only figure with a new characteristic, compare it with the previous figure and open according to the **laws(regularities)**:
 - new **more** previous – GRAPH will **change** direction on **REVERSE**.
 - the new one is **less** than the previous one – the trend will **continue**.

When we notice the numbers next to different characteristics, or when we follow the trend and highlight the growing or falling sequence Numbers, we should visualize the numbers in space and separate The **DOMINANT** trend from which to 7m ticks can be ignored.

In Lesson 2, we realized that the strength of a **growing** trend is an **uptrend** a sequence of **blue** Numbers, and the strength of the **falling trend** is **upward consistently red** Numbers –regardless of their characteristics (**EVEN** or **ODD**).

When there is an **anomaly** – it weakness.

Anomaly of **blue** or **red** numbers – it's a decreasing sequence.

The figure on the right shows that blue **EVEN** and **ODD** in decreasing sequence trend is not growing as well

falls, or on red **EVEN** and **ODD** in decreasing trend sequence not falling, but rising.

To separate the extra anomalies noise and understand the exact movement of the trend, we will use the visualization of Numbers in space superimposed on the top and the lower levels of the **VISUAL ZERO**.

Visual zero is a level resistance and support level simultaneously.

1 3 5 7 9 - tredd UP
0 2 4 6 8 - trend UP
=====

9 7 5 3 1 - trend DOWN
8 6 4 2 0 - trend DOWN
=====

0 2 4 6 8 - trend DOWN
1 3 5 7 9 - trend DOWN
=====

9 7 5 3 1 - tredd UP
8 6 4 2 0 - tredd UP

Levels breaking ONLY figures opposite characteristics:

EVEN strikes **ODD** and **ODD** break **EVEN**

Consider the example **between the levels** and the bet: (7 6 5)



Analyzed in the paper as:

1) Emerged **7 blue ODD** – under and over the **blue 7** draw the line – this is our **visual zero** to breakout a new figure with the opposite characteristics

((if **ODD**, then trend may break just, otherwise trend just moved to the larger number of their characteristics and colors)

2) **6 red EVEN** for **red 6 EVEN** performing a visual line.

We have formed two levels – Upper and Lower – different characteristics of **ODD** and **EVEN** a start to the analysis.

3) **5 red ODD** – **6 red** visual trait **EVEN** is punched **UP ODD**

Difference between **5 red ODD** and **6 red EVEN** = **1 unit**.

4) **5 red ODD** (less than) < **7 blue ODD** – after 7m ticks the chart will be **HIGHER**, so the bet is **UP**

More example:

4 red appears, the next appears **3 blue** (as long as the trend can go down, wait), the next appears **7 blue** (also still uncertain, as we could miss (not see the number up to **4 red**, it could be **2 red** and the trend would be **FALLING** (**2 4 3 7**)), the next appears **5 blue**, **now we know that after 7 ticks the chart will be HIGHER**, because the **blue is odd** the sequence **RISING**, the numbers are on the **VISUAL ZERO** and there is a **difference of 1 unit** between **4** and **5** ==> open the **bet UP***

*provided that THE worm's **head** is **between levels**.



Now a good example with **anomaly** and rate:

7 5 4 on **blue odd** is not growing, and **falls!** And here is the turning point **4** => **DOWN**



5 7 6 8 red odd falls (DOMINANT TREND)!

But how would pivot point **6**, but weak => **DOWN**

– if it was the first **8 blue** (instead of **6 blue**) is a turning point (could go **UP**).



Another example: if the anomaly 7 5 6 – then **UP!**



9 RED ODD → I DIDN'T RISE TO 9 BLUE
 6 RED EVEN → · DIDN'T BECOME HIGHER! THE RATE · **DOWN!!!**
 5 BLUE ODD → I DIDN'T RISE TO 6 BLUE
 0 BLUE EVEN →

LESSON 6 (FIXED)

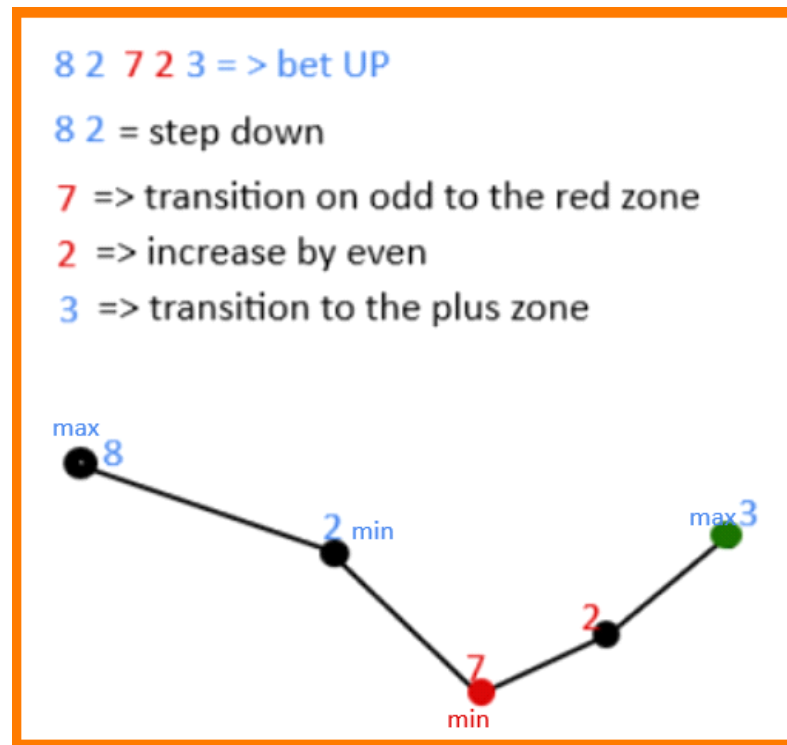


This algorithm cheat SHEET. Use it simply. Examples can be verified by her when the **head** of the **WORM** is **BETWEEN** the **LEVELS**.



Using this knowledge, try to draw these examples:

8 2 7 2 3 => bet up (UP)



7 2 5 4 1 => bet up (UP)

9 1 0 3 9 => bet down (DOWN)

1 9 8 9 9 8 => bet up)

8 9 7 => bet up (UP)

2 3 4 3 4 => bet up (UP)

5 9 3 3 6 => bet down (DOWN)

5 4 6 8 => bet up (UP)

5 8 6 4 => bet down (DOWN)

5 7 9 1 1 2 => down bet)

9 4 9 4 0 0 6 => down bet)

2 5 6 6 => bet down (DOWN)

Strategy xxxxx.xZ

We always analyze 3 - 5 ticks (+2 extra), since we always losing 2 ticks after the bet. Sometimes when FLAT analysis takes longer.

We need to determine the trend movement! The trend consists of the selected numbers." xZ".

You need to be able to determine the characteristics of the numbers (EVEN or ODD).

Select on what numbers the chart will rise or fall (worm):

STEP 1: If the trend in the **red** format falls on even numbers, then in the **red** format, it will rise by odd numbers. Now we moving on to the **blue** format. We see that in the **blue** format chart (worm) rises on **odd numbers**, means on **even numbers** it will fall.

STEP 2: We must be able to see the breakdowns (on the resistance lines). **When breakouts** you need to work on patterns.

STEP 3: Now we know the trend movement, and can easily apply the "rule" with a difference of 1 unit

EXAMPLE 1: (Annex 1)

(Random set of digits to select only the **INCREASE** and **DECREASE** of)

If the blue format are blue 3 - 5 - 7 - trend is growing

If the blue format are blue numbers 7 - 5 - 3 - trend falls

EXAMPLE 2:

(Random set of digits to select only the **INCREASE** and **DECREASE** of)

If in red format go red 3 - 5 - 7 - trend falls

If in red format go red figures 7 - 5 - 3 - trend is growing

ATTENTION:

I) Do not forget about the laws when the level is broken!

II) When you do not know what to do, waiting for any other move!

III) Recorded for the video! Browse, analyze and find your mistakes! Only in this way we learn to understand the strategy!

It all depends on the practice.

EXAMPLE 3: (arbitrary set of digits)

We see that there was **7**, then had the **5** and **6 blue** drops (the difference in 1 unit between **7** and **6**, but we see that the red odd trend is growing and **6 blue** more **5 red** with backyards in 1 unit + higher **VISUAL ZERO'S**.) So the **bet is UP***.

*provided that THE **worm's head** is between levels.



We define and select only one of the three criteria!

For strategy xxxxx.xZ you need to remember the criteria by which we work:

1. Work **purely on the trend**, when we see that the trend is growing or falling clearly, to for example, on even, we wait for odd, or on odd, we wait for even, compare them and place a bet:

2 **1 1 3** => bet **UP**

2. Work on **exceptions to the breakdown of levels** when broken through the top or lower levels, and even or odd go in a row, for example:

1, 5, 3, - falls 4 => bet **DOWN** (exception)

1, 5, 3, - falls 2 => the rate **UP** (with the exception)

3. Work on the **algorithm with a difference of 1 unit**:

1, 3, 5, 7, - and then after the breakdown went: for example **8, 6** => bet UP (as in blue **7** format more than **6**)

Trend movement is a tick (step) from point "A" to point "B"

=====

EXAMPLE 4: (arbitrary set of digits)

5 2 4 3 (example between levels => bet UP. If **2** has broken through the upper level, then after appeared **4 3** => bet DOWN)

a) Tick (step) in even digits from **2** (point "A") to **4** (point "B")

b) Tick (step) in odd digits from **5** (point "A") to **3** (point "B")

Conclusion: the rate UP.

We do the analysis between even and odd numbers.

1) There is even and odd or odd and even - this is the start (the beginning of the analysis).

2) Then we observe how the trend rises or falls. It can fall like

for even and odd numbers (example: **4 1 2 3**).

3) On an even trend falls - **4 2**, but the odd trend rises - **1 3**, and **here**

how to see the difference of 1 unit between points A (even step) and B

(odd step), we compare them on the coordinate axis with each other. Trend by

ODD came out of the **red zone** and rose above the ending of the **EVEN** step (**2**)

– so the trend will go UP => rate **UP**.

Do not forget about the rules and laws on breakdowns:

Everything that works on breakouts doesn't work between levels, and what works between levels, does not work on breakouts !

Record a video for yourself at 3 - 5 rates, then view and analyze!

Only in this way you will understand the strategy and learn to see your mistakes.

FALLING AND RISING TRENDS:

9876543210123456789 - downtrend

8 6 4 2 0 2 4 6 8 - abnormally falling goes to **falling**

9 7 5 3 1 1 3 5 7 9 abnormally falling goes to **falling**

9876543210123456789 - the trend is growing

8 6 4 2 0 2 4 6 8 abnormally growing goes to **increasing**

9 7 5 3 1 1 3 5 7 9 abnormally growing goes to **increasing**

THE COMPARISON OF VECTORS (RULES)

• **! ODD – ODD ANOMALOUS ODD**

• **! EVEN - EVEN ANOMALOUS EVEN**

The positions of the vectors in the rules are taken arbitrarily. The vector A can be **EVEN** digits, vector B can be **ODD** digits. Vector numbers can be of the same color.

a = abnormally

RULE # 1:

ABNORMALLY Growing or ABNORMALLY Falling, and Rising/Falling

A) VECTOR AND (a**ODD aODD**) abnormally growing / VECTOR B (**EVEN EVEN**) growing:

7 3 2 4 ==> **bet UP !**

B) VECTOR A (a**ODD aODD**) abnormally falling / VECTOR B (a**EVEN aEVEN**)

falling: **7 5 4 2** => **bet DOWN !**

C) Special cases: VECTOR A (a**ODD aODD**) anomalously decreasing / VECTOR B (a**EVEN aEVEN**) abnormally waning one color of (or all abnormally growing for

red) - all the **blue** or **red**. Example **9 5 4 2** ==> **down bet !**

or example **0 0 8 4 5 3**

Put it this way: **8 4** - downtrend. **5 3** - the trend was down (but **5 blue** interrupted the top of the end of the **EVEN** trend (**4 red**)).

Conclusion: rate **UP!**

RULE # 2:

ANOMALOUS and DOMINANT comparison:

When there is a growing or falling trend on the **ODD**, or **EVEN** (2 near going digits of one sequence and step) are replaced by an abnormal, or the dominant sequence of digits of the opposite characteristic (**ODD ARE** replaced by **EVEN**, or Vice versa).

1 5 (grows odd), then **4 2** => **bet UP ! ODD ODD** (a**EVEN** a**EVEN**)
(DOMINANT TREND **1 5** – force **growth** and **VISUAL ZERO**
located **above** (seek **UP**) – an ABNORMAL **INCREASE** of **RED** as **4 red** killed blue level **5 down**, T. K. interrupted greater number)

1 5 (grows odd), then **6 8** => **rate DOWN !**
(DOMINANT TREND **6 8** – **falling** force and **VISUAL ZERO**
located at the **bottom** (seek **DOWN**) – IGNORE the GROWTH of BLUE as **6 red** struck **5 blue down**)

RULE # 3:

COLORED CRUSHED STEP of the VECTORS A and B : EVEN, ODD, ODD, EVEN,

We combine into a single vector of one **EVEN** and **ODD** compare them between by itself, imposing a **VISUAL ZERO**. Each of the numbers intuitively suggests, what happens to the trend.

For example: **EVEN, ODD, ODD, EVEN**,

2 3 9 8 : analysis as follows **2 3** increases (because the trend has moved to **BLUE ZONE**, **3 blue** interrupted **2 red UP**), **9 8** increases (because **8 red** tends to **BLUE ZONE** and has interrupted **UPWARD 9 red** – an **abnormal growth**).

Note : if this option is between levels = > **bet UP ! If under such a version, and broken in lower level, 8 red => rate DOWN !**

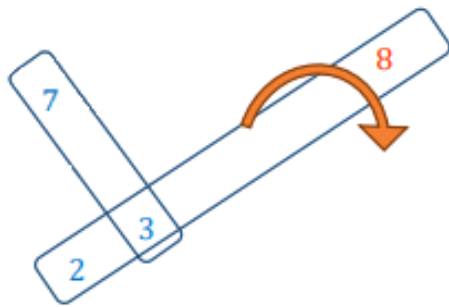
RULE # 4:

The EXCEPTION TO the ALGORITHM is the comparison of top and bottom in amplitude 1.

This is an exception to the algorithm. But there is a logic. The difference in this part is very easy to confuse with **rules No. 1, 2 and 3**. As I understand it, this algorithm compares the **top** and **low** amplitude of only the first digits of even or odd characteristics, but different colors.

Example: **ODD EVEN ODD EVEN**

7 2 3 8: here we see a downtrend. We analyze **7 3** is a trend reducing the number of retail. So this is a strong bearish trend (**7 3 8** strong downtrend – **8 red** breaks through level **7 blue down**) => rate **DOWN!** – imagine two bars – these are vectors. Which of them will overpower the other in this direction will be the trend. **7 blue** at the top, **2 blue** below, punches upward **3 blue** and **8 red**(harder) that breaches an **effort**. Vectors **7 3** and **2 8** slam **DOWN!**



BUT:

If appear **6** (**7 3 6**, the trend changes to the opposite => rate **UP!** - **7 blue 6 red** and she is not broken).

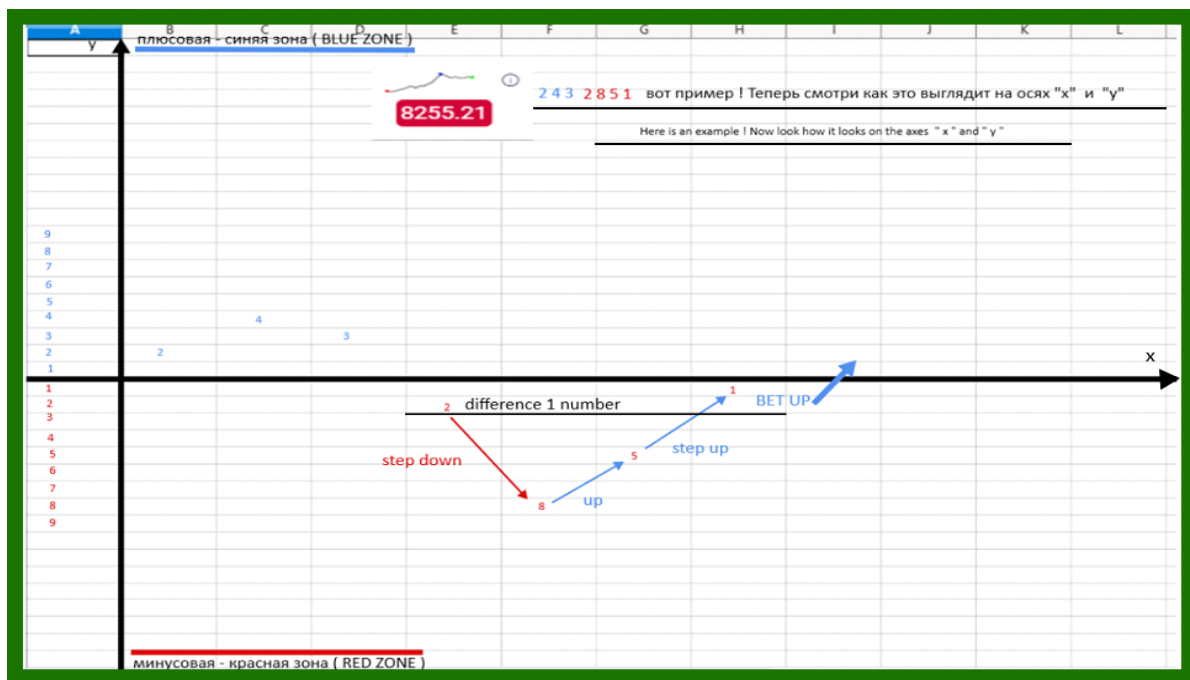
If there are **8** synonymous with reversal => rate **UP!**

If appears **6** synonym of reversal => **bet UP!**(since **6 blue** is **NOT PUNCHES 7 blue**, and pulled up to her **bottom(2 3) UP** - springboard)

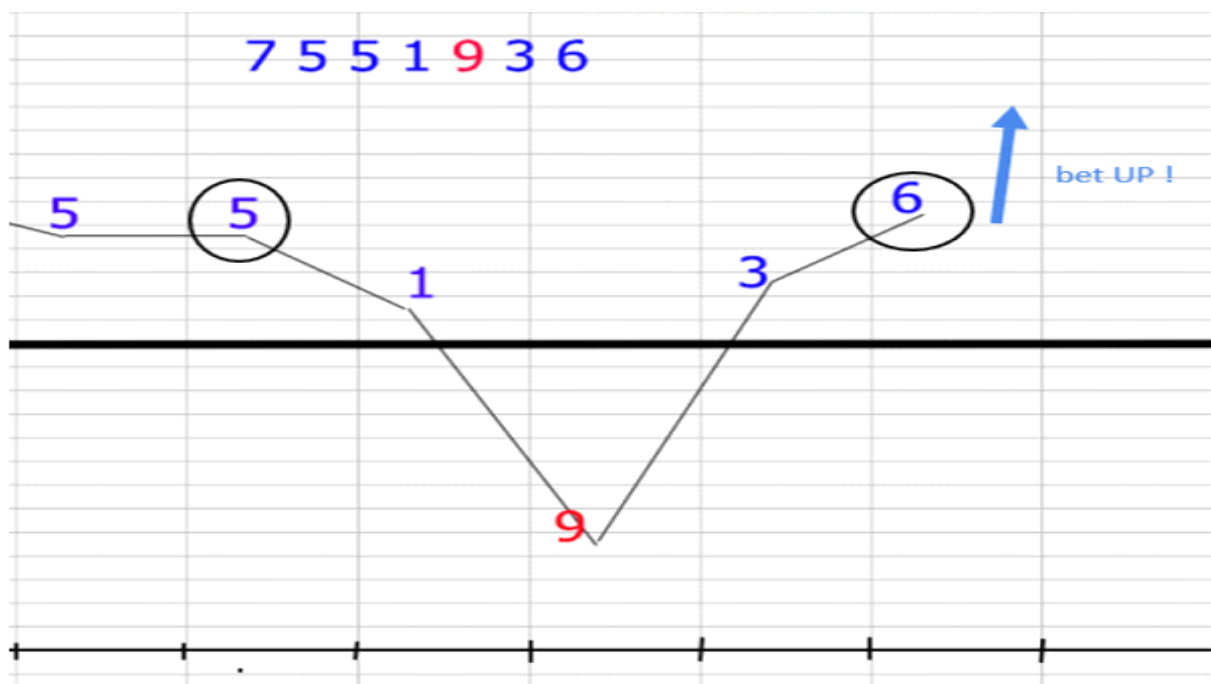
RULE # 5:

GOLD THE DIFFERENCE IN 1 UNIT

real example :



2.



3.

The main trend of the chain is the trend EVEN an ODD

If \ even - odd - even - odd - odd \ trend is an even number - this is the main trend, which we expect to insert;

If \ odd - even - odd - even \, then the trend was the main trend of retail.

You need to understand the main trend in the betting chain.

Remember! We always do the analysis only by "vectors" or "steps". Conduct analyze only the step between even and odd numbers.

Example: **3 7 8 2**

3 7 is a step on odd numbers ! Here we see that the trend is **falling!** Maximally the trend **fell to red 7**

8 2 is the second step on even numbers ! Here we see that the trend is **growing!** There in example **8 > 2**

We conclude : rate **UP**

SUMMARIZE:

All figures are visually superimposed on the graph of the coordinate axis " X " and " Y ".

Work on three criteria:

The analysis begins with the loss of even/odd or odd/even - this is the start (it is also analyzed with the subsequent loss of numbers)

1. or work on the trend (**2 1 1 3** => **rate UP**)

2. or we work according to the pattern

(example: if the trend was on odd up and when the breakout of the upper level breaks even, but less at par => rate up (example: **5 7 6** => **bet up**).

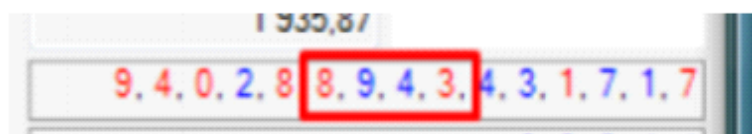
If punches with large => **bet down** (example: **5 7 8** => **down bet**)

3. either with a difference of 1 unit only it is between levels !!!

(example: **5 7 6** => **bet DOWN**, example: **5 7 8** => **bet UP** !)

The main thing!!!

You have to learn how to explain yourself, each the fallen figure ! Only in this way you will learn to understand and see the entry points !



9 4 - here we do not understand where the trend is moving !
9 4 0 - here the same until we not understand . . .
9 4 0 2 - there was even **blue**, even, so those previous even that were after **red** odd **9**, - were higher. Now we have entered the trend !
9 4 0 2 8 - here we see that the even trend again fell into the **red zone** and we understand, that he not fell below **9** and means still remains as would higher!
Now falls flat **8** - so the trend remained at the same level !
9 4 0 2 8 8 9 - now the odd trend has moved directly to the **blue zone** ! And **8 9** is is obtained the beginning of "start."
9 4 0 2 8 8 9 4 - now both steps in the **blue zone**! But here as well it turns out that we as if again not understand, that shows us a **4**(above or below **9**)
9 4 0 2 8 8 9 4 3 - here's the final figure **3**. Here is a complete analysis of the two steps !
8 4 - step on even, where we see, that he from **red zone** moved in **blue zone** !
9 3 - here is the odd step where we see that from the maximum top point **9**, he sort of decided falling in the **red zone** **3**. But so as the end of the step not was able underbid even the end of step **4** the conclusion = > **rate UP** !

It's simple, you just need to get used to being able to see and analyze on the go!
I manage to enter the trend, because I do not lose a single digit and do not
I'm falling out of the trend, and therefore I see its movement. . .
I insistentlly say - do not lose the numbers, and you will not have to enter the trend again and do the analysis again.

Diagram illustrating the selection of the element to be swapped (6) and the element to be compared (2) in the first pass of the bubble sort algorithm.

Conclusion: rate **UP!**

[illegible]

Николай (Nikolas)