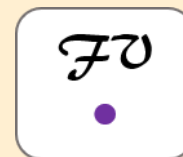


# Orbit the Tool (ProPlay)



2023

*ProTrades*



*Deterministic Trading (point to point)*

*Oscillator Model of markets*

*Visual, easy to learn and use*

*The Probook*

*Orbit Play*



*Trading Steps : Short-term & Scalps (+scalable trades)*

***The Market is a Nested System of Pivots,  
and to make the most money per trade, we  
use a "Trick."***      *Nested* →



*The Market is like a Russian Doll only far more complex. Because **pivots** are nested one inside another to infinity, and are all the same point at a time.*

*So you can trade the market from any "Time Frame," because the trade/entry points or Semaphores Match exactly.*

*The range (Pip distance), of time frames are NOT the same because the larger the time frame the wider the range. In Order to make the **most money** per trade/scalp in Orbit, we match Semaphores in different time frames in such a way that we time trades early and correctly and for the widest Pip distance every time.*

*The **most important** thing to keep in mind before you trade a **match** is to know the **base value** of the match. The base value of a match is always the largest Semaphore in the largest time frame in the match. Usually G4 or H4 (sometimes H1). Depending on the base value, a trade will behave differently and travel over a different pip range (not all trades make the same money).*

<b><i>On</i></b>	MI =	Truncation (MI) =	HI =	Pip Range =	H4 (Base) =	Action Space =
①	<b>G (4)</b>	<b>G (4)</b>	W (1)	Scalp	<b>0</b>	FLE
②	<b>M (5)</b>	<b>M (5)</b>	Y (2)	Super Scalp	<b>W (1)</b>	FLE
③	<b>M (5)</b>	<b>G (4)</b>	A (3)	ID Trade	<b>Y (2)</b>	FLE/Breakout
④	<b>M (5)</b>	<b>G (4)</b>	G (4)	ID Trade	<b>A (3)</b>	Space
⑤	<b>M (5)</b>	<b>G (4)</b>	M (5)	S Trade	<b>G (4)</b>	Space
⑥	<b>M (5)</b>	<b>M (5)</b>	M (5)	P Trade	<b>M (5)</b>	Space

*Matches*

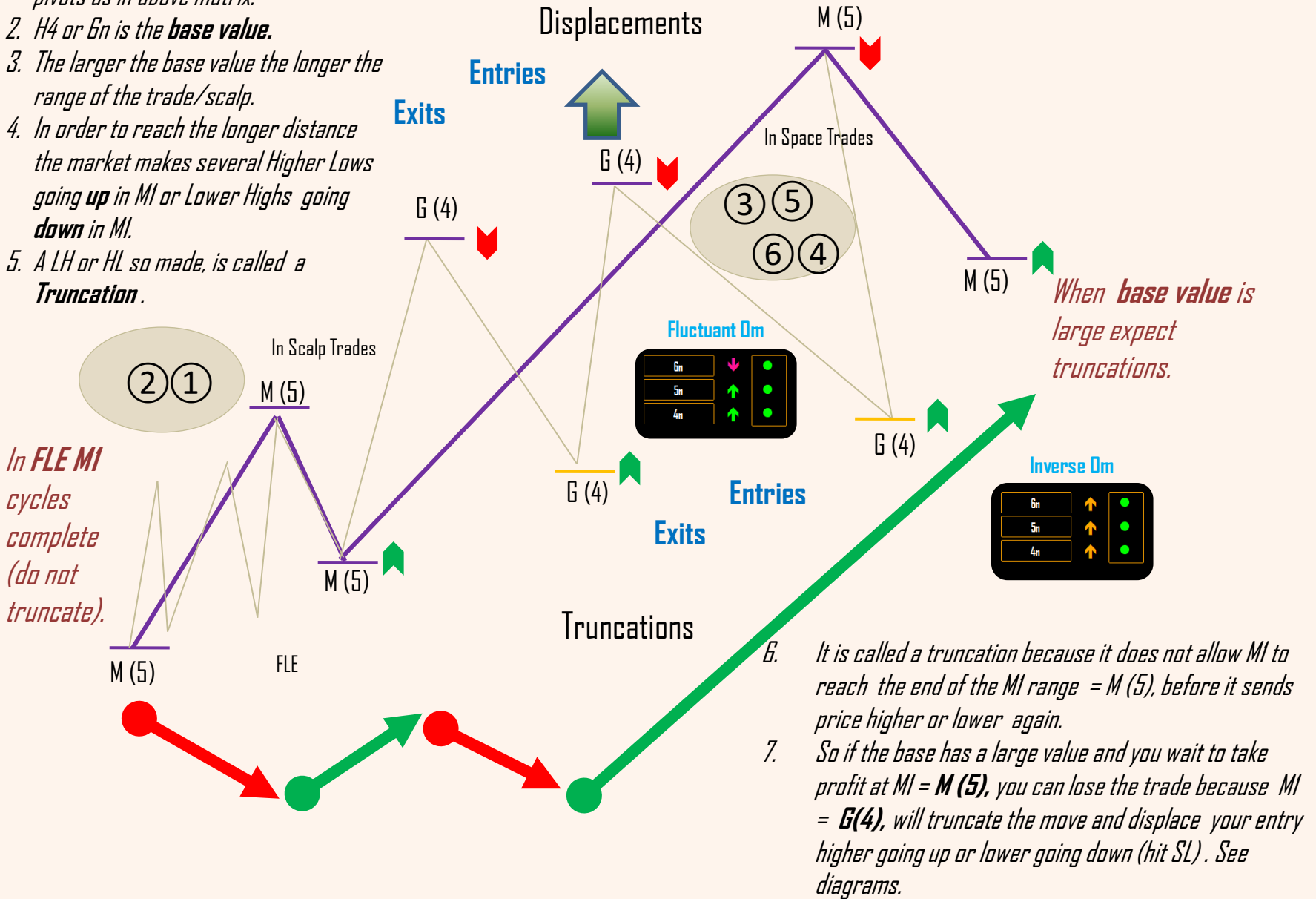
***Profit = \$\$***

***Profit = \$\$\$\$\$\$***

***Match Matrix***

## Matching MI Time Frame (n) In Orbit

1. We match **M1 pivots** to a) H1 or b) H4 pivots as in above matrix.
2. H4 or G<sub>n</sub> is the **base value**.
3. The larger the base value the longer the range of the trade/scalp.
4. In order to reach the longer distance the market makes several Higher Lows going **up** in M1 or Lower Highs going **down** in M1.
5. A LH or HL so made, is called a **Truncation**.



6. It is called a truncation because it does not allow  $MI$  to reach the end of the  $MI$  range =  $M(5)$ , before it sends price higher or lower again.

7. So if the base has a large value and you wait to take profit at  $MI = \mathbf{M(5)}$ , you can lose the trade because  $MI = \mathbf{G(4)}$ , will truncate the move and displace your entry higher going up or lower going down (hit  $SL$ ). See diagrams.

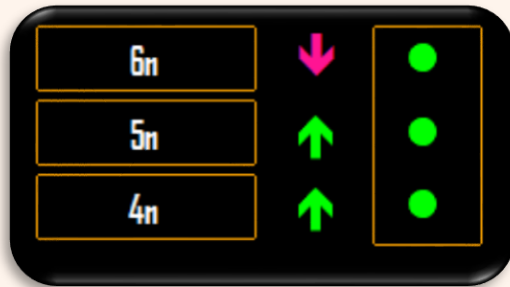


Changes to watch in MAIN "trend", when taking short-term trades/scalps

### Fluctuant On

### Inverse On

①



④



Entire market is in an in-phase pullback. Market will resume **Up** on low pivot nested ( $n - H1$ ). FLE

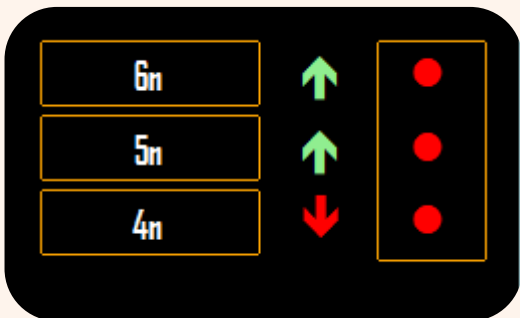
Entire market is in a "Trend" Up. Market will **REVERSE** Down on High pivot nested ( $n - H4$ ). Also true when Fluctuant Arrow (= green): Base value is big

### Changes in Market Conditions

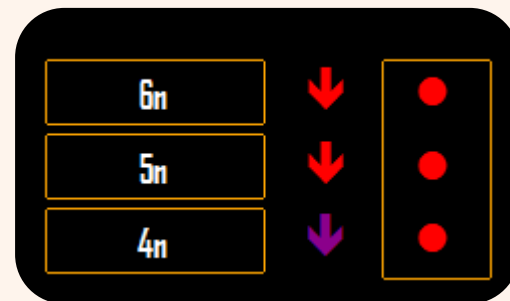
Entire market is in an in-phase pullback. Market will resume **Down** on High pivot nested ( $n - H1$ ). FLE

Entire market is in a "Trend" DOWN Market will **REVERSE** Up on low pivot nested ( $n - H4$ ). Also true when Fluctuant Arrow (= darkorchid): Base value is big

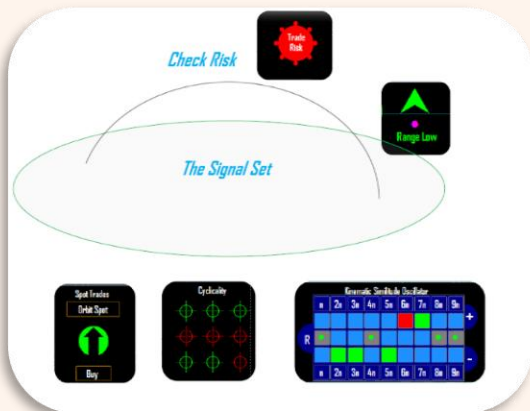
②



③

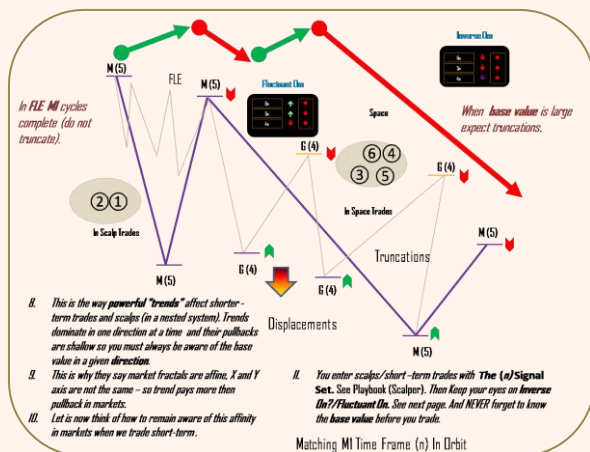


②



The (n) Signal Set.

Scalp/Short-Term Trade  
Entry



Expect Truncations ahead  
if base value is large.

Step 1, find H1 or H4 match at Low or High.

Step 2: Wait for complete (n) Signal Set, and Enter. *Trade Orbit*

Exit on Point to point = True.

Step 3: Watch Inverse On, If inverse on = true before Point to point = true.

You can hold trade to switch from a scalp/short-term trade to main trade.

Or still exit Point to point. (also see the Orbit Playbook (Scalper))

Decide Profit

①



Check **base value** by  
Semaphore Rank b4 you trade.

Manage Trade

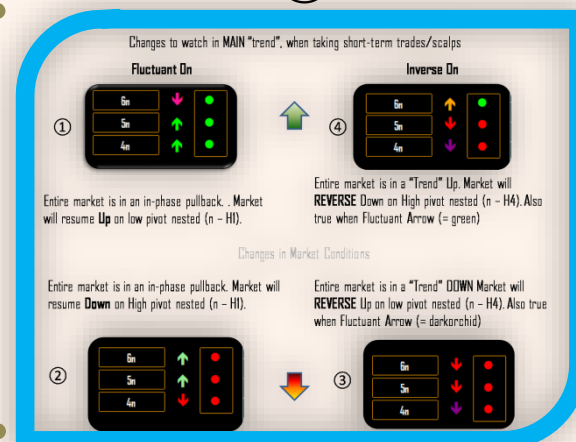
1. If inverse on you can join trade.
2. Or hold scalp/short-term trade.
3. Or simply exit at G (4) in profit.

③

Track Market Conditions

1. Are you in FLE (H1 Match = FLE c)?
2. Breakout?
3. Fluctuant On = Pullback
4. Inverse On = Stretching
5. Inverse On plus big base value = strong move.

④



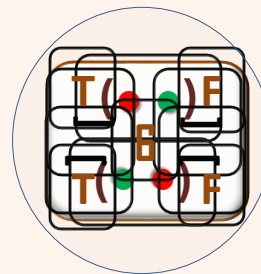
# Beyond the Prototype

Orbit the Tool



*Does the mathematical analysis– and presents the accurate state of the market – buy/sell to a user in real-time every time. as simple as that.*

The Future right now!



$f(C_T)$



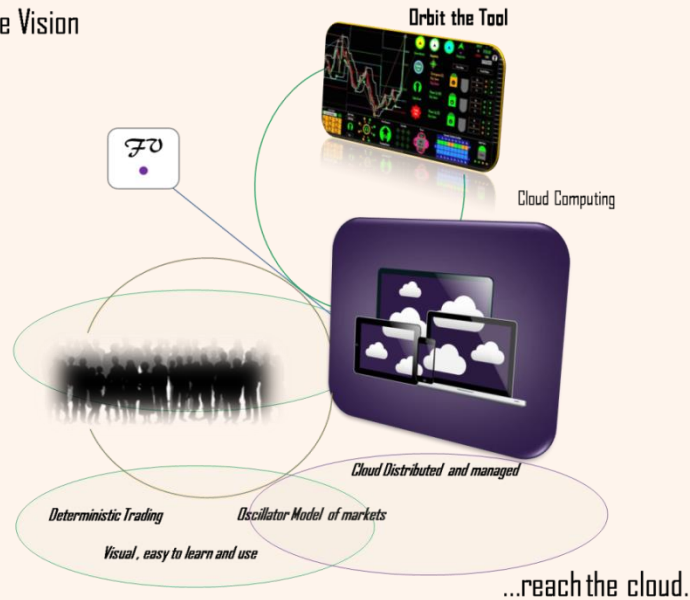


## The Future Right Now!

*Many will be satisfied with the performance of the prototype tool as is after trade testing the tool. But from the beginning our vision was beyond the prototype by much more.*

*Our vision is to reach the cloud and then reach vast crowds from the cloud. The technologies and services that can be made available from the cloud, imply an easier to use and a more sophisticatedly interfaced tool. And with such a level of user friendliness as to make the idea of online trading and investment anew. Widely increasing accessibility and therefore the participation of diverse publics in financial markets – at little risk.*

The Vision



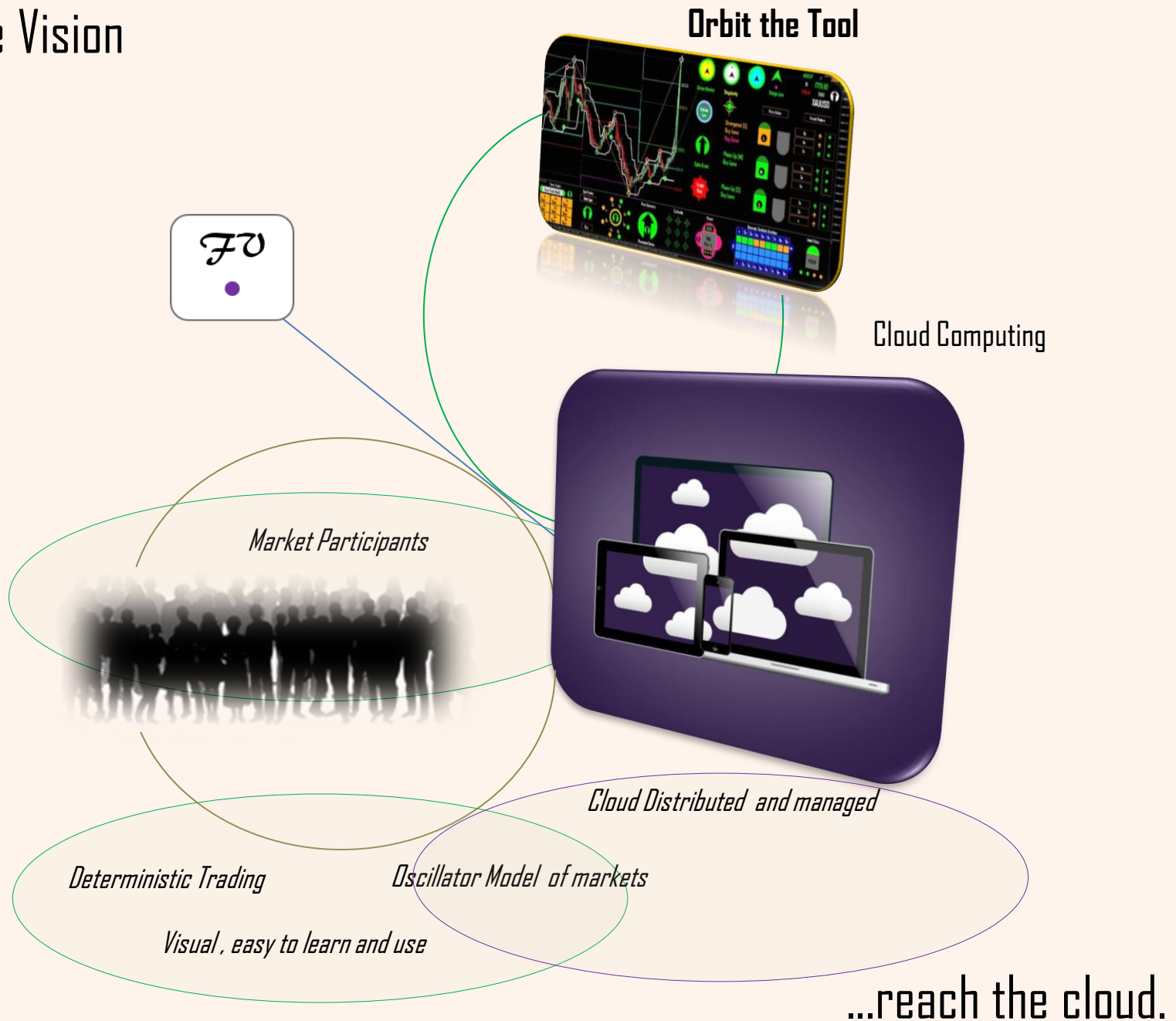
*The range in the difference between a cloud based tool and the prototype tool is vast and includes many implementations not possible in the current interface.*

*In-use feedback on the prototype is therefore important to us at this stage and is the immediate objective here. But the prototype is as they say "just the tip of the iceberg."*

*The prototype tool allows a hands on examination of our goal by potential users and investors in financial markets, demonstrating in this way, the potential implied by the tool to themselves. This explains the frequent reference in the text. to "a cloud version" The cloud version is the goal – as only such computing environment will enable the presentation of Orbit the Tool as originally conceived for the USER's benefit.*



# The Vision



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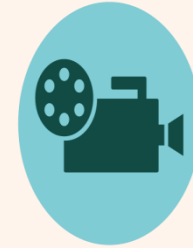
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live:sikwue



1. <https://youtu.be/ZMeSgggzRcQ>
2. Please visit the video link which visually presents our application of **chaos** mathematics in gaining our solution.
3. <https://www.complexity-explorables.org/flongs/>
4. Please visit and review the **Logistic Map** which is the same equation *form* as the “**analog**” equation on which our application is based.
5. Letters: HDM, PGD, MBA