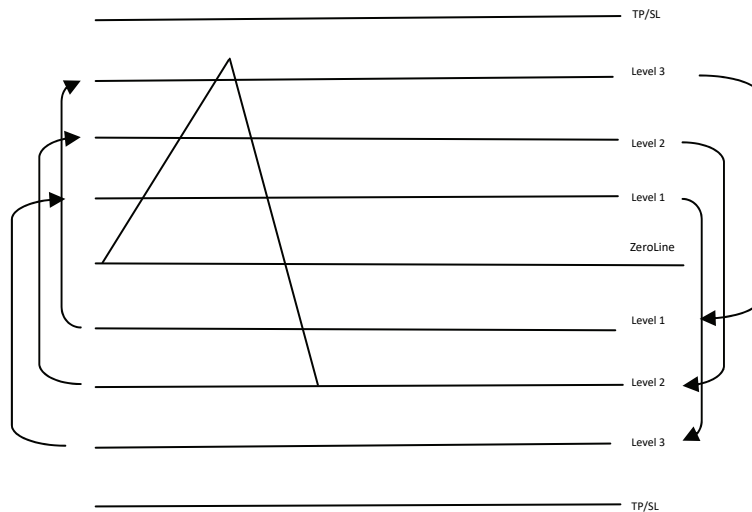


FIG. 4—COMPENSATION LOGIC 1,2 AND 3

ATTENTION: When compensating on the opposite side of the grid delete the pending order on the level you compensate and replace with a new order with a higher volume (lots) on the same level.

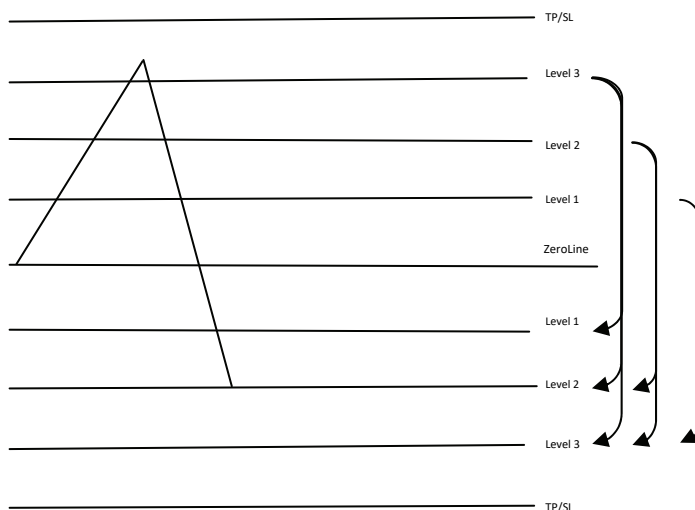
THERE MUST BE ONLY ONE PENDING ORDER PER LEVEL AFTER EACH COMPENSATION



Compensation Logic 1

- -if Price reaches Level 1— compensate on the last level (farthest from zero line on the opposite side) - Level 3
- If Price reaches Level 2—compensate on the second farthest from Zero Line—Level 2

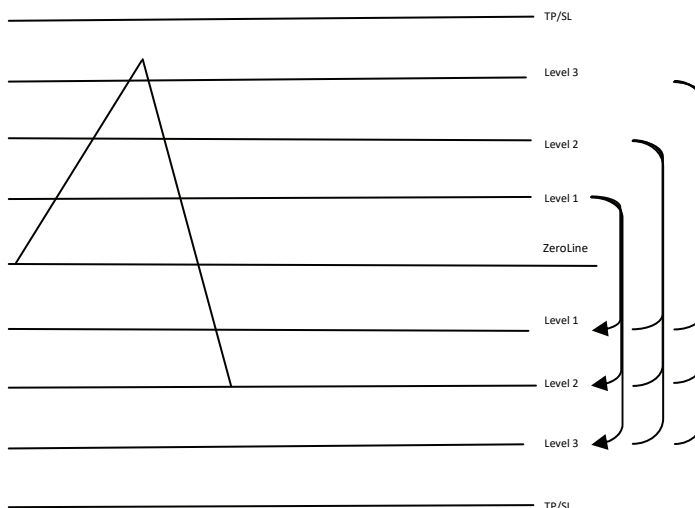
ETC...



Compensation Logic 2

- -if Price reaches Level 1— compensate on the last level (farthest from zero line on the opposite side) - Level 3
- If Price reaches Level 2—compensate on Level 2 and 3 on the opposite side
- If Price reaches Level 3—compensate on Levels 1, 2 and 3 on the opposite side

ETC...



Compensation Logic 3

- -if Price reaches Level 1— compensate on Levels 1,2 and 3
- If Price reaches Level 2—compensate on Levels 1, 2 and 3
- If Price reaches Level 3—compensate on Levels 1, 2 and 3

ETC...