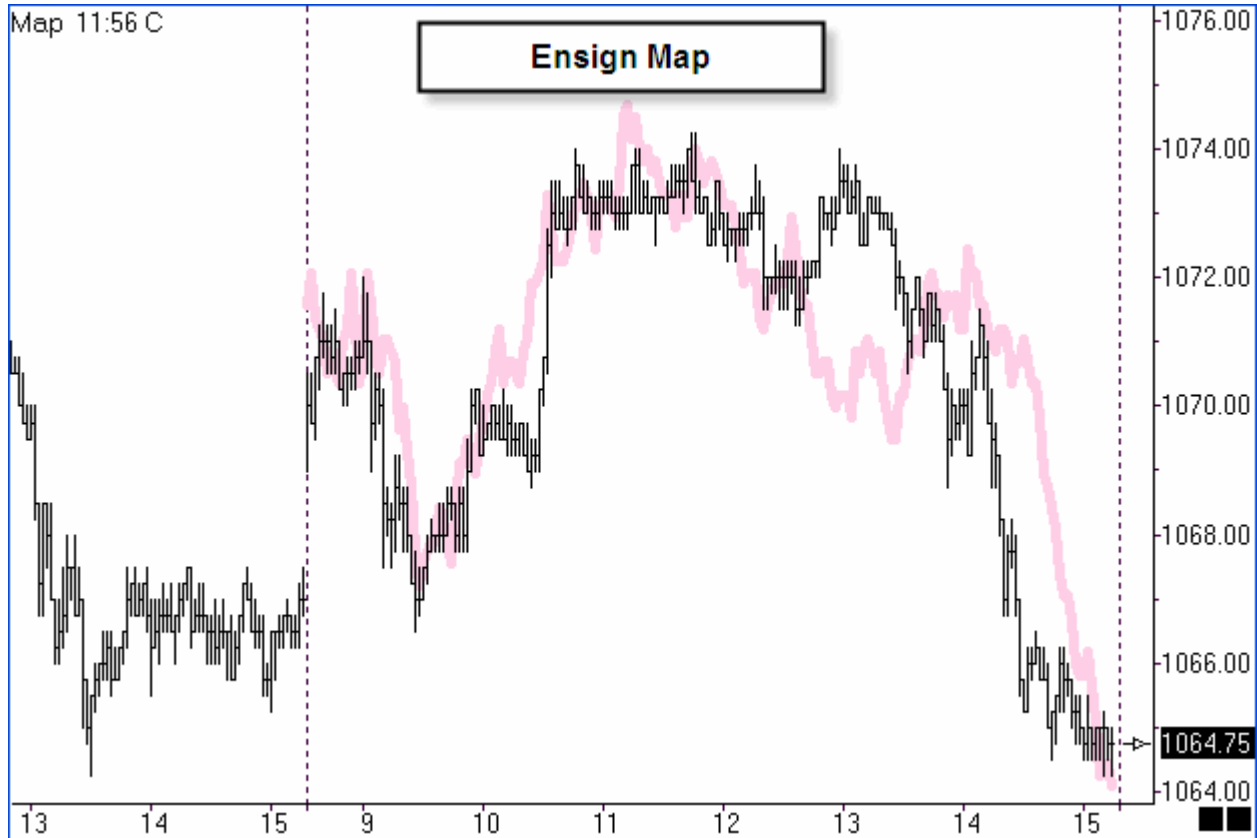


# Ensign Map

The Ensign Map is good for all symbols and all charts. And surprisingly, it is amazingly good on constant tick, constant range, and constant volume charts where the bars have a variable time period. These charts still have patterns and rhythms, and the principles still work. The idea is to have enough bars per day to have detail in the patterns. On a fixed time bar, a 2-min time period is recommended.



## Rating

Normal and Inverted fit, separated by dot.

20-10 good fit, 9-0 poor fit.

24 is possible but rare.

10: transition between good and poor.

Rating is as of rightmost bar.

Rating is based on visible bars.

Rating changes as rightmost bar scrolls.

Rating is only for the rightmost day displayed.

If view shows a day boundary (map spans two dates) the rating resets to zero at the day boundary.

## Spread

Higher spread between Normal and Inverted = better fit.

Spread example:

19.0 spread of 19-0 = 19 indicates more strength.

12.10 spread of 2 indicates less strength.

Recalculate if spread is low.

Low on sideways narrow range days.

## **Time**

Specifies current time (should it be time of bar that was farthest right when map was calculated?).

## **Equal Weights**

Unchecked gives recent patterns a higher weighting in evaluations.

## **Lock Shift**

Unchecked allows shifting the Map to align swings.

## **Calculating the Map**

1. For next day, calculate map at end of current day's session.
2. For today, position chart so last bar on chart is through yesterday, calculate map, then drag chart to left to show the map for today based on yesterday.
3. Bars that are off the right side of the chart are not included in the Map calculation.
4. Often times the initial calculation may be out of phase briefly but the actual and the map are decently good, so keep it, and the actual rejoins the Map for a great correlation.

## **Recalculating the Map**

1. After one hour (30 bars on 2-min chart) into today's session, or after midnight if using both sessions, consider recalculating if the fit is not good.
2. Recalculating before having 30 bars might be too little data or pattern to consider. Try to avoid recalculation to avoid the challenge. If too quick to recalculate, it might improve on the current phase, only to drift out of correlation in the near future.
3. Part of the genius of the Map is rhythms, or cycle widths, and it measures time. If the cycle is, say 90 minutes, then aligning Map's last swing point with actual swing point, now improves on the 90 minute timing for the next swing point. The drift was in the alignment of the swing point, and not in the width of the cycle found.

## **Price Preparation (Pesavento)**

1. For next trading day, mark hourly and daily bar charts with Fibonacci price levels.
2. Look for key prices, and patterns such as Gartley and Butterfly. Multiple Fibonacci tools might be applied to a chart, and the key prices are those where there is congestion of multiple levels at the same price. The Fibonacci Levels used are 0.618, 0.786, 1.00, 1.272, and 1.618.

## **Timing Process (Pesavento)**

1. Watch for correlation in Time forecast with market turns (harmony).
2. When price is at the time for a trend change, use Fibonacci levels tool to see which level should be used for reversal entry price. Use only 2m chart for day trading.
3. If chart shows good correlation, meaning actual turns are happening within 15 minutes of the forecast time for the turn and have correct direction going into the turn, then confidence in Time forecast, so trade the chart.
4. If correlation is off, then ignore chart. Market must be in sync or harmony with Time forecasts on 2-min bar charts.

## **Trading the Map**

Entry=Fibonacci level.

Stop=few pips beyond Fibonacci level.

Profit=Fibonacci Level price the market is nearest when it was the time for a trend change.

## **Example**

If price descending, but slightly above the 1.27 level, and it is time (within 15m) for the market to

change, place an order to enter at 1.27 level price, stop a few ticks/pips lower. Wait for time of next turn, and possibly raise stop to breakeven.