MONTEX
ALPHA RAIL SYSTEM
TURN EXPECTANCY INTO ALPHA

MARS EQUILIBRIUM · READER'S GUIDE

How to read the MARS Equilibrium Track Record

A plain-language guide to the public track record: what to look at first, what each number means, and how to use every page, button and game on the website, what each number means, and how to read every chart, tool and proof. You don't need a trading background.

Turning Expectancy into Alpha.

Open the live track record →

Read the web guide →

The live track record
marstrackrecord.com

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Every edition and what it changed: Edition history, the last section
Live test starts Monday 7 December 2026

1 · Start here

Theme. *Start here. What is being tested, and how to read any number without being fooled.*

MARS (the Montex AlphaRail System) is a trading framework. The **trader** picks each trade by hand, and a set of **quantitative rules** decides how much can be risked. The **Equilibrium Track Record** is the public scoreboard for one live test of that framework:

- **One fixed strategy, 1:1.** Every trade has a hard stop and a take-profit at the same distance. A win earns about the amount that was risked; a loss costs about the same.
- **Four trades a day, four days a week** (16 trades a week), with the same risk on all four trades of a day.
- **78 weeks (18 months)**, starting **Monday 7 December 2026**, unless the trader stops it earlier. The practice weeks before that date are not counted.
- **No dollars on the page.** Growth is shown as a **% return** and results are shown in **R** (explained below). Account size, position sizes and account numbers are never published.

The page updates from the trader's journal. Until the first trades are counted, many tools show a short note saying when they unlock. Chapter 2 explains how to practise on invented data in the meantime.

> ### The one idea to hold on to
>
> The question isn't whether the account went up this week. It's whether there is a **real, repeatable edge**, and whether risk is being managed well enough to **survive** long enough to collect it. Short-term results are mostly noise. The dashboard is built to separate signal from noise.

Four ideas that make every page easier to read

R: the unit of risk

1R is the amount risked on a trade. A full win at 1:1 is about +1R and a full loss is about -1R. Measuring in R lets you compare trades of different sizes fairly, and it keeps dollar figures private. Every MARS trade is 1:1: the stop and the target sit the same number of pips from the entry, so each trade risks one unit to make one. The Glossary entry *1:1* (also the first link of Home › Where to start › Learn the system) explains how pips, lot size and the stop fit together.

Example: risk $10, make $10 → +1R. Risk $10, lose $5 → −0.5R.

Net R: after costs

Every R figure on the page is **net**: spread, commission and slippage are already taken out. That's why a "full win" usually shows a little under +1R and a full loss a little worse than −1R.

Breakeven band (±0.10R)

A trade that closes between `-0.10R` and `+0.10R` counts as **breakeven (BE)**, not as a win or a loss. Tiny scratches don't move the win rate.

The Monte Carlo benchmark

A computer runs the same plan (1:1, 60% win rate, same risk rules) thousands of times to show the **range of normal outcomes**. It's a ruler, not a target: it shows whether real results are inside, above or below what the plan should produce by luck alone.

How the site is organised: nine menus

The main menu has nine sections, each answering one question. On a desktop it runs down the left side; on a phone it is the bar along the bottom. Each section has its own sub-pages. The counts below are the pages in each menu at the full (level 5) view.

Moving between the site and this Guide. Every page heading in this Guide (for example *Risk › Tomorrow*) has an **Open this page ›** link that opens that page on the site, and a permanent address you can share (.../guide/#p-risk-tomorrow). On the site, the top of every page described here has a 📖 **How to read this page: Reader's Guide ›** link that opens this Guide at that page's section in a new tab, so you keep your place in both.

Menu	The question	Pages	What you find there
Home	How is it going?	4	Summary, the five-metric report card, pace and finish line, watch levels.
Edge	Is there an edge, and is it real?	15	Edge statistics, rolling windows, stability, luck tests, Edge Court, Bayes vs You, RAER and RAPF, alpha vs benchmark, edge decay.
Risk	Can it survive?	16	Tomorrow's risk, gates and tiers, warning signs, Drawdown Doctor, Rail Cockpit, What would MARS do?, equity and drawdown, Kelly check.
Performance	Where does the edge come from?	14	Explore (filter every trade), compare periods, breakdowns, market climate, time and rhythm, markets, cost, excursions, benchmark arena, week bingo.
Execution	Is the plan being followed?	9	Grades and compliance, Grade this trade, expected R, Discipline Dividend, booster value, fill quality, tilt detector, day paths.
Lab	What if?	7	Forecast (simulator, goal-seek, stress tests, ETA board, tier dial), skip-it and fourth-trade what-ifs, mode comparison, sample-size planner, calculators, Lab console.
🏆 **Alpha Cup**	Can you beat the record?	5	A game: build your own trading system and play it against the live record. Match centre, team builder, statbook, how to play, trophy room.

Menu	The question	Pages	What you find there
Play	Can you trade it yourself?	8	A hub and seven practice games on real, anonymised price history, with scores, personal bests and badges.
Records	Show me everything.	16	Trade log, week stories, journal, week report, replay a week, Time Machine, timeline, hall of fame and seasons, statements, what we got wrong, audit the report, integrity, rule-change impact, hypothesis register, Education.

That is **94 pages** in the nine menus, which is what the top view level shows. Play (a hub and seven games) and **Records › Education** (the free course, with its final exam and certificates) appear on the website only. Chapters 3 to 10 take the first menus one at a time; chapter 11 covers Play and Education.

Besides the menus, the menu bar has a few pages that belong to no single menu: ★ **My dashboard** (your pinned cards and your Education and Play progress), **Share card** (one week on one image), **Glossary** and ✦ **What's new**. Chapter 2 lists every button.

View levels: choose how much you see

94 pages is a lot for a first visit, so a first-time visitor starts at level 1 (Essentials) and adds pages as they want them. There are five **view levels**. Each level adds pages to the one below it; level 5 shows everything.

Level	Pages	What it adds
1 · Essentials	12	How it's going, tomorrow's risk, the trades and the proof.
2 · Explorer	49	Adds the edge, gates, grades, the simulator and its benchmark challenge, Education, games and drills, week reports, the report audit and the hypothesis register.
3 · Trader	69	Adds proof charts, drawdown, exposure, breakdowns, cost, climate and discipline, and the R | % switch on 30 charts.
4 · Analyst	83	Adds rolling windows, belief, payoff, alpha, tail risk, excursions and forecasts.
5 · Professional	94	Every page and tab.

- **Change it** with ◐ **Level** in the menu bar, or from the **View level** card on Home › Summary (you can hide that card). The choice is remembered on this device only.
- **Nothing is locked.** ⌕ **Search** still finds every page. A link to a page above your level opens it normally, with a note and a button to switch to that level.
- **Split view** lists every page whatever your level, because it is for comparing.
- This guide marks the level of each page in the chapters that follow, so you know what to switch on to see it.
- **How a level behaves.** A menu with no page at your level is hidden, and each menu opens at its first page at your level. Level 1 also keeps Home short: the unlock list becomes one line, and Verdict detail, the status legend and Replay are left out. The season tracker in the Home header is the same at every level. Search tags a page above your level “level n”.

- **Your first level.** A first visit opens at level 1. Anyone who used the old Simple view starts at 1, and other returning visitors start at 5.

R or %: the unit switch (level 3 and up)

From view level 3 (Trader), 30 charts carry a small **R | %** switch at their top right (site version 69). It redraws that one chart in the other unit; the tiles above the chart keep their own. Levels 1 and 2 see every chart in its original unit, with no switch, and the switch stays hidden until the first trading day is counted.

- **R to %.** Every amount in R becomes percentage points of the starting balance: the R × that day's risk per trade × the balance at the start of that day ÷ the starting balance. All four trades of a day risk the same amount, so the points add up to the account's growth: a running total in % ends at the growth since the start. It is rebuilt from the day table, so it can differ slightly from the account. Win, loss and breakeven colours still come from the trade's R and the ±0.10R band. These points are contributions to growth, not returns on the money at the time: once the account has doubled, +1R at 2% risk earns 2% of that morning's balance and adds 4 points of the starting balance. A week's return on its own opening balance is a different number.
- **% to R.** Growth becomes cumulative R, and drawdown becomes how far cumulative R sat below its best point at each day's close. Gate lines are left off in R, because gates are set in % of the account.
- **The charts.** In R, with a % view: Replay the record (Home › Summary; in % its band is the drawdown below the Equity Peak High, measured from day closes as the gates are), Cumulative R (Edge statistics and Explore), Ghost exits, Net R per trade (Week report), Cumulative R A vs B (Compare periods), Who carried the result? (Explore, from version 87; the totals only, EV per trade stays in R), Breaches against the compliant average (Execution › Discipline cost, from version 88; the tiles stay in R), Month by month (A15), Week bricks (Compare periods), Edge river, Season spiral, Gate weather map, Day result by colour, Tier usage (A26), Market race (A20), A30 Cost drag over time, Excursion comets, The climb back (Drawdown Doctor; in %, each gate step's gain in % of the equity at its foot, with no trade counts), The 1R receipt (Trade log; in %, each figure is R × that day's risk × that morning's balance, in points of the starting balance, with no ±1R lines) and the Week heartbeat on every Week story. In %, with an R view: the Underwater chart, Drawdown fingerprints, Return shape, Equity and drawdown (A22), Replay a week and the Parallel universes cards Skip it and The fourth trade (Lab; in R, cumulative net R, with no gate lines).
- **Why not every chart.** Edge charts (the EV funnel, bootstrap, rolling EV, fill gap, expected R, the sequential test) stay in R, because in % the sizing would look like edge. Win rates, probabilities and benchmark charts have no R version.
- **Reading the two.** R is the edge; % is what the rail made of it. They part company wherever the tier changed: a week can lose more R than another yet cost the account less, because the rail had already cut risk. A note under the chart says which conversion it shows, and each chart remembers its unit in this browser (in sample mode, until the page is reloaded).

Creative and basic views

From site version 77 (ten charts), 78.3 (ten more), 79 (ten Risk charts), 80 (nine more), 81 (ten Performance charts), 81.2 (eleven more), 82 (eleven more), 84 (one more), 85 (two more), 86 (one more), 87 (one more), 88 (two more) and 89 (two more), eighty creative charts carry two buttons above them: the picture (the default) and a **basic view** that redraws the same numbers as a standard chart with quantitative overlays

drawn on. Each card remembers its choice in this browser; on cards with the R | % switch, the two controls work together, and plan ranges and plan ticks are drawn in R only. The buttons are hidden while a chart has nothing to draw.

- **Win rate by week**: Waffles | Bars | Spread (third view from version 89.1, below). Bars coloured against the plan's 60% and the break-even win rate ((1 + average cost) ÷ 2), the last four weeks pooled as a line, and the plan's range: the 10th to 90th percentile of wins at a true 60% for that week's wins and losses (exact binomial). Wins come in whole numbers, so the band holds more than 8 weeks in 10: about 88% of 16-trade weeks and 97% of 4-trade weeks; the note under the chart gives the expected share for the weeks shown. The break-even line is a theoretical 1:1 line at the record's average cost; each week's own costs and breakevens decide its real net R.
- **Week bricks** (Net R by week, Performance › Compare periods): Bricks | Bars. Each week's net with a trailing 4-week average; in R also the plan's expectation (+0.15R a trade) and its 10th-to-90th percentile range (about 88% of 16-trade weeks land inside).
- **Edge river**: River | Lines. Each session's running net R and the total; in R also the plan pace for the trades taken so far.
- **A11 The trading clock**: Clock | Bars | Before / after cost (third view from version 89.1, below). EV by New York hour with its 95% range and trade count, coloured by session, against the plan's +0.15R and the EV of all hours; Rollover hours (17–19 ET) are shaded when they appear.
- **A15 Month by month**: Cable | Waterfall. Each month from the running total to where it left it, then the total; in R a dashed tick marks where the month would have ended at the plan pace for its trades.
- **A29 Every result, by session**: Dots | Box plot. Middle half, median, whiskers and unusual results for each session, with its mean (the EV) and that mean's 95% range, the plan line and the mean of all trades.
- **Road map**: Road | Dot plot. Each milestone on one week axis: the median week among the runs that reach it, the middle half of those runs, today, and the chance of reaching it by week 78. A faded row is reached in fewer than half the runs, so its week describes only the runs that get there. From site version 91.3 the Road carries trade counts 30, 50, 100, 150, 200, 250, 300, 500, 750, 1,000 and 1,248 (purple; solid signs are the 30, 100 and 300-trade reviews, and 1,248 is the full cycle at 16 trades a week), growth stations ×1.5, ×2, ×3, ×5, ×10, ×20 and ×50 plus the goal (green), and amber flags for the review calendar (the Q1, Q2, Q3 and Q5 reviews and the Year 1 review at week 52). Signs that would touch stand on taller poles.
- **Who paid for the growth**: Sunburst | Treemap. Growth points by the two chosen slices as nested tiles (area = size, either sign); hovering a tile gives its trades and its share of the movement against its share of the trades.
- **Depth sonar** (Path luck, Drawdown Doctor, the Monte Carlo playground): Sonar | Histogram. The share of runs at each depth, with the median (P50), the 1-in-10 depth (P90), your own depth where there is one, and the gate thresholds.
- **Exposure chord**: Chord | Heatmap. Every pair of markets traded on the same day: days together, net R per shared day, and a corner mark where both lost on the same day at least 1.5 times as often as independence predicts (with at least two such days).
- **Drawdown fingerprints**: Fingerprints | Scatter. Each dip as a point, depth against trading days from the peak (to recovery, or so far), with the median recovery time; in % also the gates and the 1:1 benchmark's median deepest drawdown and its worse quarter.

- **A31 Profit left on the table**: Icebergs | Bars. Each winner as a stacked bar, banked R and the rest of its best move, with the +1R target and the median best move.
- **Cost X-ray**: Bite circles | Bars. Each group's gross edge per trade split into net EV and cost, with a tick at half the gross edge and the plan's 0.05R cost.
- **A35 Compliance and grade by week**: Medals | Bars. The share of each week's trades with full compliance (75% line), the average grade on a second axis against B, and the last four weeks pooled.
- **A37 Grade vs result**: Towers | Box plot. The results of each quality grade as a box plot, with each grade's EV and its 95% range against the plan.
- **Gate weather map**: Weather map | Bars. Each week's trading days stacked by gate, with the week's deepest close below the peak against the gate thresholds.
- **Recovery clock**: Lane | Histogram + pie | From each gate (third view from version 89.1, below). The weeks back to a new high as a histogram with the median and the 90% mark, and a pie of how every run ends.
- **A21 Edge fingerprint**: Radar | Bars. Six measures as a share of the 1:1 plan after its 0.05R cost (profit factor 1.36, payoff 0.90, 72% green weeks, a green week being above +0.10R as everywhere on the site), with 95% ranges for win rate (Wilson) and EV. With a filter on, green weeks come from the selected trades (weeks without one left out) and show their count, for example 0% (0 of 6 weeks); cost efficiency uses only trades with a recorded cost.
- **Rail piano roll**: Piano roll | Step line. The tier each trading day with a 5-day average and the average tier.
- **Edge horizon**: Swim lanes | Small multiples. Each session's cumulative R against the plan's pace (+0.15R a trade); Small multiples draws each session's path with the plan's line and 95% range.
- **Gate staircase**: Staircase | Bars. Risk per trade each trading day as a bar coloured by the gate, with a 20-day average, the record's average risk and a mark on each day the gate changed.
- **Tier elevator**: Building | Bars vs plan. The share of trading days on each tier beside the share across 400 simulated rail paths of exactly the same number of days at the plan (from day 1, when every path is on T4, as the record is), with today's tier marked.
- **A26 Tier usage and results**: Floors | Bars + range. Days on each tier as bars, and the average day's result there as a dot with its 95% range (t) against zero.
- **False alarms on a healthy record**: Waffle | Bars. The share of 600 healthy records ending OK, Watch or Act (5% line), with this record's own worst chip scored by the same rules, and which chip raised the alarm.
- **Gate distance ladder**: Thermometer | Grouped bars. The chance of each deeper gate within 16, 32 and 64 trades, with 5% and 25% lines.
- **The climb back**: Mountain | Bars. Trades needed for each gate step at the plan's +0.15R, a running total, and the same climb at the Growth gate's risk all the way. With R | % on %, both views show each step's gain in % of the account instead, the bars with their compounded total; trade counts and the flat-risk line are R only.
- **Brake test**: Lanes | Lines. Drawdown after each loss of the streak for the rail and three fixed risks, against the gate thresholds and the System Lock.
- **Volatility drag**: Lens | Histogram. Every number of wins in 100 trades at its exact chance, placed at where the account ends, with the average, typical (median) and start lines.
- **Bet-size derby**: Derby | Lines. The five sizings' accounts by simulated week on a log scale, the week any lane locked, and the 1:1 benchmark's median growth.

- **Lock-odds dials**: Dials | Bars. The chance of the System Lock in 78 weeks for each sizing, with 5% and 20% lines.
- **Edge-proof meter**: Dial | Line. The chance EV is above zero after every trade (the dial's sum), with the proof line (the reading at which the t-based 95% range clears zero: 97.5% at every sample size, since the dial and the range use the same t curve), a marker at the first trade the edge was proven by the dial's rule, the reading a trader with exactly the plan's edge typically has after as many trades, and lines at the 30, 100 and 300-trade milestones.
- **Edge coming into focus**: Ridges | Line + range. The EV estimate each week from every trade so far, its 95% range as a band (EV ± t × standard error, as on Edge statistics), and the plan's +0.15R; proven = 30 or more trades and the whole band above zero.
- **Fork ahead**: Fork | Lines. For every true edge from −0.15R to +0.30R a trade, the chance the sequential test ends by confirming or rejecting from where the record stands today, with the record's EV and the plan marked; hover for the trades still needed.
- **The peeking trap**: Jars | Lines. False alarms in 400 no-edge records for every record length from 50 to 400 trades, for the peeking reader, the one-look reader and the sequential test, against the 5% a single test promises.
- **Alpha beam**: Beam | Bars + lines. Weekly alpha as bars, cumulative alpha, the projection to week 78 at the slider's pace with an 80% range, and a 4-week average of weekly alpha.
- **Catch-up ladder**: Ladder | Bars. The EV per trade each rung needs, as a bar per horizon and benchmark line, against the record's EV, the plan and twice the plan.
- **Leaps between highs**: Arcs | Histogram. The waits between new highs in widening bins, against the average count of the same 400 plan curves, with the bin that holds 9 in 10 plan curves' longest wait and the open wait marked.
- **How sure is the Sharpe?**: Lanterns | Range line. Today's Sharpe with the 90% range it would have after each number of days up to 312, the plan's Sharpe, the days chosen on the lanterns and, when it falls inside the cycle, the day the range clears zero.
- **Colour ribbon**: Ribbon | Bars + heatmap. Each week's day colours as one stacked bar against the record's long-run mix, and a heatmap of the next trading day's colour after each colour.
- **Does the edge repeat?** (Explore): Strips | Heatmap. Each group's EV per week as a cell coloured around the plan's +0.15R, with the group's EV over all weeks and its 95% range.
- **Tier coin stacks**: Coin stacks | Bars. Growth points by the day's tier as bars from zero, with each tier's number of trades as dots on a second axis.
- **A crowd of 1,000 rivals**: Crowd | Histogram. The rivals' returns after the chosen week in 30 bins, with the crowd's P25, P50 and P75 (the benchmark fan's) and your return.
- **Next week's targets**: Target board | Bars. Wins needed of 16 for each rank with their chance, against the range where 8 weeks in 10 land at 60% (exact binomial) and the plan's 9.6 expected wins.
- **Lead ribbons**: Ribbons | Lines. Your lead or gap to each rival after every trading day, with a trailing 10-day average for each.
- **Trade flow**: Sankey | Bars. Each session → timeframe route as the share of its decided trades won and lost, with its EV and trade count, against the plan's 60% and the break-even win rate.
- **A20 Market race**: Ranks | Lines. Each raced market's running net R by week, with the average of the raced markets.

- **A30 Cost drag over time**: Erosion band | Lines + bars. The 20-trade gross and net EV as lines over each trade's cost as bars, with the plan's 0.05R cost and +0.15R EV (in R; both views also switch to %).
- **Excursion comets**: Comets | High-low bars. Each trade from its worst point (MAE) to its best (MFE) with a tick at the close, the ±1R stop and target, and the median MFE and MAE (stop and target in R only; both views also switch to %).
- **Five-metric radar** (Home › Five-metric report card): Radar | Bars. Each core metric as a share of its yardstick, with the week before and, for EV and drawdown, where the middle half of the 1:1 benchmark's runs sit.
- **The breach slope**: Terraces | Lines. The chance of the goal and the System Lock odds at every breach rate from 0% to 30%, with this record's breach rate.
- **Two kinds of trade**: Balance scale | Bars. EV a trade for compliant and breach trades with 95% ranges (t), the EV the Discipline Dividend uses for each, and the plan's +0.15R.
- **Dividend banked**: Coin stacks | Bars. The net dividend each cycle week in expected R, with the running total.
- **Booster constellation**: Constellation | Heatmap. How many reviewed trades carried each pair of boosters, with each booster's lift as a bar centred on zero.
- **Fill quality** (landing strip): Landing strip | Histogram. Fill gaps of winners and losers as histograms, with the perfect fill, the average cost and each side's median.
- **Fill ribbon**: Ribbon | Bars. The average fill gap of every block of 10 trades, with a 3-block average and the record's overall average.
- **Parallel universes** (skip it, the fourth trade, risk settings): Ribbons | Lines | Underwater. Each universe's return by trading day; the third button shows each universe's drawdown from its own peak against the gate thresholds (and System Lock on risk settings). Skip it and The fourth trade also have the R | % switch: in R every view shows cumulative net R, with no gate lines.
- **Fourth-trade value**: Staircase | Bars | After the morning (third view from version 89.1, below). The EV of each slot of the day, T1 to T4, with 95% ranges and the plan's +0.15R.
- **Seven-tier organ**: Organ | Heatmap. Risk a trade by gate and tier for the chosen mode, elite-only cells dashed, and today's gate and tier outlined.
- **Edge and room** (Home): Lens and dial | Plots. EV a trade with its 95% range, plus how narrow the range would be at 30, 100 and 300 trades at today's spread; beside it, today's and the deepest drawdown as bars against the gate thresholds, with the 1:1 benchmark's median max drawdown.
- **Report-card tiles** 1 · EV to 5 · Acceleration (Home, Five-metric report card): Picture | Bullet. Each tile's running value at the week picked on the radar as a bar, with the plan (or the first gate, or steady growth), the benchmark's middle half and median where Equilibrium grades against them, and last week's value.
- **Plan vs reality** (Home › Pace): Slopes | Bars. Each measured value as % of the plan's assumption, with its 95% range (Wilson for the win rate, t for the rest) and the 100% line.
- **Score race** (Alpha Cup): Momentum worm | Lines. The worm is the lead after every trading day (above the centre line the first side leads), each lead change numbered; Lines shows both sides' points with the days the lead changed hands.
- **The 1R receipt** (Trade log): Receipt | Bars. Each trade's net result with a 20-trade average, its recorded cost below zero and the ±1R lines. It also has the R | % switch: in %, each figure is growth in points of the

starting balance (R × that day's risk × that morning's balance ÷ the starting balance), with no ±1R lines; once the account has doubled, +1R at 2% risk shows as 4 points.

- **Week heartbeat** (every Week story): Heartbeat | Bars. The week's trades in order with the running total and what the plan expects (+0.15R a trade). It also has the R | % switch: in %, each bar is growth in points of the starting balance, not the week's return (once the account has doubled, +1R at 2% risk shows as 4 points).
- **Season spiral** (Records › Timeline): Spiral | Bars. Each trading day's result by date with a 20-day average, quarter dividers and a marker where the gate changed.
- **Season vs plan** (Records › Hall of fame and seasons, from site version 94): Lines | Dials. The season's Net R so far through the plan's 10th to 90th percentile lines; one percentile dial per week.
- **Points lattice** (the same page): Lattice | 100 seasons | Bars. Every way the season's remaining weeks can go and each tier's chance, with a week slider.
- **Rarity orbit** (Hall of fame): Orbit | Dots. How rare each record is at plan, on rings or a log scale.
- **Season matrix** (Quarter seasons): Matrix | Bars. Every season's percentile on eight measures.
- **Season pass** (the same page): Rail | Dot plot. The season's percentile on each measure against the plan's middle 80%.

From site version 84 the order is reversed for charts that were already a standard form: a **creative view** is drawn in front as the first button, and the original chart, with all its overlays, notes and At a glance table, becomes the second. Each card opens on the picture and then remembers your choice. Two cards also gain a third view, because it asks a different question. Batch 1 (Home and Edge statistics):

- **Return vs the 1:1 benchmark** (Home › Summary): Slipstream | Line. The benchmark median flattened into a straight line, your return each week as a bead at its distance from it in percentage points, the middle half and the 80% range as bands, and the plan pace; weeks played plus four, at least 13.
- **Monte Carlo cone** (Home › Pace and finish line): Capsules | Fan. Each week of the benchmark as a capsule on one percentile scale (80% of runs, middle half, median), its width in proportion to the middle half's spread in return points, with your percentile as a marker.
- **Five metrics, week by week** (Home › Five-metric report card): Score | Ribbons. One staff line per metric and one note per week, above (better) or below its reference; for EV and drawdown the dashed lines are the benchmark's middle half.
- **Cumulative R** (Edge › Edge statistics): The walk | Line. Every win steps the path up by its R and every loss steps it right, so net R is the height above the break-even diagonal; the plan's 60% ray (R only) and rings at trades 30, 100 and 300. A row above the walk reads won, lost and net, and in R the won ÷ lost ratio against the plan's and the height above the plan ray. Both views follow the R | % switch.
- **A2 EV confidence funnel**: Calipers | Line + range. The 95% range every 10 trades as a caliper closing on the EV, coloured by whether it clears zero, with the first proof caliper marked from trade 30.
- **A3 Bootstrap**: Bead drop | Histogram | Odds curve. Every re-draw as a bead in its EV slot with the real EV as a pin; the third view reads the chance the true EV is above any value, from the re-draws and from the t range, at zero and at the plan's +0.15R.
- **A4 Trades to prove the edge**: Bridge | Lines. The trades done as a deck of planks (10 trades each, coloured by the block's net R) towards a far bank at the trades needed, with dashed cliffs where the bank stood at 30, 50, 100 … trades.

- **Trade results** (Edge › Edge statistics): Galton board | Coin stacks | Two windows. The Galton board drops every trade as a ball into Loss, Breakeven, Win or Off target, against the plan's 60/40 split (dashed) and its 95% range; Two windows zooms in on the results near +1R and −1R in 0.05R slots, with the plan's +0.95R and −1.05R and the record's own average marked.
- **Rolling windows, 20 trades**: Telescope | Line, on each tab. A forest plot: every window length from 5 to 150 trades ending at the same trade, each with its value and 95% range, against zero (EV), break-even (win rate), 1.0 (profit factor) or 0.98R (swing), with a slider that moves every window back in time.

Batch 2 (Edge, site version 85):

- **Change-point detector** (Edge › Stability): Plates | CUSUM line | Shuffle test. The record split where the CUSUM peaks, each plate at the average of its own trades (tiles coloured by each trade's distance from the average), the fault drawn strongly when such a shift happens in under 20% of shuffles. The third view is that test: the biggest drift in 1,000 shuffled orders, with the record's.
- **Win-rate belief**: Violins | Lines. The whole belief about the true win rate every 20 wins and losses (more for long records), green above break-even, with the chance above break-even on top.
- **Wins per full day: actual vs theory** (Edge › Luck tests): Day tiles | Bars. Every full day as a 2 × 2 tile of its four trades in slot order, stacked by wins, against dashed outlines of what the binomial at 60% expects.
- **Sequential test**: Tightrope | Lines. The two decision lines straightened out (reject 0%, confirm 100%), with the record's position between them trade by trade.
- **Reading the trend** (Edge › RAER & RAPF): Bellows | Line. Each week's value with ± its six-week swing (σ6) as bellows, against ± the twelve-week swing (σ12) as a dashed outline.
- **Alpha vs benchmark**: Stripes | Bars + line. One stripe per week, green above the benchmark median and red below, shade = size, with the running total underneath.
- **Curve quality**: Thread | Line. The straight line through cumulative R laid flat as a ruler, the record's distance from it as a thread, inside the typical and 90th-percentile wobble of 400 plan curves.
- **Bayes and the p-value** (Edge › Bayes vs You): Lanes | Lines. The picture stays first; the new basic view draws both readings by trades revealed, with 1 − p-value dashed and the 95% and 5% lines.
- **Straightness lab** (Edge › Curve quality): Stars | Win-rate scan. The picture stays first; the new basic view is a box plot of simulated K-ratios at each win rate from 40% to 75%, with the record's K-ratio and the win rate it looks like.

Batch 3 (Risk, site version 86):

- **Rule map** (Risk › Rail Cockpit): Rose | Grid. Seven gate sectors clockwise from Growth to the System Lock, four petals each for yesterday's colour; a petal's length is the risk per trade (rings every 1%), dots are the record's own mornings. The weekly-modifier buttons move every petal.
- **Growth vs risk**: Fireworks | Frontier | Pain price. One rocket per fixed risk from 0.5% to 8%: the burst sits at the median after 78 weeks (log scale), a bar marks the P25 run, and one of 20 sparks falls red for every 1 in 20 runs that hit the System Lock. The third view draws the median worst drawdown at each risk against the gate lines.
- **Doubt discount** (Risk › Growth vs risk): Raindrops | Lines. Three panels (half, the best fraction and all of the estimated Kelly, or 0.5×, 1× and 1.5× when the best is close to one of them): every possible miss of the win-rate estimate is a drop landing on the true growth hill at the risk it would set, with the average over all drops dashed.

- **Growth hill** (Risk › Kelly check): Hill | Lines. The picture stays first; the new basic view draws the growth curve (typical growth per 100 trades: the geometric growth rate, not the exact median, which moves in whole wins) with half Kelly, full Kelly and today's risk marked and, from 30 decided trades, the same curve at both ends of the win rate's 95% Wilson range, whose summits give the range of Kelly.
- **A23 Risk taken vs day result** (Risk › Equity and drawdown): Dominoes | Scatter. One domino per day in date order: the top half is the previous day's net R (green or red, one pip per R), the bottom half a bar filled to that day's risk per trade in the gate's colour, with an arrow when risk stepped up or down.
- **Pain panel** (Risk › Pain and tail risk): Tide ring | Underwater, both in R or %. The record runs once round a ring; a day at a new high is a green tab on the rim, a day under water a red spoke reaching inward by its drawdown, with the share of days under water in the middle and the longest spell marked.
- **Return shape** (Risk › Pain and tail risk): Bell tent | Histogram, both in R or %. Every day or week is a dot stacked in its slot under the bell curve drawn as a canvas; dots that poke out above the canvas are outlined.
- **Pro ratios**: Battery pack | Rolling Sharpe. Six batteries, each charged to the record's percentile among the 600 plan runs, with the plan's P25, median and P75 marked and their values underneath.
- **Rail value-added**: Abacus | Ribbons | Order cloud. One rod per week and one bead per day, slid right when the rail's risk beat flat risk that day and left when it cost, in growth points that add up to the whole gap. The third view plots the 1,000 random orders (return added against drawdown saved) with the real record as a star.
- **Where performance came from** (Risk › Rail value-added): Cascade | Lines. Four pools filled to the growth of fixed risk, the prescribed rail, the risk used and the published account; the spill between two pools is one gap of the table.
- **Same-day clustering** (Risk › Exposure and clustering): Long-jump pit | Histogram. Each of the 2,000 reshuffles is a landing mark along a tape of the clustering index, with a board at 1.00 and the record's index as a flag; the marks at or past the flag are the chance it's luck.
- **Day colours** (Risk › Day colours): Signal lamps | Ring. Four lamps with one pip per day; the solid arc is the colour's share so far and the dashed arc the plan's share (Top Green 47.5%, Red 52.5% for full days at 60%).

Batch 4 (Performance, site version 87):

- **Compare** (Performance › Explore): Kites | Board. One kite per group of the Compare by field: the cross-bar is the chosen measure, the kite spans its 95% range and its width is the group's share of the matching trades, against the dashed plan line. Net R and profit factor have no range, so their kites are small and dashed. The Measure, Sort and minimum-trades pickers work on both views.
- **Cumulative R** (Performance › Explore): The walk | Line, both in R or %. The picture from Edge statistics, drawn on the matching trades only.
- **Who carried the result?** (Performance › Explore): Rowing crew | Bars, with the R | % switch on the totals. One rower per group: oars above the hull pull the result up, oars below drag it down, oar length is the group's total, rower size its trades, and the arrow at the bow is the sum. In Bars the EV dots and their 95% ranges stay in R.
- **Cumulative R, A vs B** (Performance › Compare periods): Zipper | Ribbon, both in R or %. A's trades are the teeth above the tape and B's the teeth below, the first over the first; tooth length is the trade's result,

colour its win, loss or breakeven, a diamond marks a change of lead and the pull tab at the end shows who finished ahead.

- **What changed EV?** (Performance › Compare periods): Canal locks | Waterfall. A boat goes from A's water level (net EV per trade) to B's; each gate raises or lowers the water by one cause, and a shaded band marks the 95% noise range around A's level.
- **Where the growth came from** (Performance › Growth attribution): Pulley | Waterfall. The drivers that added growth hang on one rope and the drivers that took it away on the other, as blocks in growth points; the bar between the two stacks is the total.
- **Against the plan pace** (Performance › Growth attribution): Windsocks | Waterfall. One windsock per driver on the plan-pace post, blowing right when it put the account ahead and left when it held it behind; the marker underneath is the sum.
- **Benchmark rank**: Spirit levels | Line. One level per finished week with the bubble at that week's rank; the centre mark is the benchmark median and the shaded ends are the top and bottom tenth.
- **Benchmark arena**: Shoal | Lines | Drawdowns. On the chosen day, every tenth of the 2,000 random entries (in order of return) is a small fish at its account growth, with you, the coin on the rail and the Monte Carlo P50 as larger fish; a day slider and replay move the shoal. The third view draws each runner's drawdown from its own peak (the simulated runners as the middle run of each day) against the gates.
- **Lead changes** (Performance › Benchmark arena): Ranks | Place bars. The bump chart stays first; the new basic view counts the days each runner closed 1st to 4th, with a dashed line at an even 25% share.
- **A17 Market map** (Performance › Markets and mix): Garden | Bubbles. One flower per market, most traded first: the stem ends at the EV per trade, the bloom's size is the trades and its colour the total R, and a bracket beside the stem is the EV's 95% range. The dashed line is the plan EV.
- **Trade mix by session** (Performance › Markets and mix): Parliament | Donut. A half-circle of seats, one per trade and grouped by session: filled = win, ring = loss, grey = breakeven. Past 400 trades one seat stands for 2, 4 or 8 trades and says so.
- **Share of trades vs share of the result** (Performance › Markets and mix): Sundial | Dot plot. One pole per session: its height is the share of trades and its shadow the share of net R, with a tick where a shadow as long as the pole would end; a session that lost R throws a red shadow the other way.

Batch 5 (Excursions and Execution, site version 88):

- **A32 Heat taken** (Performance › Cost): Matchsticks | Grouped bars. One match per logger-matched trade, winners in one row and losers in the other, from the least heat to the most. A match is 1R long, from the entry at the top to the stop at the base, and the burnt part is the trade's worst move against it (MAE).
- **A33 Where the EV comes from** (Performance › Cost): Water tank | Waterfall. Per trade on average: winners pour in up to the dashed brim, three pipes drain the tank into vessels for losers, breakevens and cost on the same scale, and the level left is the net EV, with the plan's EV as a dashed level.
- **Excursion map** (Performance › Excursions and what-if): Quilt | Scatter. Cells 0.25R wide, best move in favour (MFE) upwards and worst move against (MAE) to the right; every trade is one tile in its cell, green for a winner and red for a loser, with dashed lines at 0.5R.
- **Actual exits vs ghost exits** (Performance › Excursions and what-if): Punch card | Lines, both in R or %. One column per logged entry and one row per exit (actual, 1:1, 1:2, 1:3); each hole is that exit's result on that entry, coloured by win or loss and sized by the result.

- **Exit choice** (Performance › Excursions and what-if): Podium | Bars + range | Win rate needed. The podium stays first. Bars + range draws each exit's EV per trade with its 95% range against the plan EV. Win rate needed sets the win rate each exit had (with its 95% range) against the rate its own average win and loss need to break even.
- **A34 Quality grade, trade by trade** (Execution › Grades and compliance): Bunting | Line. One pennant per graded trade on a rope that hangs at the average grade of the last 10: colour = letter family, length = grade, red edge = plan breach, and the dot under the tip is the result.
- **A36 Grade mix** (Execution › Grades and compliance): Bookshelf | Donut. Four shelves, A to D, and one book per graded trade: tall for a plus grade, short and pale for a minus, with a red bookmark on a plan breach. The Grade ladder stays underneath.
- **Booster value** (Execution › Booster value): Lift arrows | Dot plot + range. The arrows stay first; the new basic view draws each booster's EV lift with its 90% range from 600 seeded redraws, coloured only when the whole range clears zero.
- **Fill quality by group** (Execution › Fill quality): Shuffleboard | Dot plot. One lane per group and one stone per fill at its own fill gap from the perfect line, with a diamond at the lane's average and an amber tick at its average cost. The group picker works on both views.
- **Breaches against the compliant average** (Execution › Discipline cost): Icicles | Step line, both in R or % (new switch). Every reviewed trade in order on a line at the compliant EV: each breach hangs below it by its shortfall, or stands above it when it happened to do better. With no compliant trade yet there is nothing to compare against, so no breach cost is drawn; the gap is observed, not proof that the breach caused it.
- **Expected R (xR)** (Execution › Expected R): Shot map | Lines | Calibration. One row per week and one shot per trade, sized by its expected win rate and filled when it won, with the week's scoreline (actual : xR) at the end; tapping a row chooses the week. Calibration re-works each expectation from earlier trades only and compares it, in 5-point bands, with the win rate that followed.

Batch 6 (Lab, Alpha Cup and Records, site version 89):

- **Next week's cone** (Lab › Forecast): Storm tracks | Fan. Forty simulated weeks of 16 trades, each drawn trade by trade with the cone's own rule, over the cone's dashed 80% range and its median; a track that ends below 0R is red. A strip on the right draws 400 of the 4,000 simulated weeks behind the Chance of a losing week tile and quotes the tile's share below 0R.
- **Forecast scorecard** (Lab › Forecast): Goalmouths | Band + line | Rank strip. One goal per finished week on one R scale: the posts are the week's 10th and 90th percentiles from the trades before it, the ball is the actual week, green when it is between the posts. Rank strip places each week by the share of its own forecast's 1,500 simulated weeks that it beat, as dots in ten bands; an even spread means a calibrated forecast (a week that ties simulated weeks exactly is placed at random within the tie, with a fixed seed, so an honest forecast really does spread evenly). A dot is red only when the scorecard put its week outside the 80% range the page published; the shaded outer tenths show placement only, so a week right on the edge of its range can sit in one and still be Inside. Every range check (scorecard, Goalmouths, frozen forecasts) shares one tiny tolerance, so a week equal to an edge is Inside however its trades were added up.
- **Skip-it what-if** (Lab): Jenga | Skip board. One block per value of the chosen field, as wide as its trades. Each block is pushed out of the tower by the change in the account's return when that slice is skipped; a

dashed slot shows where a random skip of the same size would leave it (10th to 90th percentile of 120 draws).

- **Mode comparison** (Lab): Balloons | Mode map. One balloon per mode and flat size on the record's own trades: height is the return, the balloon's size is the average risk a trade, and the red rope is the max drawdown against a dotted guide that ends at the System Lock (–40%).
- **Mode tournament** (Lab › Mode comparison): Dominance wheel | Matrix. The six runners sit on a ring, clockwise from the most head-to-heads won. Each pairing is one arrow from the winner to the loser, thicker the more one-sided it is and dashed grey when it is close to a coin flip (under 53%). The note says whether the order is a clean ladder or has a cycle.
- **Sample-size planner** (Lab): Dot strip | Lines. The dot strip stays first; the new basic view draws the trades needed against the EV gap on a log scale, for 80% and 90% power, with lines at the 78-week cycle (1,248 trades) and at the trades so far, and a marker at the chosen gap.
- **Equity race** (Alpha Cup › Match centre): Rowing race | Lines. Two lanes, one per side: each boat sits at its account growth so far, with faded dots for its earlier days; the leading boat glows with its lead in growth points, and orange buoys on the lane divider mark the days the lead changed. Play replays the race day by day; a slider picks any day.
- **Pre-match analytics** (Alpha Cup › Team builder): Four zones | Pitch map | Fan, beside the four quick-look tiles on a wide screen. Each of the 300 quick-look seasons is a ball: up is the return after 13 weeks, across is the max drawdown, with a cross at the two medians and a red zone from 40%, where the System Lock stops a season. Four zones sorts the same seasons into Dream run (in profit, never 13% down), Rollercoaster (in profit after a fall of 13% or more), Grind (a loss without such a fall) and Disaster (a loss after one), with the count and share in each.
- **Replay the record** (Home › Summary): Stage profile | Replay, both in R or %. The running total as the profile of a cycling stage, one point per trade. Turns of at least 12% of the whole range split it into climbs and descents; the six largest are labelled with their size and number of trades, and the road is coloured by the gate in force. Play, the slider and a click or drag move the rider.
- **Replay a week** (Records): Train journey | Line, both in R or %. Every trade is a station on a track whose height is the week so far: filled green or red once reached, with a lamp in the gate's colour above it and the tier printed under it. The train stands at the current trade and pulls one carriage per tier.
- **Luck of the draw** (Records › Replay a week): Dealt hands | Scatter. One row per possible order of the week's days, each day a card coloured by its result, sorted from the best week's return to the worst, with the real order ringed in gold. The note compares orders that open with the worst day against orders that open with the best. Click a row to replay it.
- **Withdrawals: banked, not lost** (Records › Statements): Granary | Area. One stalk per trading day at the height of the account, trading growth as a dashed line above, and each withdrawal carried into a granary where it becomes one gold block.
- **Withdrawal log** (Records › Statements): Drip line | Bars + line. The drip line stays first; the new basic view draws one bar per cash flow (a withdrawal above the line, a deposit below, as a share of the balance), with the money banked so far as a line and the average withdrawal as a dashed line.

Third views (site version 89.1): five cards gain a third button, each asking a question their two views do not.

- **Win rate by week**: Waffles | Bars | Spread. Bars count the weeks whose win rate fell in each 10-point band (weeks with at least 4 decided trades); grey whiskers show where the same wins and losses land when

shuffled across the same weeks 1,000 times (10th to 90th percentile, dot = median). A spread ratio (Pearson chi-square ÷ weeks − 1) near 1 means a steady win rate; well above 1 means wins bunch into good and bad weeks. If every decided trade won (or every one lost) the ratio is undefined and no shuffle verdict is shown.

- **Fourth-trade value** (Lab): Staircase | Bars | After the morning. The 4th trade's EV with its 95% range, split by how many of the day's first three trades won (0 to 3), beside all 4th trades. Only a bar whose whole range sits below zero would support stopping at three; a bar below the plan line whose range still reaches above zero means worse than plan, not skip.
- **A11 The trading clock** (Performance › Time and rhythm): Clock | Bars | Before / after cost. Each New York hour's EV before costs as a hollow bar and after costs as a solid bar inside it, on trades with a recorded cost; the note names any hour whose edge the costs turn negative.
- **Recovery clock** (Risk › Gate ladder and recovery): Lane | Histogram + pie | From each gate. 400 rail runs from the top of each gate (−7% to −34%) at the record's win rate and cost: back at a new high, still below after 78 weeks, or stopped by the System Lock, with the median time back across all runs.
- **Checklist heatmap** (Execution › Grades and compliance): Bead rails | Table | Trend. Each of the 14 items as a row, one dot per MARS period at its breach rate among visible checks, sized by trades reviewed, with the latest period against the first on the right. It covers the whole record; the other views show the last 12 weeks.

Customize my view: set the site up around you

The site has more than ninety pages, and most visitors need only the few that answer their own questions. **Customize my view** (v66) sets the site up around what you came for. Open it from ◐ **Level** in the menu, from the View level card, from the box at the foot of Where to start on Home, or by searching for it. It works alongside your view level: the level decides how many pages the menu shows, and Customize my view decides where you start and what is put in front of you.

- **Quick start** is the one-tap route: Where to start on Home offers six ways in (Learn the system, Follow the results, See how trading and risk work, Dig into the numbers, Run a what-if, Play or replay), each with two to four follow-up links. Dig into the numbers splits one question three ways: what drove performance (Explore), how strong the evidence is (Edge statistics) and verify the trades (Records › Integrity: the verification chain, the self-test, the fingerprints and the replication kit). From level 2 a fourth link, **Spot the mistake (practice)**, opens the Audit the report quiz.
- **Build my view** is the long route: 46 short questions in ten sections (About you, Learning, Following the results, Trading and risk, Performance analysis, Statistics and evidence, Verification, What-ifs and simulations, Play and replay, Your setup), about three minutes in all. Most are answered **Yes**, **A little** or **No**; tap an answer again to clear it, and skip anything. The section dots jump between sections, the bar shows how many you have answered, and an unfinished set is kept for next time.
- **How the answers are used.** Each question adds weight to the pages that serve it (Yes counts in full, A little counts half). The preview ranks every page by that weight and shows your top 4, 8 or 12, each with the answer that put it there (“Because you chose tomorrow's risk”). An interest profile ring shows how much of each section you said yes to.
- **Level suggestion.** The answers on trading experience and statistics give a suggested level, one higher if most of your top pages sit above it. It is only a suggestion: “Keep my level” is ticked by default, and your

level changes only if you pick the suggested one.

- **Cards for My dashboard.** The preview lists the first cards on your top pages. Ticked cards are added to My dashboard next to the pins you already have; cards already there are marked “Already on dashboard”.
- **Your view.** After Save my view, Home shows **Your view**: your shortcuts first, with the six ways in under Other ways in. You also choose where the site opens: Home, your top page or My dashboard. Remove my view clears your answers and shortcuts but keeps your pins. Everything is stored in your browser on this device, like your level and pins; no question asks about money, and nothing is sent anywhere.

The tour, What's new and the quick start

- **Tour** (menu bar). A guided walk-through of up to 24 steps in five chapters: *The 2-minute check*, *Reading any page*, *One stop per menu*, *Getting around* and *Proof and trust*. It highlights the real item on the real page. It only visits pages at your view level, so a lower level gives a shorter tour. Jump to any chapter with the chapter buttons; **Esc** or ✕ closes it. Each step has a link into this guide. A new visitor also sees a **New here?** card on Home › Summary.
- ✦ **What's new** (menu bar). Every change to the page in plain words, newest first, with the version number. Each version is marked **New** (a new feature or upgrade) or **Fix** (a correction), and the buttons **All**, **New features** and **Fixes** show one kind at a time; a fix that corrected an error a reader could see links to its entries in Records › What we got wrong. A gold dot on a menu or page marks numbers that changed since your last visit (new trades or a new trading day; a rebuild of the site on its own does not light it). The practice record never shows these dots: its trades are invented, and it saves nothing to your device. Changes to the trading rules themselves are not here: they live in Records › Integrity (the rule-change ledger).
- **Quick start** ↗ (menu bar). A short beginner start that opens in a new tab. If this guide feels like too much, read that first and come back.

The 2-minute check: what to focus on

If you only have two minutes, read these five things on the **Home** page, in this order. They follow MARS's own order of authority: **edge first, survival second**, everything else after.

1. **Sample size and verdict.** How many trades are counted? **Under 30 trades, every status is "Provisional"** and the verdict reads `COLLECT DATA`. That's normal, not a warning. The verdict stays provisional until 300 trades. Before that, treat every number as a first impression.

2. **EV (expectancy): is there an edge?** The average net R per trade. The plan expects about `+0.15R` after costs. Above zero means the strategy makes money on average. This is the **master metric**; everything else is secondary.

3. **Max drawdown and the gate: can it survive?** Drawdown is how far the account has fallen from its highest point. The **gate** (Growth, Recovery, Buffer, …) shows which safety level the drawdown has triggered. Deeper drawdown means smaller risk, automatically.

4 **Return vs the 1:1 benchmark: on schedule?** Is the account's % return inside, above or below the shaded Monte Carlo band? Above the middle line with a similar or smaller drawdown is what MARS calls **alpha**. The benchmark assumes 16 trades every week, holidays included, so after a missed or short week your line stays flat while the band moves on and the record reads as behind on this chart and the other week-by-week benchmark charts (site version 69.1.3 says so under each); per-trade measures such as EV, win rate, the edge tests and the 30 / 100 / 300 milestones count trades, not weeks, and are not affected. From site version 84 the card opens on **Slipstream**: the benchmark median flattened into a straight line and your return as beads at their distance from it in percentage points, inside the middle-half and 80% bands; the **Line** button shows the original chart.

5 **All-in cost: is cost eating the edge?** The average cost per trade in R. At 1:1, cost matters a lot: a cost of `0.05R` uses a third of a `+0.15R` edge.

The status chips

Most tiles and table rows carry a coloured chip. Each chip has a colour, a dot and a word, so you can read them without relying on colour.

Chip	Meaning
● Ahead	Better than the benchmark middle (the top quarter of normal outcomes, or above plan).
● On pace	Inside the normal range for the plan. This is where a healthy test spends most of its time.
● Watch	Slipping toward the low side. Not a problem yet, but worth following.
● Behind	Below the normal range (the bottom quarter of outcomes, or under plan).
● Provisional	Too few trades to judge. Shown on everything until 30 trades.

The colour key

Besides the five status chips, the page colours the words that describe the account's state, so a glance tells you where things stand. The word is always written out; the colour and the small icon only help. Icons appear on the larger pills and become plain dots inside tables.

What	The colours	Meaning
Gate Risk page, header	Growth · Recovery · Buffer · Floor · Deep-Floor · Ground-Floor · System Lock	The safety level set by how far the account is below its peak. Green is near the peak; amber and red mean deeper drawdown and smaller risk. System Lock means no trading. Risk › Gates and tiers lists the exact levels.
Mode Header, Risk	Conservative · Balanced · Aggressive	How much risk the rules allow at most: amber is cautious, cyan is the live setting, red is the highest cap.

What	The colours	Meaning
Tier T1 to T7	T1 T2 T3 T4 T5 T6 T7	The risk size for the day, cool to hot: blue is the smallest, magenta the largest.
Basic view	The second button above eighty creative charts: the same numbers redrawn as a standard chart (bars, lines, box plot, waterfall, histogram, heatmap, treemap or dot plot) with plan lines, ranges and averages drawn on.	
Creative view	The first button on a chart that was already a standard form: a picture of the same numbers from a different angle (Slipstream, Capsules, Score, The walk, Calipers, Bead drop, Bridge, Pyramid). The original chart stays as the second button.	
Day colour	⭐ Top Green · Green · Yellow · Red	How a day of four trades went. It sets the next day's starting tier.
Results and direction	Win · Loss · BE · Long · Short	Win, loss or break-even (within ±0.10R); long or short. Numbers with a + show green and with a – show red.
Alerts and checks	✅ Clear · 🚨 Triggered · ✅ PASS · 🚨 BREACH	Daily and weekly loss limits (Clear or Triggered) and the review checklist result.

What to ignore, especially early

- **One day or one week.** At a 60% win rate, about 1 in 6 full trading days still ends with only 0 or 1 wins out of 4. That's normal.
- **Losing streaks under about 6.** Over 78 weeks a 60% strategy will almost certainly hit several runs of 5 or more losses in a row.
- **Breakdowns with only a few trades** (e.g. "Tuesday EV +0.6R" from 5 trades). Small slices are mostly luck.

What really deserves attention

- **EV that stays below zero** after 100 or more trades, especially if even the top of its 95% range is below zero.
- **A win rate stuck below the break-even win rate** (shown under Edge › Edge statistics and Performance › Cost).
- **Drawdown passing the deeper gates** (Floor at 19%, Deep-Floor at 27%) and staying there.
- **Cost using up most of the gross edge** (Cost status turns to a warning).

2 · Using any page

Theme. *One site, one set of controls. Learn each button once and it works the same way on every page.*

Every page works the same way. Learn the controls once here and they apply everywhere. Pages are described in chapters 3 to 12.

The menu bar

Along the top of the page (and inside **More** on a phone) sits a row of buttons. Some belong to the whole site, some change what every trade page shows.

Button	What it does
⌕ **Search** (press /)	Finds any page by name, whatever your view level.
⚲ **Filters**	One set of filters (asset class, market, session, timeframe, direction, weekday, slot) for every trade chart. See *Filters and the date window* below.
🗓️ **Dates**	One date range for every trade page; also zooms the time charts on those pages (account pages keep the whole timeline). See below.
↺ **Recent**	The pages you looked at lately, to jump back.
◐ **Level**	Sets your view level (chapter 1).
Tour	Starts the guided tour (chapter 1).
▶ **Present**	Turns key pages into full-screen slides, with ◀ ▶ and an Auto mode, for showing the record to someone else.
⧉ **Split view**	Two pages side by side. See below.
⎙ **Print**	Prints the page, or saves it as a PDF, without the buttons.
📲 **Install app**	Website only. Adds the page to your home screen or apps list so it opens full-screen like an app. On a computer your browser offers to install it. On an iPhone or iPad tap Share in Safari, then Add to Home Screen. The button disappears once installed.
✦ **What's new**	The change log (chapter 1).

Button	What it does
★ My dashboard	The cards you pinned with ☆, plus your profile: Education progress, certificates and Play scores. **My Notebook** lists every note you wrote with ✎, on cards and on trades, newest first (each note on its own, marked Note 2 of 3 when its card has several), with buttons to show all, card notes, trade notes or Education notes. A trade note links to that trade's card in the trade log. Each one shows the card's name as a link back to the card, the day it was written (and the last edit) and its page. There are also a search box (it finds tag names too), Edit and Delete, and each note shows its tags. 🏷 **Filter by tag** offers every tag in use, with how many notes carry it: pick one or more and, with two or more, choose *Any of them* or *All of them*; *Clear tags* removes the choice. While tags are picked, Education notes are hidden (they have no tags) and a line gives the trade statistics of the matching trade notes (trades, win rate, EV, net, profit factor and average grade), plus how many card and chart notes match, which have no trade statistics. 📊 **Trade statistics by tag** opens a table with one row for each tag used on trade notes: trades, win rate (decided trades only), EV, net, profit factor, average grade and a *Trade log ›* link that opens the trade log showing only the trades with that tag. A note whose card is no longer on its page is marked *Card no longer here* and kept. Below the card notes, **Education module notes** lists every note written in a course module: the module number and title as a link to the module, the day it was written and last edited (notes written before 19 November 2026 have no date), Edit (the note opens in place, with Save and Cancel) and Delete. The search box covers them too. The **Backup** buttons download one file with every note and setting this browser keeps for the site (notes, pins, saved views, game results, view level), and load it again on another device or after clearing the browser. All of it stays on this device; nothing is uploaded.
Share card	One week on one image, ready to post or send: the week's result, EV and return to date, two sentences from its story and every trade as a bar. R and % only, never dollars.
Glossary	Plain-words definitions, searchable. Many terms also show a short definition when you hover them.
Quick start ↗ and Guide ↗	The beginner start and this guide, each in a new tab.

In the page header, three small buttons: **Aa** steps the text size through 100%, 112% and 125%; the **colour-blind** button swaps red and green for blue and orange everywhere; and the last one cycles through three themes, Dark, Gray (a softer, dimmed dark) and Light; its label names the theme that is on now, and its tooltip names the next one. The site's top bar and footer follow the theme too (from v72.3): ink dark on Dark, slate on Gray, light on Light. All three choices are remembered on this device. Under the header, **one plain sentence starting "Today"** tops every page and says what its numbers mean right now and how far to trust them at this sample size.

The buttons on every card

Each chart or table sits on a card. In its top-right corner are small tool buttons. (They do not print.)

Button	What it does
ⓘ	How the number is calculated: the formula in words, its inputs, and a link into this guide.

Button	What it does
▦	Shows the chart's numbers as a table you can copy. On about 130 charts it also opens **Data history**: the same numbers day by day, week by week, month by month and up to a year at a time (see *Data history* below).
✎	Opens a notepad for your own notes on this card. A card can hold several notes: **+ New note** starts another one, and **This card's notes**, beside *All my notes*, lists every note on the card, numbered and dated, newest first; click one to open it. It saves as you type, and the **Save** button saves at once and says so (on a phone or tablet it also closes the note); it logs the day the note was written. Under the text, 📝 **Templates** lists ready-made prompts for this kind of note: a trade note gets the Trade log templates, a card with a chart gets Charts, then the page's area (Performance metrics and statistics, Risk and rail, Lab, Interactive tools and games, Alpha Cup, Reviews and records, or Learning); *Any note* is always offered, and *All 63 templates* shows every group. Each template asks the questions that fit its theme, from a single line (Quick note) to twelve (Trade recap: pair and session, setup, risk in R, cost check, grade, compliance, market climate, what went well and what to fix). A template adds its prompts after what you have written, adds its suggested tags and saves. 🏷 **Tags** opens the note's tags in groups: Learning and Study status on every note, Reading the card on card and chart notes, and The grade, Execution, Market context, Outcome, My view, Risk and rail and Session on trade notes (62 in all). Some exclude each other, for example Agree or Disagree with the grade, or Early or Late entry. *Add your own* makes a tag of up to 24 characters, listed under Your tags on every note. Picked tags show beside the button, and × removes one. Tags save with the note's text, so write a line first. On a computer you can move it by its title bar and resize it with the grip in its bottom-right corner; on a phone it opens from the bottom. The ⤢ button beside × makes it almost full screen (on a phone, nearly the full height) and ⤡ shrinks it back; it reopens at the size you last used, in this browser. A card with a note shows it pinned under its title with the date, and its ✎ gets a dot; with several notes it shows the newest three (number, date and first words, each opening that note) and, past three, a link to all of them. The strip's **+ New note** starts another. Trade notes stay one per trade. Notes stay in this browser only; with sample data on they last only until the page reloads. On a phone, the card buttons sit on their own row at the top of each card so the title has the full width.
☆ / ★	Pins the card to ★ **My dashboard** (or unpins it). A filled star means pinned.
⤓	Download or copy. **Save chart as PNG** gives an image with title and legend. **Copy chart as image** (where your browser allows it) lets you paste it into a message or document. **Save numbers as CSV** gives the data behind the chart for a spreadsheet.
⤢	Enlarges the card (see below). Double-clicking the chart does the same.
⎙	Prints that one card, or saves it as a PDF.

Data history (▦)

Every chart shows the record one way: by trade, by day, by week, or as one snapshot of the whole record. **Data history** lets you see the same numbers at other time frames, from a single trading day up to a whole year, and see how a snapshot looked in any period. Open it with the ▦ button on a card. It works on about 148 chart cards: 63 drawn over time (by trade, day or week, including dated events), 70 snapshot charts and 15 forecasts. The panel opens under the chart; the chart itself does not change. Everything is worked out in your browser at the moment you pick a time frame, so it adds nothing to the time the page takes to load. Until

trades are counted (from Monday 7 December 2026) the panel says it fills in then. With the practice record on, it works on the sample trades, marked SAMPLE like everything else, and copying and downloads are paused.

The time-frame buttons

Across the top of the panel is a row of buttons. Pick one to see the chart's numbers at that time frame.

Button	What each row is
As drawn	The chart's own table, exactly as the ▦ button showed it before Data history: one row per point on the chart. This is where the panel opens.
Day	One trading day (Monday to Thursday), labelled like *Tue 8 Dec*. Shown on most charts drawn trade by trade or day by day (a few trade charts that are checked only every 10 trades start at Week). On a forecast card it is one publish of the site.
Week	One cycle week, Monday to Thursday, labelled *Week 5* with its Monday's date underneath. Week 1 starts Monday 7 December 2026.
Month	One cycle month, the same months as the Monthly periods table and the period reviews: each 13-week quarter holds three months of 4, 4 and 5 weeks. Month 1 is weeks 1-4, Month 2 weeks 5-8, Month 3 weeks 9-13, Month 4 weeks 14-17, and so on to Month 18 (weeks 74-78). A cycle month is not a calendar month.
Quarter	13 weeks: Q1 is weeks 1-13, Q2 weeks 14-26 … Q6 weeks 66-78.
Half	26 weeks: H1 is weeks 1-26, H2 weeks 27-52, H3 weeks 53-78.
Year	Year 1 is weeks 1-52 (7 December 2026 to 3 December 2027); Year 2 is weeks 53-78 (to 2 June 2028).

Buttons finer than the chart's own time frame are hidden: a weekly chart starts at Week, snapshot charts and dated events start at Week, and *A15 Month by month* starts at Month. On a chart that is already weekly (or daily), its own button shows the card's own rows, newest first and without a plot, because the chart above already draws them; the higher buttons roll those rows up. The button you pick stays picked for that card while the page is open.

Reading a time frame

- **Newest first.** The latest period is the top row. Each row's label has the weeks it covers on a second, smaller line (for example *Month 2 · weeks 5–8*).
- **so far** marks a period that is still running. A period counts as complete once the record reaches the Thursday of its last week.
- **The plot** above the table draws the same rows from oldest (left) to newest (right): usually bars for an amount added up in each period, such as net R, and lines for values read at a point, such as EV, drawdown or a percentile. It has the same hover, zoom and phone behaviour as the site's other charts.
- **Copy table** and **Download CSV** export the time frame on screen, exactly as shown, in R and % only.
- Only periods with something in them appear: a week with no trades (or, for forecasts, no publish) is not listed.

How each column is rolled up

Each column header says in brackets how its value was made for the period (a plain count, such as Trades or Weeks, has no brackets). Nothing is an average of averages. A win rate of 100% on a 1-trade day and 25% on a 4-trade day would average to 62.5%; the true rate for those 5 trades is 2 of 5, 40%. So rates are always counted again from the period's own trades.

Rule	Meaning	Typical columns
sum	Added up over the period, always counted again from the trades or days inside it, never from rounded weekly figures.	Net R, won R, lost R, xR, day results
recounted	Worked out again from the period's own trades.	Win rate, EV, and every snapshot chart's cells
end	The value on the period's last day (or week, or publish). Used for running values.	Cumulative R, return, percentile, benchmark, running totals, forecasts
change	The value at the period's end minus its value at the end of the period before.	Alpha points, ghost exits, what-if totals
deepest	The worst point in the period, shown beside the end value.	Drawdown, below the peak
lowest / **highest**	The single lowest or highest day or week in the period.	RAER by week, rank, acceleration
most often / **most days**	The gate, tier, zone, grade or colour held most often in the period, shown beside the one at its end.	Gate, tier, day grade
average	The plain mean of per-trade or per-day readings. Where a reading covers several trades it is weighted by them, so it equals the average of every trade.	Risk a trade, MFE, MAE, fill gap, grade points
k of n (in the cell)	How many of the period's items met the condition, out of all of them.	Green weeks, weeks inside the forecast range, climbs

The four kinds of chart

Kind	How its history is made
Drawn over time (by trade, day or week)	The chart's points are grouped into the period they fall in, and each column is rolled up by its rule above. Examples: Cumulative R, Gate staircase, Net R by week, Monte Carlo cone, Season vs plan and Points lattice (the picked season's weeks), the four report-card charts, Colour ribbon, Daily grades calendar, A15 Month by month (its own months are calendar months; its higher levels count the trades again on the cycle calendar), A20 Market race (turned round: one row per period with each market's place and cumulative R at the end, and the leader), Compliance scoreboard and Fill ribbon (each block of 10 trades dated by its last trade).
Snapshot (drawn from the whole record at once)	Charts such as Market map, Tier elevator, Rarity orbit, Season matrix, Booster value, Cost X-ray, Return shape, the bootstrap and the parallel universes. For each period the card is drawn again from that period's trades with the card's own maths, the same way the ⚲ Filters date window works, and its table is read. See the next part.

Kind	How its history is made
Dated events	Each event is placed in the period it happened, then counted and sized: Replay the record (each climb or descent by the trade that ends it), Leaps between highs (each new high by the trade that set it), Discipline cost (each breach by its day), Drawdown fingerprints (each dip by the day it started, even if it runs on), Withdrawals and the Withdrawal log (each cash flow by its day; shares of the balance are not added up because each is of a different balance).
Forecasts	What the published page said. See *Forecast cards* below.

Snapshot charts: Within the period, Up to its end, and Show

Under the time-frame buttons, snapshot charts add two more buttons:

- **Within the period** draws the card from only that period's trades and trading days. Use it to compare periods: was London's EV in Month 2 better than in Month 1?
- **Up to its end** (*as it stood*) draws the card from every trade from week 1 to the end of the period: the card as it looked on that date. The last period, up to its end, is the card you see on the page.

Then a **Show** menu picks what the table holds, because a snapshot card is already a table in its own right:

Show	The table
Headline figures	One column per headline tile on the card (for example the bootstrap's EV and range), one row per period. Offered when the card has tiles.
Measure*, by *row	One of the card's columns across all its rows, for example *Trades, by session*: one column per session, one row per period. Offered when the card has 2 to 10 rows. The plot draws every row.
Row: *name*	All the card's columns for one of its rows, for example *Row: EURUSD* on the Market map (a one-row card calls it *All columns*). The plot draws the first column only, because the columns are in different units.
One period in full	Pick a period and see the whole card table (and its headline tiles) exactly as it would be drawn for that period.

Charts whose rows are bins (From … To), such as Return shape, open on Headline figures or One period in full, because the bins are cut afresh for each period. Many cards need a minimum number of trades, for example 20; until a period has them its cells show — and the reason appears under the period's name. Working out many periods can take a moment: a line counts them off (*Working out each period… 12 of 78*), and a period worked out once is kept while the page is open. On pages that follow the ⚲ Filters, the history uses the filtered trades too; cards that always show the whole record ignore the filters here as well. Four cards read none of the real trades, so they have no history: **Streak forge** (an invented record from your sliders), **Brake test** (a losing streak you set, from the peak), **Mode lab** (both columns simulate the levers and win rate you set, at 60% and 0.05R cost to start, so even its Balanced column would repeat the same numbers in every period) and the Alpha Cup's **Pre-match analytics** (theory for a team's settings; the pre-registered team's settings never change). The first three say so under their ▦ table. For the headline numbers trade by trade, use **Records › Time Machine**; each snapshot panel links to it.

Forecast cards

The 15 forecast cards are simulations from the record as it stands, so they cannot be rebuilt exactly later. Instead, every time the site is published the page's forecasts are read and a few headline values per card are logged, from Monday 7 December 2026. A day's entry appears in the next day's update; today's figures are always under As drawn. **Day** lists each publish; every higher button shows the last publish in the period (end), with how many publishes it covers and the trade count then. What is logged:

Card	Logged values
Road map	Trade counts from 30 to 1,248 (the 30, 100 and 300-trade reviews solid); the chance of ×1.5, ×2, ×3, ×5, ×10, ×20 and ×50 and of the goal by week 78; the goal's median week; the review calendar (quarters and Year 1)
Gate distance ladder	The chance of reaching each gate in the card's window
Recovery clock	Median wait for a new high; chance of being back at a new high; chance of System Lock first
Drawdown Doctor	The depth range at the middle of the plan paths; share of paths at 19% or deeper and at 34% or deeper
The climb back	Steps to the Growth gate, the first step, net R needed to get there
Growth vs risk	The risk with the best median after 78 weeks and that median; the highest risk with System Lock odds under 5%
Doubt discount	The suggested fraction of Kelly, its growth per 100 trades and its chance of being past true Kelly
Growth hill	The risk at the top of the hill and its growth per 100 trades
Lock-odds dials	Lock chance on the MARS rail; Half Kelly's risk and lock chance
Next week's cone	Median end of next week, with the 10th and 90th percentiles
Next week's targets	The chance of each rank target
Catch-up ladder	EV per trade needed to reach the median in 4 and in 13 weeks
Fork ahead	Chance to confirm and to reject the edge; trades still needed
Milestone preview	The EV at the middle of the simulated futures
Benchmark arena	Every runner's return on the day

The Alpha Cup's pre-match analytics are not logged, because they depend on the team each visitor picks.

Charts with no history

Some charts have no time line of the record to show, so ▦ shows only the chart's own table, with no time-frame buttons: Mixing desk (always the last 20 days), the calculators, the teaching simulations, the tools that run on your own inputs (Draw an edge, Flip it, Bring your own runner and others), the one-week tools (Replay a week, Week report) and the games. From site version 91.1 every snapshot chart has a table. The last sixteen

to gain one show the card's own numbers: Edge and room, Edge-proof meter, Does the edge repeat?, Two-way heatmap, A11 The trading clock, Time in trade, A21 Edge fingerprint, A29 Every result by session, What-if grid, Overfitting check, Checklist heatmap, The breach slope, Two kinds of trade and The 1R receipt are snapshot charts; the Five-metric radar (one row per week, at each week's end) and Dividend banked (one row per cycle week, added up) are drawn over time. In a past period Edge and room reads the drawdown at the period's last trading day, because today's figure is the next-day reading; its straight losses to the next gate start from that drawdown at the risk of the next trade after that day, not from today's. The breach slope runs its seven seeded simulations again for every period, so it takes a few seconds.

An example

On **Edge › Edge statistics › Cumulative R**, press ▦, then **Month**. Each row is a cycle month, newest first: its trades, won R, lost R and net R (all *sum*, counted from that month's trades), and *Net so far* (*end*: the running total on the month's last trading day). The net R column matches the Monthly periods table. Press **Week** to see the same split for each week, or **Quarter** for 13 weeks at a time. Then on **Performance › Markets and mix › A17 Market map**, press ▦, **Month**, **Within the period** and **Show: Row: EURUSD**: EURUSD's trades, EV, range, net R and win rate in each month, each counted from that month's trades only. Switch to **Up to its end** to see how the same row stood at the end of each month.

Headline tiles also carry a small ⓘ beside their label: it opens a worked example of how that number was reached (*Explain this number*). Every tile and At a glance box, and twelve Home cards, glow when you point at them and link to the card that explains them (*Clickable tiles and cards*). If a card cannot be drawn, it shows a short notice and the rest of the page still works.

Filters and the date window

Most trade pages answer questions about *all* the trades. These two controls narrow them to the trades you care about.

- ⚲ **Filters.** Opens a bar with seven drop-downs: **Asset class**, **Market**, **Session**, **Timeframe**, **Direction**, **Weekday** and **Slot** (the trade's place in the day, T1 to T4). Every trade chart and table then recalculates for the trades that match. The button shows how many filters are on (for example ⚲ Filters 2), and each active filter shows as a chip you can click ✕ to remove.
- 🗓 **Dates.** One date range for the whole site: set it once and every trade page (Edge, Performance, Execution and the trade list) recalculates for those dates, and the time charts on those pages zoom to them; pages built from the whole record in sequence (account equity, drawdown, the Monte Carlo benchmark, gates and tiers, simulations and the Alpha Cup) keep the whole timeline. It uses the same From / To as Performance › Explore. The button shows a dot (🗓 Dates ●) while a range is on; click it again to clear. On a page with a time chart, the **4 wk / 13 wk / All** buttons zoom every time chart on that page together.
- **Which pages follow.** 36 pages, all built from trades. **Edge** › Edge statistics, Rolling windows, Stability, Draw from the belief, Luck tests, Myth vs data, Sequential test, RAER, Edge decay, Edge Court, Bayes vs You, Hot & Cold and Curve quality. **Risk** › Pain and tail risk and Pro ratios. **Performance** › Explore, Compare periods, Breakdowns, Evidence ledger, Market climate, Time and rhythm, Markets and mix, Cost, Excursions and what-if and Leaderboard. **Execution** › Grades and compliance, Booster value, Fill quality, Discipline cost, Tilt detector, Day paths, Expected R (xR) and Discipline Dividend. **Lab** › Sample-size planner and

Calculators. **Records** › Trade log. Eleven of them joined in version 67.2 (18 November 2026): Edge Court, Bayes vs You, Hot & Cold, Curve quality, Pain and tail risk, Pro ratios, Leaderboard, Expected R (xR), Discipline Dividend, Sample-size planner and Calculators.

- **The filter chip.** While a filter is on, every card it changes shows a chip under its title naming the filters and the trades used (for example *Filtered: Session: London · 34 trades*), with ⚲ **Edit** to change them. A few cards on these pages are account figures and say *Whole record: not filtered* instead: Monthly periods and Weekly scorecard (Edge statistics), Pain panel and Drawdown fingerprints (Pain and tail risk), and the Pro ratios cards (Pro ratios, Rolling Sharpe, Mixing desk, How sure is the Sharpe?), which read the account's daily returns. Saved views side by side uses each saved view's own filters. With no filter on, only the chart cards keep their small *All n trades* chip.
- **Pages that ignore them.** Pages built on the *whole* record (account growth, the benchmark, gates and tiers, simulations, the Alpha Cup) are not filtered, because the account itself can't be split by market. On those pages the Filters bar is greyed to show it has no effect.
- **Before the first trade.** Both controls show a note instead: they unlock with the first counted trade (from Monday 7 December 2026).

What a filter can and cannot change. Four kinds of data sit behind the cards, and a filter reaches only the first two.

Data	With a filter on	Examples
Matching trades	Only the trades that match; the chip gives their count.	EV, win rate, cumulative R, profit factor, the trade tables
Matching logger trades	Only matching trades the excursion logger also recorded, so a chart can use fewer trades than the chip.	Excursions and what-if, ghost exits, MFE and MAE
The whole account, day by day	Never filtered, because the account can't be split by market; the chip says *Whole record: not filtered*.	Account return, drawdown and gates, Monthly periods, Weekly scorecard, Pain panel, Pro ratios
Simulated paths	Built from the plan (60%, 0.05R), or from the measured win rate and cost once 30 decided trades (wins and losses; breakevens within ±0.10R are left out of the win rate) are counted; each simulated trade is a win or a loss; on a filter page those can be the matching trades' figures, and the card's note says which.	Plan runs, forecasts, Monte Carlo yardsticks

Example. Filter Market to gold and Session to London. EV, win rate and the trade log change to the gold trades taken in London. The account's drawdown, its gate and the Pro ratios stay the whole account's, because gold-in-London was never an account of its own. Excursions and what-if can show fewer trades than the chip when some of those trades have no logger record.

No matching trades. When the filters match none of the counted trades, every card that waits for trades says so (for example *No counted trades match these filters (0 of 160)*) and never falls back to the whole record's

figures; Performance › Explore keeps its filter bar so a filter can be changed there. Cards marked *Whole record: not filtered* keep showing the whole account.

> ### Watch the sample size when you filter
> Each filter shrinks the trade count. A slice with fewer than about 10 trades is mostly luck, and pages fade those rows. Trust slices with 30 or more, and treat the rest as questions to keep watching, not answers.

Split view: two pages side by side

⧉ **Split view** opens two pages next to each other, each with its own page picker, so you can compare any two pages (say Edge statistics beside Explore).

- **Resize** by dragging the divider. ⇄ swaps the two sides. ⇅ scrolls both together. **Open** ↗ on a side opens that page full-screen and closes the split.
- **Each pane fills its width** wherever the divider sits, at 50/50 or dragged far left or right: inside a pane the page drops the side menu and the site's top bar, and the cards re-flow as you drag.
- **Esc** or ✕ **Close** leaves split view.
- On a phone the screen is too narrow for two panes, so it switches between **Left** and **Right**.
- Split view works on the website (marstrackrecord.com). If sample data is on, the bar is marked SAMPLE DATA.

Enlarge a chart

Double-click any chart, or press ⤢ in its card, and the card opens in the middle of the screen at about 88% of the screen size. It is still live: sliders, hover tips and downloads work, and the numbers behind the chart sit underneath. ‹ › or the arrow keys step through the page's other charts. **Esc**, ✕ or a click outside closes it. On a phone, turn the phone sideways for the widest view.

On a phone (new in v72.3). Many charts are drawn wide, and squeezed into a phone card their labels become too small to read. Where that happens, and only there, a ⤢ **Expand chart** button sits above the chart. It opens that chart alone, full screen, at a size where its labels read at about 12 px; drag to move around it, or turn the phone sideways. Tap tips still work. ✕ **Close**, Esc or changing page puts it back. On those cards the card's own ⤢ and a double-click open the same view. On a computer Enlarge already shows such charts at a readable size, so the button does not appear.

Practice record: try every tool with sample data

Most tools stay empty until the record has trades, and the verdict stays provisional for a long time. To see how a tool behaves, switch on the **practice record**.

- **Where.** On **Home › Summary** (the Practice record card), or the **Try it with sample data** button inside any empty tool. Switch it off in the same place. Before the first real trade the card sits near the top of Summary. From the first real trade, **Rail status** takes that slot and Practice record moves to the bottom of Summary until 30 trades.
- **What it is.** 160 invented trades, with grades, excursions and weekly rows. Every chart and table then shows them, marked **SAMPLE** on each card.

- **What it is not.** It is never real. It lives only in your browser, is off by default, never reaches downloads, share cards or statements, and the option disappears once the real record reaches 30 counted trades.
- **Labels in sample mode.** The Alpha Cup names Aaron's side *Aaron · sample record* (your team keeps its own name) and marks the match *SAMPLE · Day n* instead of LIVE, with a sample note on its Home card. *Since your last visit* keeps a separate memory for sample mode, so switching it on does not report 160 new trades and the real record's memory is never overwritten. Prizes earned with sample data do not pop up and are not saved as seen.

On a phone

- **At a glance.** Under each chart that has one, a folded **At a glance** bar opens the chart's readout (key numbers, trend lines, shape, earlier vs recent, biggest steps or a ranking). It starts closed. Tablets and narrow windows get the same fold-out. See *At a glance: the readout beside a chart* above.
- **Header.** The MARS Equilibrium header stays at the top of the screen while you scroll (site version 69.18.1). Once you scroll down it shrinks to a slim bar with the logo and name; the full header, with its links and the Equilibrium / Quad switch, comes back when you return to the top.
- **Bottom bar. Home, Edge, Risk and Performance** sit along the bottom, and **More** opens the other menus (Execution, Lab, Alpha Cup, Records) and the menu-bar tools and pages. The sub-pages of the menu you are in run along the top.
- **Swipe.** Swipe left or right on the page body to move to the next or previous sub-page. It does not trigger on tables, charts, sliders or inputs, so scrolling a chart never changes the page. A small marker (for example *Edge · 3 of 15*) shows where you are.
- **Layout.** Cards use nearly the full width of the screen, so charts are as large as the phone allows.
- **Games.** While a Play game is running on a phone it goes edge to edge, the bottom menu steps aside, and the Buy, Sell and Close buttons stay pinned at the bottom.
- **Drop-down lists.** On a phone or tablet a drop-down (a filter, a column filter, a picker) opens as a sheet from the bottom of the screen: a title, the choices with the current one marked by a gold dot, and × to close. Choosing, ×, a tap outside, Esc or changing page closes it. With a mouse on a computer the usual drop-down list opens.
- **Messages.** Short notices (a badge or prize earned, for example) appear at the top of the screen on a phone, so they never cover the bottom bar, and at the bottom on a computer. They stay 2 to 4.5 seconds depending on length; tap one to close it sooner.
- **Split view** switches between Left and Right; **enlarge** works best with the phone turned sideways.

Empty pages, dashes and “Provisional”

Three things look like missing data but are not errors:

- **“Unlocks with the first counted trade.”** The page needs trades to show anything. Expect this before Monday 7 December 2026, or for tools that need many trades. The practice record shows what they will look like.
- **A dash (—).** The number can't be worked out from the trades so far (for example a win rate over zero trades). Chapter 14 explains the common cases.
- **“Provisional”.** Fewer than 30 trades are counted, so every status chip says so. Treat every number as a first impression until the sample grows.

Search, Recent and the new-data dots

- ⌕ **Search** (or press /, or Ctrl+K) jumps to any page, chart or card, glossary term, week, day, trade or timeline event. Type a few letters, use ↑ ↓ and press Enter; the page opens and the card you picked is highlighted. Try “drawdown”, “week 3”, “EURUSD buy” or “gate”. Pages above your view level are tagged “level n”.
- ↺ **Recent** lists the last eight pages you viewed.
- A small **gold dot** marks menu sections and pages whose numbers changed since you last opened them; pages you have never opened show no dot. The ✦ What’s new button also shows a dot when there is a version you have not seen.
- **Since your last visit** (Home › Summary) is a short briefing on what changed since this browser last opened the page. From top to bottom it shows:
  - the moved statistics: new trades with their wins and losses, their net R, and EV, win rate, return and drawdown then → now;
  - gate and verdict changes, and the number of new finished weeks, corrections and rule changes;
  - the newest trades one by one, up to four: trade number and slot, market, timeframe, day and result in R, with a green or red top edge and a link to the trade log. If none are new, the latest four are shown, marked “none new”;
  - new badges, up to six, then “+N more” to Achievements;
  - up to four site updates, one line each, with a link to ✦ What's new. These are the updates since your last visit, or the latest four on a first visit.

  If the site was rebuilt but nothing in the record moved, it says *No new trades*. Before the first counted trade it also counts down the days to Mon 7 Dec 2026. On a computer or tablet the briefing scrolls inside the card, so it stays the same height as its neighbour; on a phone it simply grows. It is measured against your last visit, not against the plan.
- **RSS feed.** To follow without visiting, add `/feed.xml` to any news reader: it lists each finished week (counted trades, net R, win rate, account change in % and the gate at the close), each correction from What we got wrong and each rule change. R and % only; no account needed and nothing is tracked.
- ⓘ **About this benchmark.** Under the simulations (Home › Five-metric report card's verdict card, Risk › Gate ladder and recovery, Risk › Growth vs risk, Lab › Forecast › Goal-seek) a fold-out note says what the simulation assumes (start, horizon, win rate, cost, sizing, the System Lock) and exactly which question it answers: *ends at* a week (the benchmark fan, Goal-seek) or *happens at some point* within it (the ladder and the recovery clock, a first-passage chance).

Ask Quinn: the record's educator and data analyst

• **QUINN**, at the bottom right of every page on the website, opens a chat panel (or press **Q**; **Esc** closes it). Quinn greets you for your time of day, read from your own device's clock, and offers twelve starter questions; type any question about the record, a page, a chart or a term. **Open full view** gives Quinn the whole page and keeps the same conversation (the panel and the full view show one transcript; a question that got no answer is marked and is not sent as an earlier question), and when ⌕ Search finds nothing it offers to ask Quinn instead.

- **What Quinn can do.** Explain any page, card or term; give the record's figures (win rate, EV with its range, drawdown, verdict, tomorrow's risk per trade, the gates); write a report for a day, a week or a period; slice the record by market, session, timeframe, weekday, week or period, with a link that opens Performance › Explore with those filters set; and run the Lab's what-ifs (Simulator, stress tests, mode comparison, Drawdown Doctor, Skip-it, Goal-seek and Flip it) inside the ranges the pages allow.
- **How an answer is built.** Figures come from the published record, worked out with the page's own calculations. Each answer lists its **Sources** (the pages used, with the view level each needs), then **Go deeper** questions and **Related** pages. A what-if answer starts with "Hypothetical" and ends "Research only, not investment advice."
- **What Quinn will not do.** No advice on what anyone should do with money, no signals, no predictions, and nothing about how the strategy's tools are set up beyond the 14 Charter items. Everything is in R and %.
- **Lessons.** Ask for a module by number (“where is Module 98?”) and Quinn names it and its station and links straight to the lesson.
- **Games.** After a game in Play, or on the Alpha Cup, **Ask about my match** explains what decided the score, from that match's numbers only. For the Alpha Cup it also gets the team's sizing as the match used it: the fixed risk in fixed mode, the Kelly fraction and its risk in Kelly mode, the rail or the copied risk otherwise, and any daily stop, brake or weekly profit lock that was on. If an answer times out, Ask again keeps the match attached.
- **Moving the panel.** Drag its header to move it, on phones too; it remembers the spot in this browser, and a double-click or double-tap on the header puts it back in the corner.
- **Privacy.** Quinn is sent your question, the page you are on (with its tab, the title of the card nearest the top of your screen and any Filters you have set) and up to four of your earlier questions (never its answers), whether the practice record is on and, for a follow-up, Quinn's label for the previous topic. The AI provider receives the question as typed. The copy logged to improve Quinn has no IP address, session id or browser details, and emails, long numbers and links are removed from it; it sits in the host's private logs, which the host deletes automatically (see Legal). With the practice record on, the page shows sample trades but Quinn answers from the real record.

Appendix D (Quinn in depth) lists seven ways to use Quinn with example questions, how to ask, how to read an answer and its limits.

Reading a chart

- **Range buttons. 4 wk / 13 wk / All** (or Last 50 / Last 200, or 20 / 65 days) set the range of every such chart on the page at once. With a mouse, drag across a chart to zoom into that stretch; **Reset zoom** goes back. Short ranges are noisy: use them to look closely, not to judge the edge.
- **Date window.** The 🗓 Dates control has a slider and presets (Last week, 4 wk, 13 wk, This month, All). Every time chart on the trade pages zooms to the range (account pages keep the whole timeline), with a 🗓 chip above each one: tap the chip, its ✕ or any chart’s own range button to go back to the whole record. Charts without a timeline (histograms, the bootstrap) are not affected.
- **Exact values.** Hover with a mouse; on a phone tap (the readout stays until you tap elsewhere); or, on the line, bar and band charts and the Excursion map's Scatter, focus the chart with Tab and use the left and right arrow keys. The picture views (the Quilt, the Galton board and the like) read by hover or tap, and ▦ lists the numbers wherever a chart has a table. A missing value inside a line is drawn as a thin dotted

bridge, not a measured stretch, and the readout there says *no value recorded*. Screen readers also get a one-sentence summary of each chart.
- **Sample-size labels.** Every headline number carries its trade count (for example *n 12*). One rule everywhere: under 10 trades is faded, 10 to 29 is lighter, 30 or more is shown normally, with a short key under each table that has faded rows. Faded means mostly luck; lighter means provisional.

At a glance: the readout beside a chart

Many chart cards carry a small readout headed **AT A GLANCE**. It answers the questions a reader asks of any chart before studying it: where did the line start and where is it now, how high and low did it go, what is a typical value, is it getting better or worse, and what was the biggest single move. It is built in your browser from the very numbers behind the chart (the same table that ▦ shows), so it never adds data and never disagrees with the chart. It describes; it does not test. When a question needs a proper test (is a change more than luck?), the card itself or another page answers it, and the readout says nothing it cannot back up.

Where it appears

- **Wide screens** (about 1,600 px or wider, with the side menu open): beside the chart, on the right. The chart then sits at a **medium** size, up to 1,000 px wide, so the readout gets the room; on a very wide screen its boxes tile two to four across.
- **Phones, tablets and narrower windows**: a folded bar labelled **At a glance** straight under the chart. Tap or click it to open the same readout; tap again to close it. It starts closed so the page stays short. The two never show together.
- **Which cards**: every card whose chart has a data table, on 47 pages at level 5 (the table at the end of this section). Cards whose picture has no table behind it (for example a dial on its own) have none. Printing and the slideshow leave it out.
- **Each box is a link** (version 68): click a box (Trend lines, Shape, Earlier vs recent, Biggest steps, Ranking) to open the card that explains the series it describes; on a phone a quick tap shows what the box means and press and hold follows the link.

The parts, from top to bottom

Each part appears only when it makes sense for that chart. A chart along time (trades, days or weeks) gets the time parts; a chart by category (markets, sessions, setups) gets a ranking instead.

- **One-line summary.** The chart's own one-sentence summary: its latest, lowest and highest value.
- **Key numbers.** Up to four of the chart's lines in a small table: **Start** (the first point), **Latest**, **High** and **Low**, with the range of the chart in the heading (for example trade 1 to 160). Hover a figure to see the trade, day or week it belongs to. Range columns (a band's low and high) are left out, so the table compares like with like.
- **Trend lines** (time charts). A small line per series with its latest value and the change since the start (▲ up, ▼ down, • unchanged). A green dot marks the high, a red dot the low, the large dot the latest point; a dotted line marks zero when the line crosses it. The colours mark position, not good or bad: for drawdown, up is worse.

- **Shape** of the main series. A strip with one tick per value: where ticks pile up is the typical value. The shaded block is the **middle half** (the 25th to the 75th percentile), the bright line the **median**; red ticks are below zero. Under it: **Average**, **Median**, **Middle half**, **Points** and, when the values cross zero, **Above zero** (the share of points above zero). When average and median differ a lot, a few large values pull the average: trust the median for the typical point.
- **Earlier vs recent** (time charts with 6 or more points). The average of the **first third** of the points against the **last third**, for each series, with the change. It is the quickest “better or worse lately?” check. It is not a significance test; on cumulative lines (cumulative R, cumulative alpha) the last third is naturally higher when the record is profitable, so read the slope, not the level.
- **Biggest steps** (time charts). The largest rise and largest fall between two neighbouring points, with where they happened, the **Longest climb** (rises in a row) and, when the values cross zero, the **Longest run above zero**. On a cumulative-R chart each step is one trade's result, so the largest rise is the best trade and the largest fall the worst.
- **Ranking** (category charts, in place of the three time parts). The categories sorted from highest to lowest on the chart's first column, with bars in proportion; with more than eight, the top four and bottom three, with ⋯ between. A line under it names the highest and lowest and the gap. Check what the first column is (trades, EV, share): a ranking by trades is a ranking by how often, not by how well.
- **How it is worked out.** The card's formula in words, the same text as its ⓘ button.

Exact numbers, not rounded ones

Chart tables are rounded for reading (for example +21R). The readout works from the unrounded values behind the chart and shows two decimals where the chart's numbers have fractions, so an average or a step is never lost to rounding. Percentages work the same way (a value stored as 1.8 is shown as 180%).

A worked example

On **Execution › Expected R (xR)** with the practice record, Key numbers show Expected (xR) ending at +21R and Actual R at +19R. Trend lines show both climbing since trade 1; Earlier vs recent shows the actual average rising from about +2R to +13R across the thirds (it is a cumulative line, so a rise is expected); Biggest steps shows the largest single rise. Read together with the card's luck dial: actual is about 2R behind expected, and the dial says that is well within chance. The readout tells you *what* happened; the card tells you whether it *matters*.

What to watch for

- **Few points.** With fewer than 5 points most parts stay hidden; with 5 to 20 they show but swing by chance. The sample-size labels on the card still apply.
- **Filters and date window.** On trade pages the readout follows the chart, so it changes with your filters and the 🗓 date window. It also follows the chart's own range: with Last 50, 4 wk or a dragged zoom, the readout, the ▦ table and the screen-reader summary describe only the points on screen, and the heading names the range. On the benchmark charts the table lists both shaded bands, the middle 50% and the middle 80%.

- **Practice record.** With sample data on, the readout describes the sample, like every other figure marked SAMPLE.

Where you will find it

Every card with At a glance at level 5 (lower levels show fewer pages), and what its readout tells you on that page.

Page	Card	What the readout tells you there
Home › Summary	Return vs the 1:1 benchmark	Your return line, the benchmark median and the plan pace week by week: Trend lines show how far each has moved since week 1; Earlier vs recent shows whether the gap to the benchmark is opening or closing.
Home › Pace and finish line	Monte Carlo cone	The same three lines over the weeks played so far. Read **You** against **Benchmark median** in Trend lines: a line that stays flat while the median climbs means the record is falling behind the plan's time path.
Home › Pace and finish line	Plan vs reality	A Ranking of the plan's assumptions measured against the record (% of plan). The top bar is the assumption the record beats by most; the bottom bar the one it falls furthest short of.
Edge › Edge statistics	Cumulative R	The running total of net R. Biggest steps gives the best and worst single trade (each step is one trade's result) and the longest run of rising steps; Earlier vs recent shows whether the climb is steeper now than at the start.
Edge › Rolling windows	Rolling windows, 20 trades	The 20-trade EV and its 95% band. Shape tells you how often the rolling EV sat above zero (Above zero) and where its middle half lies; Earlier vs recent is the quickest check of a fading or improving edge.
Edge › Stability	Change-point detector	The cumulative distance from the average. Biggest steps marks where the line turned hardest: the trade where the record's behaviour most likely changed.
Edge › Stability	Edge coming into focus	EV and its 95% range week by week. Trend lines show the range narrowing as trades are added; Earlier vs recent shows the EV estimate settling.
Edge › Win-rate belief	Win-rate belief	The best estimate of the true win rate and its 90% range after each decided trade. Shape shows where the estimate has spent most of its time; Trend lines its drift since the first trade.
Edge › Luck tests	Coin-flip rival	You against the median of coin-flip rivals. If You sits in the upper part of Shape and Earlier vs recent is rising, the record is pulling away from what luck alone gives.
Edge › Luck tests	Path luck	A Ranking of how often each reordering lands in each outcome band: the top bars are the likeliest ways the same trades could have played out.
Edge › Luck tests	Wins per full day	Actual against theory for 0 to 4 wins a day. Trend lines here read across the win counts, not time: the two shapes should look alike if trades are independent.

Edge › Sequential test	Sequential test	The confirm and reject lines and the cumulative R. Trend lines show which boundary the record is closing on.
Edge › Milestone preview	Milestone preview	A Ranking of the simulated futures by EV band: the tallest bars are the likeliest results at the next milestone.
Edge › Hot & Cold	Hot & Cold detector	The chance the record is in a cold patch, trade by trade. Shape shows how much of the time it sat above 50%; Biggest steps the sharpest swing in and out of a cold patch.
Edge › RAER & RAPF	Reading the trend	RAER week by week: Earlier vs recent is the plain answer to “is deployed risk being turned into return better than before?”.
Edge › Alpha vs benchmark	Alpha vs benchmark	Weekly and cumulative alpha in points. Longest run above zero shows how many weeks in a row the record beat the benchmark.
Edge › Curve quality	Curve quality	Cumulative R against its best straight line. When the two Trend lines stay close, the curve is smooth; a big gap in Biggest steps marks the bumpiest stretch.
Edge › Edge decay	Edge decay check	The rolling 30-trade EV and its 90% range. Earlier vs recent repeats the decay question in plain numbers; the card's own Welch test says whether the change is more than luck.
Risk › Drawdown Doctor	Drawdown Doctor	A Ranking of where the account moves from each state: the top bars are the likeliest next steps from a drawdown.
Risk › Growth vs risk	Growth vs risk	A Ranking of risk settings by median after 78 weeks. Read it with the card's lock column: the top bar is rarely the safest.
Risk › Kelly check	Lock-odds dials	The three settings ranked by their chance of System Lock in 78 weeks.
Risk › Equity and drawdown	Equity, drawdown and gates	Drawdown and rebuilt growth day by day. Biggest steps gives the worst single day for drawdown; Longest run above zero is the longest stretch the rebuilt growth stayed positive.
Risk › Pro ratios	Pro ratios	The 20-day Sharpe ratio. Shape gives its typical level and spread; Earlier vs recent whether risk-adjusted return is improving.
Risk › Rail value-added	Where performance came from	Fixed risk, the prescribed rail and the risk actually used, day by day: the gap between the lines in Trend lines is what each choice added or cost.
Risk › Rail value-added	Rail value-added	A flat 2.47% against the real MARS rail and the rail's lead. Longest run above zero shows how long the rail stayed ahead.
Risk › Exposure and clustering	Same-day clustering	A Ranking of the reshuffled results; the record's own figure is read against them in the card.
Risk › Exposure and clustering	Exposure chord	A Ranking of market couples by days traded together.
Performance › Explore	Cumulative R	The same readout as Edge statistics, but only for the trades that match your filters: change a filter and the readout follows.

Performance › Compare periods	Net R by week	Won R, lost R and net R per week: Shape of net R shows the typical week, Above zero how many weeks were positive.
Performance › Growth attribution	Against the plan pace	The steps from the plan pace to the record: a short readout, as the chart has only a few steps.
Performance › Breakdowns	Slice confidence	The slices (by session, market and so on) ranked by EV. Read the bars with the 95% ranges in the card: a top slice with few trades is not proof.
Performance › Benchmark rank	Benchmark rank	The record's rank against the benchmark paths each week; Earlier vs recent shows whether it is climbing.
Performance › Benchmark arena	Benchmark arena	Random entries, a coin on the rail, the Monte Carlo P50 and You, day by day. Trend lines put all four side by side; the gap between You and the others is the record's edge over chance.
Performance › Market climate	Volatility by week	The volatility score week by week: Shape shows the usual climate; Biggest steps the sharpest change from one week to the next.
Performance › Time and rhythm	Edge river; Time in trade	Sessions and holding times ranked by trades (the first column): the top bar is where most trades happen; read EV in the card.
Performance › Markets and mix	Trade flow	Routes (markets and directions) ranked by trades.
Performance › Cost	Cost safety margin; Cost drag over time; Cost X-ray	Cost drag over time shows gross edge, cost and net EV trade by trade (Earlier vs recent: is cost eating more of the edge now?). The other two rank cost levels and groups.
Performance › Excursions and what-if	Excursion comets; Excursion what-if	MFE, MAE and net R per trade, and actual against the what-if result. Shape of MAE shows how far trades usually go against you before closing.
Execution › Grades and compliance	A34, A35 and Compliance scoreboard	The quality grade, compliance and the checklist score over time. Earlier vs recent is the plain answer to “is execution getting better?”.
Execution › Expected R (xR)	Expected R (xR)	Cumulative expected and actual R: the gap between the two Trend lines is the luck so far (the luck dial on the card says whether it is more than chance). Tapping a week in Luck by week highlights that week on the Actual R line.
Execution › Booster value	Booster value	The boosters ranked by how many trades had them (read the lift in the card).
Execution › Fill quality	Fill quality	Net R, fill gap, cost and slippage for every decided trade. Shape of the fill gap shows the typical R given up on a fill.
Execution › Discipline cost	Discipline cost	The running breach cost: falling in Trend lines means breaches are costing R.
Execution › Day paths	Day paths	The 16 four-trade day paths (WWWW to LLLL) ranked by how many days took each one.

Lab › Forecast	Next week's cone; Forecast scorecard	The forecast median and range through the week, and every finished week (all 16 trades taken, or past its Friday close) against the 16-trade range the cone would have shown for it (rebuilt from the trades before that week with the cone's own rule: plan figures until 30 decided trades, and the cone's own 4,000 simulations and seed, so the range is exactly the one the page showed); a short week shows the range at the trades taken as a hover diagnostic. The never-changed forecasts are in Frozen forecasts.
Lab › Skip-it what-if; Fourth-trade value; Mode comparison	Parallel universes	Two to six versions of the record (with or without a rule, or a mode) ranked by return; read the drawdown column in the card beside it.
Lab › Sample-size planner	Sample-size planner	Trades needed at each win rate, ranked: the top bars are the win rates that take longest to prove.
Lab › Calculators	Cost and break-even; Risk of ruin; Trades to prove it	Each calculator's curve read as a ranking of its inputs (stop size, risk per trade, EV): the top bar is the setting with the highest value on the chart.
Records › Week report	The week's trades	Net R trade by trade for the chosen week.
Records › Timeline	Season spiral	Net R by trading day: Shape shows the typical day, Longest run above zero the best stretch of positive days.
Records › Hall of fame and seasons	Season vs plan; Points lattice; Rarity orbit; Season matrix	Season vs plan: Net R so far and the plan's lines week by week. Points lattice: the points and each tier's chance week by week. Rarity orbit and Season matrix: a Ranking of the records by their chance at plan, and of the seasons by Net R percentile.

Explain this number

On the headline tiles (trades, win rate, EV, net R, profit factor, cost, worst slide, losing run, drawdown, return) the small ⓘ beside the label opens the sum worked through with today’s figures. For EV: the sum of net R ÷ trades, its 95% range, the chance it is above zero and the trades still needed to prove it. On Explore it uses only the trades that match the filters. Each sum is rebuilt in your browser from the trade log and checked against the card: ✓ means they agree. Return is an estimate from the daily records; RAER and acceleration show their formula and point to the replication kit, which rebuilds them exactly. Every tile is now also a link: on the headline tiles the sum sits behind the small ⓘ (or a quick tap on a phone); on other tiles, click the underlined number itself.

Clickable tiles and cards

Every tile (the small boxes that each hold one headline number) and every **At a glance** box is a link to the card that explains it. When you point at one it lifts and glows in the colour of the menu you are reading: gold on Home, cyan on Edge, red on Risk, green on Performance, violet on Execution, orange on Lab and blue on Records. Tiles show a small › in the corner. Twelve Home cards that preview another page are links too. Version 67 linked the headline tiles; version 68 (18 November 2026) linked every tile and At a glance box on the site.

- **Where it leads.** To the page and the card that explain the number, and the matching tile on that page flashes so you can find it: for example EV opens Expectancy and edge, Tier opens the Tier elevator, Losing run opens Streak odds, a cost tile opens Trading cost in R and a Kelly tile opens Kelly check. On the page that already explains its topic, a tile opens its glossary entry instead. The twelve Home cards end with an **Open … ›** link: Warning signs, What would change the verdict, The Alpha Cup, Record weather, This week vs its forecast, Trade of the week, Session clock, Season pass, Return vs the 1:1 benchmark, Five core metrics, Road map and Achievements.
- **With a mouse or keyboard.** Click the tile, the At a glance box or the Home card to go there; **Enter** on a tile or box does the same. The worked sum (*Explain this number*) is still there on every tile that has one (Trades, Win rate, EV, Net R, R profit factor, Average cost, Worst slide, Longest losing run and so on): it sits behind a small ⓘ beside the label, and a click on the number itself goes to the card like the rest of the tile.
- **On a phone or tablet.** A quick tap shows the definition: the number's sum where the tile has one, else its glossary entry, else a short note; on an At a glance box, the definition of what the box shows. **Press and hold** about half a second, finger still, to follow the link; the tile shrinks a little and gets a coloured ring while you hold. Moving your finger, as when you scroll, cancels it.
- Buttons, links, drop-downs and charts inside a card keep their own behaviour, and the ☆ on a card never navigates.

Display, colour, printing and presenting

- **Aa** steps the text through 100%, 112% and 125%. The page follows the device's reduce-motion setting, and a *Skip to the page content* button appears for keyboard users. All choices are remembered on this device only.
- **Colour-blind switch** (in the header next to Light / Dark, and in the slideshow; its two dots show the current good and bad colours): every chart switches to colours that stay distinct for colour-blind readers, blue for gains and orange-red for losses.
- **Glass cards** (computer and tablet, light and dark; site versions 69.12 to 69.19, 76.2 and 92.5): most cards are **clear glass**, so the page's background picture shows through. A reading card, with a table of eight rows or more or a long run of text, is **frosted**, and the trade log, the filter bar, tables over 15 rows and the Play games stay **solid** so the numbers are easy to read. A card can change look as the record grows: a table that passes eight rows frosts its card, and one that passes 15 rows makes it solid. A few short cards keep a fixed look (Day colours, Colour ribbon, The Alpha Cup and Edge Court are frosted). Home › Summary follows the same rule; the Five-metric report card is frosted throughout. In dark mode clear glass is a little stronger so small text reads calmly over the pictures. On Records, the Achievements badge groups and the showcase cards of Hall of fame and seasons (Hall of fame, Season pass, Season awards, Season recap) are clear glass, and an unearned badge on clear glass sits on a light fog so its faint text stays readable. Phones keep solid, full-width cards, and on a device set to reduce transparency these glass cards turn solid.
- **Side by side on wide screens** (about 1,750 px and wider, side menu open): Edge › Edge statistics, Risk › Gates and tiers and Risk › Tomorrow place related cards next to each other so the screen fills evenly, for example Expectancy and edge beside Weekly scorecard. Narrower screens, phones and printing keep the usual order.
- **Background pictures**: each main menu page has its own faint brand picture behind the cards, shared by its sub-pages, with the MARS Track Record mark in the bottom-left corner on screens 1,024 px and wider.

- 🖨 **Print** prints the current page, or saves it as a PDF, in light colours with every chart drawn and the buttons left out. Open the page you want first; each page prints on its own.
- ▶ **Present** is a full-screen slideshow of eight slides: the headline, the summary tiles, return vs the benchmark, cumulative R, the five core metrics, the next trading day, the hall of fame and the integrity checks. Arrow keys or the buttons move through it, **Auto** turns a slide every 9 seconds, and Esc closes it.

Pins, My dashboard, your profile and saved views

- ☆ **Pin** any card; ★ My dashboard shows your pinned cards in the order you choose (↑ ↓), each with a link back to its page. Good first pins: Five core metrics, the edge-proof meter, the gate ladder.
- **My profile** (top of My dashboard) shows this device’s own progress in one card. It opens with an optional display name you type in (kept in this browser only; the Share my profile image uses it), your rank and *Member since*: the first day this browser recorded a visit, a tool or a note. Then Education quizzes passed and modules read, Final exam sections passed, games played with XP, forecasts locked, pages explored, pinned cards (with the first three names) and watch levels (how many are set and how many are crossed today), each on its own row, with a light rank from six milestones (Newcomer, Explorer, Analyst, Quant). Education, exam and games show on the website only.
- **Saved views** (Performance › Explore) name a set of filters so you can recall it later. Picking one replaces the current filters; changing a filter afterwards clears its name. With sample data on, views last only until you reload.
- **Kept on your device.** Pins, saved views, your last visit, your profile and the practice-record switch are stored in your own browser, on that device only. Nothing about you is sent anywhere, other readers never see them, and a private window or cleared site data simply starts fresh.

My profile, in depth (new in v63). The profile is now a set of panels, one per interactive tool, each with a headline number, a few statistics, small bars and when you last used it: **What would MARS do?** (accuracy, right and wrong, cards mastered, current and best streak, Tomorrow's risk drills, strongest and weakest section, a bar per section); **Grade this trade** (share graded right, checklist agreement, exact grade calls and the average steps off, band right, best single trade, next badge); **Education** (quizzes passed and taken, attempts, average best score, passed first time, the badge colours, the Final exam); **Play** (games played, XP, daily challenges, most played); **Forecast desk** (how often your ranges caught the result, real and practice weeks, average range width); **Alpha Cup** (won, drawn and lost on real weeks, prizes, longest win and unbeaten runs); and **Activity** (days you used the tools, active days in a row, the last 7 and 30 days, your most used tool). Activity counts days from v63 on; earlier use was never dated.

My badges (new in v63). One card under My profile collects every badge you have earned on the site: the four quiz sections, the six grader levels, Education quizzes (named by colour), station certificates and Graduate, Final exam sections, Play badges, the Alpha Cup training-ground badges and Alpha Cup prizes. Badges not yet earned show greyed out with a bar to show how far along you are. The record's own Achievements (Records › Achievements) are the trader's, not yours, so they are linked rather than listed.

Share (new in v63). My profile and My badges each have a ⤴ **Share** button. It draws a picture (1200 × 630) of your figures on your own device: on a phone or tablet that can share files it opens the device's share menu; on a computer it saves the picture. The site uploads nothing, and the picture shows practice figures only, never the record's money.

My certificates (new in v64). A card under My badges holds every certificate on the site, 20 in all: the **Graduate certificate** and the **12 station certificates** from Education, the **Final exam master** certificate (all five exam sections at 16 of 20 or better) and the six **MARS Analyst** certificates from the quarterly challenge. Locked certificates show greyed out with how far along you are (for example "Station 2: Kindergarten, 0 of 2"). Tap an earned one and it opens in the card, with ⎙ **Print** and ⤴ **Share**. Education certificates carry the name you typed on the Education certificate, if any. My badges now holds badges only, and shows all 25 Education quiz badges, the locked ones greyed with your best score against the 6 needed.

Quarterly challenge on My profile (new in v64). A panel shows your accuracy across all packets, quarters played, Analyst certificates out of six, your best quarter and a bar for each kind of packet, so you can see which evidence you read best.

Audit the report on My profile (new in v72.2). A panel shows your correct audits out of all answered, split into fixed reports, practice reports and claim checks on the record, your current and best streak, Audit badges earned and the next one, your sharpest trick and blind spot (tricks with three or more answers), and accuracy bars for the tricks you have answered most. My badges has a matching Audit the report group with all ten badges and how far each one is.

Share and download

- **Share card** puts one week on one image: the result, win rate, EV and return to date, two sentences of its story and every trade as a bar. **Copy this week's update** (on the Share card page and under each week story) is a ready-written message about any week, short (4 lines) or long (adds two story sentences, the lesson of the week and a provisional / not-advice line), written by fixed rules, R and % only.
- The ⤓ button on any card with a chart opens a short menu: save the chart (with its title and legend) as a PNG, copy it as an image to paste into a message, document or post, or save the numbers behind it as CSV. R and % only, never dollars.

3 · Home: how is it going?

Theme. *How is it going? The pages go from the headline, to the five core metrics, to the schedule, to your own alarm lines.*

Home is the first page and the one most visitors need. It has **four pages**: **Summary** and the **Five-metric report card** at level 1, **Pace and finish line** at level 2 and **Watch levels** at level 3. The Summary is a long page: a few small cards at the top that change from visit to visit, then the permanent core underneath. Read it top to bottom once, then use the 2-minute check from chapter 1.

Home › Summary ● Level 1 Open this page ›

What it shows. The whole picture on one page: verdict, the nine tiles, the return against the 1:1 benchmark, the five core metrics and the road to week 78. The first sections below are the page itself; the cards that appear above it are in the table that follows. From site version 89 **Replay the record** opens on the **Stage profile** (the running total as a road with its climbs and descents measured, coloured by the gate in force; **Replay** is the original chart, and both follow R | % and the same Play button, slider and tiles).

Cards at the top of Summary. Several cards appear only when they have something to say, so your Summary may show fewer of them:

Card	What it does
Watch levels banner	Shows only when a line you set on Home › Watch levels has been crossed (see below).
Where to start	The first card on Home: six ways in (Learn the system, Follow the results, See how trading and risk work, Dig into the numbers, Run a what-if, Play or replay), each with two to four follow-up links. Learn the system opens with **New to trading? What 1:1 means** (the Glossary entry 1:1) and **How MARS works**, the start-to-finish overview at the top of the Methodology page. A returning visitor gets **Resume**, which opens the last page visited, remembered on this device only. After Customize my view it becomes **Your view**, with your own shortcuts first.
New here?	Invites a first-time visitor to the guided tour. You can hide it.
Practice record	The switch for invented sample data (chapter 2). It is near the top until the first real trade, then at the bottom of Summary, and it is shown only until the real record reaches 30 counted trades.

Card	What it does
Rail status	From the first real trade, in Practice record's old place. Where the rail stands for the next four trades: • the gate (as a chip), the tier and the risk per trade, with the day's pool; • this week's trades out of 16; • **Next gate down**: the R it would take to reach the next gate, and about how many straight losses that is; • **Back to** the gate above, or a **New equity high**: the R, and about how many straight wins; • the reason for the tier. A picture of the rail runs from 0% to System Lock, each gate in its colour, with a marker at your drawdown from the peak. On a phone only the percentages are shown, and the chip names the gate. Distances use the current risk all the way; the rail cuts risk after red days, so a slide usually takes longer. Display only: the gate and tier come from Equilibrium's NEXT_DAY sheet. It links to **Risk › Tomorrow** for the full tree of what tomorrow can do. The card is tinted in the current gate's colour: green in Growth, teal in Recovery, the accent colour in Buffer, amber in Floor and red from Deep-Floor down. The tint is soft in light mode and on frosted glass in dark mode.
View level	Shows how many pages you can see and lets you change level (chapter 1). Hidden at level 5 or if you hide it.
Warning signs	A strip of six signals, each OK, Watch or Act, against limits the page already uses. None of them stops trading. It links to Risk › Warning signs for the readings.
Edge and room	The two questions that come first, side by side. **Is there an edge?** The edge lens draws EV's 95% range as a lens on an R scale, against break-even (0R) and the plan (+0.15R); the dashed lenses show how narrow it gets at 30, 100 and 300 trades at today's spread. Beside it: the estimated EV a trade with its 95% range, the chance the EV is above zero judged on the trades alone (with no prior view of the edge), a status chip, and the trades it takes to prove the edge (the lens wholly right of break-even). The range is read against zero as in Lab › Calculators: wholly above zero, still including zero, or wholly below zero. **How much room is there?** The runway dial runs from the equity peak to the System Lock at –40%, one colour per gate: the dot is today's drawdown, the notch the deepest so far, and the dotted arc the room left before the rail cuts risk again. The big number is the straight losses to the next gate at today's risk, counted with the rail's daily risk cuts and the cost a trade (the Loss runway card's method). On a wide screen the card sits beside Warning signs, under Practice record; on a computer or tablet it is clear glass in light and dark mode, and on a phone a plain card. Same numbers as the Edge-proof meter and the Loss runway.

Card	What it does
What would change the verdict	The evidence behind the headline verdict (counted trades, EV with its 95% range, win rate against break-even), what would change it (edge shown when the whole range is above zero, with the trades that takes at today's EV; no edge when it is below zero; firm verdict at 300 trades; rule changes from 30; no verdict level stops trading), and **What counts as alpha here** in four steps: positive net R, account growth, above the 1:1 median, and MARS alpha (above the median with drawdown, RAER and RAPF not Behind and compliance not worse). Steps 1 to 3 read Pass, Not yet or Open. Step 4 never passes on the numbers alone: compliance has no fixed threshold, so when the financial conditions are met it reads *Financial criteria met · compliance review pending*, and the formal pass comes from a dated milestone review.
The Alpha Cup	Your team against the real record, with a link to play. Chapter 9 explains the game.
Record weather	A light-hearted one-line mood from Sunny to Stormy, with the chance of a green day, a 4–0 day and a green week. It adds up three things: the EV of the last 30 trades, today's drawdown from the peak, and any current losing run of 4 or more. The day and week chances are exact binomial probabilities on a win/loss model (a green day needs 3 or 4 wins out of 4; breakevens are left out of the win rate there). The 4–0 day uses the share of all trades that won, because a breakeven in any slot also spoils a sweep. Use it as a mood check; it forecasts no single trade. Warning sign: Showers or Stormy for several weeks. Then read Risk › Gates and tiers and Edge › Edge decay.
This week vs its forecast	Before each week begins the page saves the 10th-to-90th percentile range of the week's net R (from 4,000 simulated weeks of 16 trades: the plan's 60% wins and 0.05R cost until 30 trades exist, then the measured trades). The saved forecast is never changed. The shaded bar is the forecast; the solid dot is the week so far and the dashed dot a simple projected finish. About 8 to 9 weeks in 10 should finish inside the range (results come in whole wins, so the range holds about 88% at the plan, a little more than 80%); many weeks below it means the record is doing worse than its own numbers say it should. Lab › Forecast keeps every saved forecast. When the newest saved forecast belongs to an earlier week, the card is titled *Latest saved forecast* and says why.
Trade of the week	The week's featured trade with its review. Appears once the week's trade reviews are published. Every week's story is in Records › Week stories.
Session clock	Which forex session is open now in New York time, how long it has left, a 24-hour strip, and how the record has done in each session. The sessions follow the tracker's split: Asian 19:00–03:00, London 03:00–08:00, London–NY overlap 08:00–12:00, New York 12:00–17:00, rollover 17:00–19:00. Forex is closed from Friday 17:00 to Sunday 17:00 New York time. The time left runs to the next real change of session: at 22:00 the Asian session has 5 hours left, to 03:00, then London. Context, not a signal: a session's EV means little until it has dozens of trades.
Since your last visit	A briefing on what changed since this browser last opened the page: moved statistics, gate and verdict changes, the newest trades (up to four, one card each), new badges and up to four site updates with a link to What's new. Finished weeks, corrections and rule changes also go to the RSS feed. Remembered in this browser only. Shows “No change” or “No new trades” if nothing moved, with a countdown to the first counted trade before go-live.

Card	What it does
Season pass	The current season against the plan (site version 94): the verdict (Ahead, In line or Behind on the season's own Net R percentile, from 30 trades), the points track with the plan's expected points as a gold line, 13 week bricks, four percentile rails (Net R, win rate, green weeks and the Monte Carlo cone), and the chances of the next tier and of finishing the season at or above the plan's middle. The full scorecard and the scoring are in chapter 10 (Records › Hall of fame and seasons).
What unlocks when	Before the first trade, a list of what appears when. Afterwards it names the next unlock, and hides at 30 trades. The full list shows from level 2.

Below those cards sits the permanent core of the Summary.

The banner

The banner at the top of every page shows the **verdict** and the reason for it, the risk **mode**, the current **week** of 78, the **sample** (how many trades so far), the **schedule** (where the account sits against the 1:1 benchmark fan), the current **gate**, the **risk per trade** for the next day and the **cost status**.

The verdict follows EV and its 95% range. Under 30 trades it reads `COLLECT DATA`. After that it moves through levels from strong to weak. It's guidance for review: **no verdict level stops trading on its own**. Only the System Lock (at or beyond 40% below the Equity Peak High) forces risk to zero; otherwise the trader decides whether to continue.

The nine tiles

Tile	What it means	What to compare it with
Return since start	Trading growth in % since the first counted trade, flow-neutral: money taken out or put in is removed, so a withdrawal never lowers it (site version 69.21). It is the same figure the tracker grades.	The benchmark band on the return chart.
EV (avg net R)	Average result per trade after costs. The master metric.	Plan ≈ `+0.15R`. Above 0 = edge.
Win rate	Share of trades that are wins (breakevens are not counted as wins). Its small sample tag counts decided trades only, for example *n 152 of 160* when 8 were breakevens; hover it for the reason.	Plan 60%. It must stay above the break-even win rate.
Max drawdown	The largest fall from an equity peak so far, in %.	The gates at 7 / 13 / 19 / 27 / 34 / 40%.
RAER	Risk-adjusted efficiency ratio: total profit ÷ total risk put on. How well risk turns into return.	Above 0 is good. Compare with the benchmark P25–P75.

Tile	What it means	What to compare it with
R profit factor	R won on winning trades ÷ R lost on losing trades; breakevens within ±0.10R are left out.	1.50 at plan before costs. Below 1.0 = losing money. Its status chip (from 30 trades) compares it with the plan's profit factor at the record's cost, at the EV benchmark's P25 and P75 (about 1.36 at the plan's middle).
Acceleration	This week's % return minus last week's. Is compounding speeding up or slowing down?	Swings a lot week to week. Read the trend, not one value.
All-in cost	Average total cost per trade (spread + commission + slippage), in R.	Smaller is better. Compare with the gross edge.
Trades	Trades counted, plus the number of planned slots that were skipped.	16 planned per week.

R profit factor, RAPF and RAER side by side

Three numbers on Home look alike and answer different questions. Sample data, 160 trades:

Metric	Built from	Sample	Its yardstick
R profit factor	R won on winners ÷ R lost on losers (breakevens within ±0.10R left out); every trade counts the same.	1.30	The plan's profit factor at 1:1 and the record's cost, at the EV benchmark's P25 and P75: 1.22 to 1.51 here, so the tile reads On pace. From 30 trades.
RAPF	R profit factor × 3.5% ÷ the average risk actually used (2.47% here).	1.84	The 1:1 benchmark scaled the same way: P50 1.93, so Watch (the fourth core metric).
RAER	P&L ÷ risk put on, both in money, so a trade taken at 4.5% weighs more than one at 1%.	0.02	The 1:1 benchmark's RAER band: P25 0.06, so Watch (the third core metric).

The same trades give three readings because each asks a different question: the R profit factor ignores size, RAPF scales it by the average size, and RAER weighs every trade by the money at risk. A weak RAER beside a fair profit factor means the bigger days lost: in this sample the rail risked 4.5% a trade on Thursday 7 January 2027 and lost all four.

Five core metrics table

This is the heart of the page. Each of the five MARS core metrics (EV, drawdown, RAER, RAPF and equity) is shown three ways: **You** (the real result), the **1:1 benchmark P25 / P50 / P75** (the low-normal, middle and high-normal results of the simulation at the same number of trades), and two judgements, **vs 1:1** and **vs 7-Tier**. The 7-Tier column is a second ruler built from the full MARS seven-tier risk schedule.

Reading P25 / P50 / P75: imagine 100 simulated traders running the same plan. P50 is the one in the middle. P25 did worse than 75 of them, and P75 did better than 75 of them. Landing between P25 and P75 is

perfectly normal.

Next day line and verdict detail

The **Next day** line under the header (on every page) gives the next trading day and the **risk per trade** the rail has set. Its *details* link opens **Risk › Tomorrow**, which shows the rest: drawdown from peak, the gate, the last day's colour, last week's status, the **tier**, the **pool** (total risk for all four trades), a one-line reason, the daily and weekly loss warnings (warnings only; they never block a trade) and what each possible day would do to the day after.

Season 1 kickoff countdown. Until the first counted trade, the Home header shows a countdown in days, hours, minutes and seconds to the moment the live record starts: the forex week open on Sunday 6 December 2026 at 17:00 New York, which is Monday 7 December 00:00 on the broker's clock, the first moment a counted trade can open. It shows that moment in New York time and in your own, and **+ Add to calendar** downloads a calendar event. At zero the season tracker (below) takes its place; with the practice record on, the countdown stays and the practice tracker sits underneath it until kickoff. It appears on Home › Summary only.

Season tracker. When the kickoff countdown reaches zero, a two-line strip takes its place in the Home header (with the practice record on, it shows from the start, under the countdown). Line 1 is the current season to date: the season and its week (of 13), the trading days left (Monday to Thursday) and the season's last trading day; in the season's final seven days a live clock in days, hours, minutes and seconds replaces the count. Line 2 is the journey since Week 1: the week (of 78) and the trades (of 1,248). Both lines have the same tiles in the same columns: **EV (avg per trade)**, net R ÷ trades, against the plan's +0.15R; **Win rate** (wins ÷ decided trades) against the 52.5% break-even; **Net R (total)**, the sum of every trade, with what the plan expects on the same number of trades; **Deepest drawdown** with the deepest gate reached; and **Trades taken** against trades scheduled (4 a day, Monday to Thursday, up to the latest data). The journey line adds **Equity growth**: the account's percentile in the Monte Carlo range, the same benchmark rank as Home › Pace and finish line. Badges have three levels: ▲ clearly good, ● normal, ▼ worth a look. EV: ▲ at or above +0.15R, ● above zero, ▼ zero or below. Win rate: ▲ 60% or more, ● 52.5% to 60%, ▼ below 52.5%. Net R and Equity growth: ▲ at or above the median, ● from the 10th percentile to the median, ▼ below the 10th percentile; Net R is placed among the plan's outcomes for the same number of trades (60% wins, +0.95R or −1.05R each). Trades taken: ✓ 95% or more of scheduled, ● 85% to 95%, ✗ under 85%. The EV, win rate and Net R badges read **too early** until a line has 30 trades. Market holidays and deliberately skipped days are not yet marked in the published data, so they count as scheduled. Every tile and line title has an ⓘ that opens an info card with the numbers behind it for that line, followed by the definition: EV shows its 95% range, whether the edge is proven and about how many trades would prove it (the same test as Edge › Edge statistics); win rate shows wins, losses and breakevens, its 95% range and the gap to break-even; Net R shows the plan's 80% range, the percentile and the best and worst week; drawdown shows the date of the deepest point, the drawdown now and the next gate down; trades taken shows trades not taken, days with no trades and part days; equity growth shows the return since start and the Monte Carlo P10 / P50 / P90. A line title's ⓘ opens **More numbers**: the grade so far, compliance score, breaches, average cost, RAER and RAPF (RAER shows a dash, with the number of days, when a trading day has no recorded risk, because the account cannot then be rebuilt exactly). With a mouse, click a tile or a line title to open the page that explains it; on a phone or tablet, a short tap opens the info card and pressing and holding opens the page. The tracker is not part of the view levels: every level, 1 to 5, sees the same two lines and the same tiles. Some tiles open pages above level 1: EV opens Edge › Edge statistics

(level 2), Win rate opens Edge › Win-rate belief (level 4), Net R opens Edge › Alpha vs benchmark (level 4), Deepest drawdown opens Risk › Gates and tiers (level 2), and the journey line and Equity growth open Home › Pace and finish line (level 2); the season line opens Records › Hall of fame and seasons and Trades taken opens Records › Trade log (both level 1). A page above your level opens normally, with a note and a button to switch to its level. Like the countdown, it appears on Home › Summary only.

Verdict detail explains the verdict: the win rate and EV with their 95% ranges, the break-even win rate, how many trades are needed to prove the EV, and whether trades are keeping pace with the plan. Edge › Edge statistics (chapter 4) explains each of these.

Road to week 78

A track from the start to the finish flag of the 78-week test, in % only (log scale, so early and late progress both show). Stations mark doubling, ×5, ×10, ×25 and ×50; the **finish flag** is the end of the plan-pace line on the return chart. The blue dot is the account's return now; the orange marker is where the plan pace says it should be this week. A chip says roughly how many weeks ahead of or behind plan pace the account is, and a bar shows how much of the 78 weeks has passed.

Replay the record

Press **Play** to watch the record build itself one closed trade at a time. Across the bottom is the **trade number** (1 = the first counted trade). The top panel is the running total of R; the red band under it shows how far that total sits below its best point so far; the coloured strip shows the **gate in force** for each trade. A dashed **cursor** marks the trade the tiles below describe (date, market, result, running total, distance below the best point and gate), and that trade's own step on the line is green for a win and red for a loss. Choose a speed, pause at any time, drag the slider, or click or drag on the chart to jump to any trade. It's the quickest way to feel the rhythm of wins, losses and recoveries.

Achievements

90 badges in 12 families unlock automatically from the record (the twelfth, Bingo, is just for fun). The Home page shows the three most recent and the three closest to unlocking; **Records › Achievements** shows them all. Process families come first and are drawn larger, because they are what the trader controls: **Discipline** (compliant trades in a row, zero-breach weeks, periods and seasons, A-grade trades and days), **Resilience** (new highs after 7% and 13% drawdowns, bounce-back days and weeks, a losing run traded fully by the rules) and **Consistency** (full 16-trade weeks, runs of them, a season with no missed day). Then **Sample**, **Growth** (multiples of the start, up to the ×110 goal), **Streaks**, **Perfect days**, **Rail** (each risk tier reached, the Growth gate held), **Evidence** (edge proven, edge confirmed on the sequential test, EV on plan at 100 and 300 trades, ahead of the benchmark), **Cost** and **Integrity and seasons**. A bronze, silver or gold ring marks the harder levels; locked badges are gray with a progress bar, earned ones show the date. No badge rewards trading more than the plan's 4 a day. Badges are for fun and motivation; they are not rules and change nothing in MARS.

> ### Tap the small ? anywhere
>
> Across the page, labels with a small **?** button open a plain-words definition (on a computer, hovering over it is enough; a click keeps it open) (EV, drawdown, gate, tier, RAER, MFE, 95% range and about 30 more). The **Glossary** (in the menu) lists every term with a search box.

The unlock timeline and the trimmed Level 1 Home

Before the first trade, empty numbers say “From 7 Dec” instead of a dash, and tables that would be all dashes say what they will show. The **What unlocks when** card lists the order things appear: trade 1, trade 2, 5 reviewed trades, 8, 10 trades, week 1 done, 20, 30, 32, 100 and 300 trades, each with how many trades are still to go. Empty is on purpose, not broken. Blank values (—) left in tables next to plan or benchmark figures are muted and fill in from the first trade. At level 1 the whole list shrinks to one line.

Home › Five-metric report card ● Level 1 Open this page ›

What it shows. MARS's five core metrics (EV, drawdown, RAER, RAPF and equity acceleration) week by week against the 1:1 benchmark, with each week's status chip. A strip of the latest grades sits on top. Underneath, one picture per metric (since site version 74), each with a six-number readout, a written reading and a **Line** button that brings back the plain line chart. The page also holds two interactive pictures of the same five metrics: the **Five-metric spectrum** and the **Five-metric radar**. The radar's second button, **Bars**, shows each metric as a share of its yardstick (100% = level with it), the week before as a faded bar and, for EV and drawdown, a whisker where the middle half of the benchmark's runs sit.

How to read it. The **spectrum** places the record in a class on each metric, with a week slider so you can see the record as it stood at the end of any week (Play steps through the weeks). It is descriptive only: gates and tiers set risk, never a class. It needs 8 counted trades. Each class comes from 700 plan runs of exactly the record's number of trades, four a day with a part last day when the count is not a multiple of four; the *In this record* example uses the same 700 runs. The **radar** draws five spokes, each one you divided by the yardstick, so the ring at 1 is level with it and the outer edge is twice as good. EV and drawdown use the 1:1 benchmark's median for that week (a shallower drawdown counts as better); RAER uses the plan's +0.15R a trade. It fills in after week 1. The report card's week-by-week table shows the last 12 weeks. The five metrics, in MARS’s order of authority: **1 · EV** (cumulative EV per trade against the benchmark’s middle 50% and median), **2 · Drawdown** (max drawdown so far against the benchmark; lower is better), **3 · RAER** (P&L ÷ risk deployed; plan about +0.15R per trade), **4 · RAPF** (R profit factor × 3.5% ÷ average risk; the plan value is about 1.36, from a 60% win rate at +0.95R and −1.05R) and **5 · Equity acceleration** (this week’s % return minus last week’s). Each week gets a status chip for EV and drawdown against the 1:1 benchmark, with RAER and RAPF shown as numbers.

Layout. The top of the page has two columns. On the left: **Show the calculation**, then **Five metrics, week by week** (a small chart per metric: the record's line, with the plan's middle half shaded and its median dashed where the benchmark gives them; RAER and RAPF use the plan's current median as the reference; from site version 84 it opens on **Score**, a staff line per metric with one note per week above or below its reference, and **Ribbons** shows the small charts) and **Record vs plan, now** (each metric's current value beside the plan's 25th, 50th and 75th percentiles and its status). On the right: the spectrum.

Radar and the five metric tiles. Below the top columns, the **Five-metric radar** takes the left half and five tiles, one per metric, are stacked on the right. The radar's week slider and Play drive the tiles. Each tile shows the running value at the end of the chosen week, its status and the change since the week before (▲ ▼). It also has a picture of that week alone and a sentence on why the metric moved:

- **1 · EV**: the week's trades as bars (up = win, down = loss), and whether their average pulled the running EV up or down.
- **2 · Drawdown**: a depth gauge from 0% with the benchmark's middle half shaded and its median dashed. A red marker shows the deepest point so far and a circle shows the week's lowest close.
- **3 · RAER**: risk put on against return made that week, and the return per unit of risk.
- **4 · RAPF**: the week's wins and losses in R as weights on a balance beam; the heavier side drops.
- **5 · Acceleration**: a slower / faster speedometer, from this week's growth against last week's.

The weekly RAER in the tile weights each day by the account at that day's open, as the running figure does. On a narrow screen the radar sits above the tiles. On a computer or tablet the radar and the tiles are frosted glass, like the rest of the Five-metric report card.

The four metric pictures (site version 74). 1 · EV: EV funnel (the default from site version 92). EV per trade so far at each week's end, drawn through the 1:1 benchmark's middle half for that week (P25 to P75, median dashed), which narrows as trades add up, and a faint no-edge funnel round zero (0 ± 1.96 × SD ÷ √trades, using the record's own spread of R): what a record with no edge would show 95 times in 100 after the same number of trades. Amber lines mark the weeks the record reached 30, 100 and 300 trades, and a dotted ring the first week EV rose above the no-edge funnel. Crossing that line is not proof: checking every week and stopping at the first crossing finds an edge that is not there far more often than 1 time in 20 (the peeking trap); the 30, 100 and 300-trade reviews are the checkpoints. The second button is the **Edge Rail**: four tracks, cut each week by the 1:1 benchmark's P25, median and P75 (the same cuts Equilibrium grades EV with). EV is a train that rides one track a week; an S-bend is a track switch and the locomotive is the latest week. The readout counts the weeks per track, the switches and the longest stay. A switch can come from the benchmark narrowing as trades add up, not only from EV moving. **2 · Drawdown: Survival rings.** One ring per week, week 1 in the middle. Each arc is the max drawdown so far as a share of the 40% budget before System Lock, coloured by the gate band it reached; the thin outer lane is the benchmark's middle half and the dashed spiral its median. The readout gives the budget used, the distance to the next gate and how many weeks were deeper than the benchmark's middle half. Max drawdown never shrinks; today's drawdown and gate are on Risk › Drawdown gates. **3 · RAER and 4 · RAPF: Glasses and beams.** From site version 92 RAER is a row of efficiency glasses, one per week, drawn from that week's days: a glass is as large as the risk put on that week (risk per trade × trades) and is filled to the return on it (risk × each day's net R), full when the week's RAER equals the plan's +0.15R a unit of risk; a week above plan overflows green and a losing week is drained red below its glass. Under it, a balance beam per week weighs R profit against R loss (the R profit factor, which is RAPF × the average risk ÷ 3.5%), with RAPF written under the beam. The bead row shows whether the money result (RAER) and the R result agree; a split week means position size decided it, which RAPF alone cannot show. There is no weekly benchmark for these two, so the references are fixed: the plan's +0.15R for the glasses and a level beam. **5 · Equity acceleration: Phase orbit.** Each week is a point, with its flow-neutral return across and its acceleration (this week's return minus last week's, in points) up, with the last 8 weeks joined in time order (older weeks stay as faint dots; a button joins them all). The four zones are *Speeding up*, *Slowing down*, *Bouncing back* and *Sliding*; the thin band round zero is Equilibrium's ±0.5-point neutral band

(steady growth), and a cross marks the centre of the last 4 weeks. Every picture draws every week's real value; hover or tap for the numbers. Each of the four cards also has a **Line** button that shows the same weeks as a plain line chart; each card remembers which view you last chose, in this browser only (a private window or cleared site data opens on the pictures again).

Good sign. Chips of Ahead or On pace on EV and drawdown, with RAER and RAPF above their plan values. **Warning sign.** EV Behind while drawdown deepens: the two metrics MARS weighs first. Under 30 trades every chip reads Provisional, which is normal.

For RAER and RAPF in depth, Edge › RAER & RAPF has a playground (below).

Show the calculation

The report card opens with **Show the calculation**. Pick a metric (EV, drawdown, RAER, RAPF or acceleration) and the card rebuilds it from the published trade log: the trades it uses, the formula, the actual values put in, the unrounded result and the rounding that gives the number on the screen, ending with Equilibrium's own figure and whether the two match. For RAPF it shows the breakevens left out (inside ±0.10R), the R profit factor, the average risk and the 3.5% reference risk, and says "unavailable" when there is no loss yet. It also shows **data coverage**: how many trades had a published day risk. Equity is rebuilt from R and the day's risk, because the site publishes no money amounts, so the last decimal can differ slightly from the account's own figures.

Example. EV: 19.33R ÷ 160 trades = 0.1208R, shown as +0.12R; Equilibrium's figure +0.12R, "matches this calculation". RAPF: 85.16R ÷ 65.43R = 1.30 × 3.5% ÷ 2.47% = 1.84.

Latest grades

The page opens with a **Latest grades** strip: a letter and a one-line reason for each core metric, taken from Parity's live verdict (Ahead = A, On pace = B, Watch = C, Behind = D; Provisional has no letter and is shown under 30 trades). RAER, RAPF and acceleration are shown as values week by week, because Parity grades them in the live verdict, not week by week. Look for the trend across weeks, not one week's colour.

New in v70. The radar is larger (the shape itself and its box), its **Play** button is smaller, and the five metric cards beside it are more compact.

Home › Pace and finish line ● Level 2 Open this page ›

What it shows. Four cards about timing. **Monte Carlo cone**: the account's return against the benchmark fan, with your percentile now (the share of benchmark runs you are ahead of) and how many weeks sat inside the middle 50% and middle 80%. It starts after week 1. From site version 84 it opens on **Capsules**: each week of the benchmark as a capsule on one percentile scale (80% of runs, the middle half, the median), wider as the benchmark's spread grows, with your percentile as a marker; **Fan** shows the original chart. **Is this week normal?**, **Required pace** and **Finish-line projection**, each described below.

How to read it. Is this week normal? This week's net R so far, set against the plan's 10th-to-90th percentile range, which holds about 88% of full weeks because wins come in whole numbers. It also gives the normal range for a full 16-trade week and where the week is likely to finish from here. It is worked out exactly (no simulation): each trade wins 1R minus cost or loses 1R plus cost, so the number of wins follows a binomial distribution. The win rate and cost are the plan's (60%, 0.05R) until 30 trades are counted, then the measured ones. After 8 trades at −1.3R, the normal range at 60% is about −2.4R to +5.6R: a soft start, not a problem.

Required pace. The weekly growth needed from today to reach about 110 times the starting account by the end of week 78, next to the average weekly growth so far and the benchmark's median pace. Needed = (goal ÷ today's multiple) ^ (1 ÷ weeks left) − 1. A second row turns the % into R at today's risk per trade; when the rail cuts risk, the R needed rises. At ×4 after 20 weeks, the goal needs ×27.5 in the remaining 58 weeks, about +5.9% a week.

Finish-line projection. Where five finish-line indicators are likely to stand at the end of week 78: EV, drawdown, return, R profit factor and the goal chance. They are not the five core metrics: RAER, RAPF and equity acceleration stay on the weekly report card. Each row has today's value, a middle-80% range and a good sign to compare with. Return, drawdown and goal chance come from 1,000 runs of the MARS rail from today's account and drawdown. The drawdown row sets today's drawdown beside the worst fall still to come, and the goal row gives two chances: reaching the goal at any day's close, and still being at or above it at week 78 (a run can reach it and fall back). EV and profit factor come from resampling the trades so far 1,000 times (from 10 trades); each resample uses the ±0.10R breakeven band, as the official profit factor, so a record of only breakevens has no profit factor and one with no losses shows ∞ (no losses). A wide range is honest: it means the outcome is still open.

Good sign. Most weeks inside the normal range; achieved pace at or above the pace needed; an EV range for week 78 above zero. **Warning sign.** Several weeks in a row below the range (look at Edge › Edge decay); the pace needed climbing far above the plan pace; a bad-case drawdown near 34% or deeper. A goal chance below 50% is what an ambitious goal looks like, not a failure, and the answer is never to raise risk: the rail sets risk. Lab › Forecast › Goal-seek shows what it would take.

Plan vs reality

Plan vs reality is a slopegraph from the plan’s assumptions (60% win rate, +0.15R EV, 0.05R cost, 16 trades a week, about 3.5% risk) to the measured values, all indexed to the plan = 100. Green helps the 110-fold goal, red hurts, and grey means within 3% of plan. The **Road to week 78** track on Summary shows the same finish line in % only.

Home › Watch levels ● Level 3 Open this page ›

What it shows. Your own alarm lines: drawdown from the peak at or past a level, EV at or below a level, and a losing run of at least some length.

How to read it. Set levels that would make you want to look closer, for example a 13% drawdown (the Buffer gate) or 6 losses in a row. The levels are saved in your browser only; nothing is sent anywhere. They are checked against the page's numbers each time it loads, and EV is checked from 10 trades. When one is crossed, a banner shows at the top of Home › Summary on your next visit, and a browser alert if you turned alerts on.

Good sign. No banner. **Warning sign.** A banner such as “Drawdown 13.4% is past your 13% level”. It is a prompt to read the detail, not a verdict.

Browser alerts (new in v89.3). At the foot of the Watch levels card, **Turn alerts on** asks your browser for permission to show notifications. From then on, each time you open or reload the site, any level that is newly crossed (the three here and More watch levels) also shows as a notification on that device, and clicking it

opens this page. Each crossing alerts once; a level that clears and crosses again alerts again. **Send a test alert** shows what one looks like, and **Turn alerts off** stops them (you can also block them in the browser's site settings). The browser makes the alert itself: there is no server, nothing is sent anywhere, and nothing arrives while the site is closed. Alerts never fire on sample data. Most phones show notifications only from installed apps, so a desktop browser works best.

Questions to ask on Home

- Is the sample big enough to say anything? (Under 30 trades, no.)
- Is EV above zero, and is its range above zero? (The master metric.)
- Is drawdown inside the gate the rail is using?
- Is the return inside the benchmark band, and is cost small against the edge?

4 · Edge: is there an edge, and is it real?

Theme. *Is there an edge, and is it real? The pages go from the proof, through the tests of luck and of steadiness, to whether risk turns the edge into return.*

Edge is the most important menu, because **EV (expectancy) is MARS's master metric**: without a real edge nothing else matters. It has **15 pages**, from a one-glance meter to formal tests. Early on, most of them say "Needs N trades"; a note explains how many.

These pages share three habits. They separate **luck from edge** (a record is a noisy sample), they show a **range** next to every estimate, and they are descriptive: **nothing here changes the trading rules**, which stay fixed until at least 30 trades. At level 2 you see Edge statistics, Myth vs data, Milestone preview and RAER & RAPF; level 3 adds Stability, Luck tests, Edge Court, Bayes vs You and Hot & Cold; level 4 adds Rolling windows, Win-rate belief, Alpha vs benchmark and Edge decay; level 5 adds the Sequential test and Curve quality.

All Edge pages follow the ⚲ Filters and 🗓 Dates, except where the page needs the whole record (alpha vs the benchmark, for instance).

New in v70. More watch levels adds 21 alarm lines in seven groups: core metrics (RAPF, RAER, equity acceleration in points, drawdown in R from the R peak), edge (EV over the last 20 trades, win rate, profit factor, cost a trade), the rail (gate at or deeper than, tier at or below, risk a trade), results (last week's net R, return since start, gap to the plan pace, benchmark rank), process (compliance score, average quality grade, latest trade's compliance band), streaks (red days and losing weeks in a row) and milestones (30, 100 or 300 counted trades). Number levels choose **at or below** or **at or above**; badge levels (gate, tier, grade, band, milestone) use a pick list. Four quick packs fill several at once: Core five guard, Process guard, Rail guard and Good news. Crossed levels join the banner on Home › Summary. **Watch board** shows every level switched on (the three above included) as a lamp: red crossed, amber within a tenth of the level, green clear. Kept in this browser only.

Alpha Cup levels (new in v90.1). More watch levels gains a group of three that follow your own Alpha Cup team instead of the record: **Cup lead over the record** (your total minus the record's on the Match centre scoreboard, in points; a level of 0 alerts when you fall behind), **Cup weeks lost in a row** (finished weeks your registered team lost to the record, back to back) and **Cup prizes reach** (1, 5, 10, 20 or 40 prizes in your Prize cabinet). They join the banner, the Watch board and browser alerts like the others. They only read the Cup's results: they never change or re-register your team, so prizes stay fair. Until you build a team they are greyed out with a link to the Team builder. Scores in the Play games are not watched.

New in v72. On a wide screen the level cards (Watch levels and More watch levels) use the left two thirds of the page and the Watch board stays pinned on the right while you scroll. From v72.3 this starts on laptop screens (a window of about 1,440 px); the level lists run two across from about 1,700 px, where each half has room.

Edge › Edge statistics ● Level 2 Open this page ›

What it shows. The page that answers "is there an edge?" in one glance, then in detail. It opens with the **edge-proof meter** and the **cost safety margin**, then two side-by-side cards, then the month and week tables. Above them sits **Show the calculation** (see Home › Five-metric report card).

- **Show the calculation (filtered).** The same card as on the report card, but here it follows ⚲ Filters: it names the active filters, says how many of the counted trades they leave (for example 40 of 160) and links to exactly those rows in the Trade log, so a filtered EV can be checked trade by trade. A filtered number is a slice, not the record: read it with the filter trap in mind.
- **How fragile is the result?** Three plain checks beside the cumulative result, with the original figure kept beside each: EV with the **best day** removed and with the **best week** removed; **weeks behind the gain** (the fewest best weeks whose total reaches the whole net R, so 1 of 10 means one week carried everything); and EV with an extra **+0.02R cost** a trade, plus the extra cost that would erase the edge. One line sums it up: robust on all three, fragile on one or more, or not positive yet. It follows ⚲ Filters and is provisional under 30 trades. It answers a different question from a Monte Carlo percentile: not how unusual the result is, but what it rests on.
- **Edge-proof meter.** The gauge, the chip and seven figures: **EV per trade**; its **95% range**; the **t statistic** (how many noise units EV sits above zero, 2 or more is unlikely to be chance); **Trades so far**; **Trades needed to prove** (how many trades an EV this size needs for 95% proof if the EV and spread hold, at least the number done; a target, not a promise); **Progress to proof** (done ÷ needed); and **vs plan +0.15R**, which says Above plan when the whole 95% range sits above +0.15R, Below plan when it all sits below, and Consistent when +0.15R is inside the range. The dial's second button, **Line**: the chance EV is above zero after every trade, with the proof line (the reading at which the t-based 95% range clears zero: 97.5% at every sample size, since the dial and the range use the same t curve), a marker at the first trade the edge was proven by the dial's rule, the reading a trader with exactly the plan's edge typically has after as many trades, and the 30, 100 and 300-trade milestones.
- **Cost safety margin.** How much room the edge has before trading costs eat it. In the 1:1 win/loss model EV = 2 × win rate − 1 − cost, so every 0.02R of extra cost needs one more point of win rate; the note under the chart gives the measured EV (the mean net R of every counted trade, breakevens included) beside the model's. Four tiles: the **break-even win rate** ((1 + cost in R) ÷ 2, so 52.5% at 0.05R); the **cushion** (win rate minus break-even; green above 5 points); the **cost that erases the edge** (the gross edge per counted trade, measured EV plus average cost, and how many times today's cost it is); and the **break-even win rate for growth** at today's risk, which includes the drag of volatility. Until 30 decided trades the tiles are the plan's model (60% wins, 0.05R cost), say *Plan model* and are not coloured; a line under them gives what the trades on show measured (win rate against break-even, cushion, mean net R and gross edge before costs, marked provisional), or *No positive gross edge to absorb costs* when they lose before costs. A filter that matches no trades shows no cushion at all.
- **Expectancy and edge.** The table of ideas: win rate with its 95% (Wilson) range, break-even win rate, EV and its range, SD of R, t statistic, trades needed to prove this EV (about 170 at +0.15R and SD 1.0), EV ÷ SD, SQN (EV ÷ SD × √trades, capped at 100: 1.6–2 is fair, 2–3 good, over 3 excellent), average winner and loser, longest winning and losing runs, the last 20 trades' EV and the plan checks (exits at TP / SL / by hand, true 1:1 plans, over- and under-risk trades, days over 4 trades, skipped slots). When a filter matches none of the counted trades the card says so (0 of 160, for example) instead of showing the whole record's figures.
- **Cumulative R.** Every trade's net R added up, trade by trade. A rising line is the edge showing up. From site version 84 it opens on **The walk**: every win steps the path up by its R and every loss steps it right, so net R is the height above the break-even diagonal, with the plan's 60% ray and rings at trades 30, 100 and 300; **Line** shows the curve. Both follow the R | % switch (no plan ray in %).

- **Trade results.** From site version 92 it opens on a **Galton board**: every trade is a ball dropped, in the order taken, into Loss (within 0.25R of −1R), Breakeven (within ±0.10R), Win (within 0.25R of +1R) or Off target (anything else); the dashed outline is the plan's 60/40 split if every trade closed at ±1R and the shaded band its 95% range (exact binomial). **Coin stacks** is the original count by result. **Two windows** zooms in on the results near +1R and −1R in 0.05R slots, with the plan's +0.95R and −1.05R and the record's own average marked.
- **Monthly periods.** Each cycle month: the account's return since the start at the month's last week, against the 1:1 fan's median at that week, the same fan as Home › Pace and finish line (so Month 1 matches the fan at week 4).
- **Weekly scorecard.** Each finished week. Week 1 starts Monday 7 December 2026. *Gate at end* is the gate after the week's last close, which sizes the next trading day; the daily record shows the gate each day was traded in (see *One week, two gates* below).

How to read it. Read the meter first. The gauge is the chance that the EV is above zero judged on the trades alone, with no prior view of the edge: the Student t curve's value at the t statistic, with trades − 1 degrees of freedom. Three numbers here are easy to confuse. The **95% range** is where the true EV most likely sits. The gauge is an **evidence score**: 1 minus the one-sided t-test p-value. With no prior view of the edge (a flat prior) the same number is also the chance that EV is above zero; a sceptical prior, one that expects most strategies to have no edge, would read lower, so the gauge is not a guarantee. It is not the verdict: proven needs the whole two-sided 95% EV range above zero, which is exactly 97.5% or more on the gauge, because both use the same t curve, so a reading of 95–97% can still be not proven. The chip beside it reads **Provisional: under 30 trades**; after that **Edge proven at 95%** (the low end of the EV range is above zero, trade by trade and, from 8 trading days, day by day), **Likely edge, not proven yet** (chance 90% or more), **Unclear: could still be luck** (50% or more) or **No edge so far**. The meter needs 2 trades to start. The trade range treats every trade as independent, but a day's trades can move together, so the meter also shows a **95% range by day** (each day's trades as one group, from 8 trading days); proven needs both ranges above zero. Then read the cost margin, then the table of numbers.

Good sign. EV above zero and its low end above zero; a win rate comfortably above break-even; "Consistent" or "Above plan" against the plan's +0.15R; a cumulative R line that rises. **Warning sign.** EV that stays below zero after 100 or more trades, or a win rate stuck below break-even. A wide range early is not a warning: it only means the sample is small.

Example. At EV +0.15R and SD 1.0 the proof needs about 174 trades (the t-based range; the quick formula $(1.96 \times 1.0 \div 0.15)^2$ gives 171), roughly 11 weeks at 16 a week. At trade 87 the progress to proof reads 50%, and 174 trades is 100%: a gauge that has not reached 97.5% before then is on schedule, not weak.

How strong is the edge? Four numbers, four questions (sample data, 160 trades). **Observed EV**: +0.12R a trade (+0.1208R), the average net R of all 160 trades, breakevens included. **Its 95% range**: −0.03R to +0.27R (EV ± t × SD ÷ √160, with an SD of 0.96R). The range still includes zero, so the edge is not proven. **The meter**: about 94%, the chance the EV is above zero judged on the trades alone, with no prior view of the edge. It is the same evidence in one number, and proven needs about 97.5%. **Trades to prove**: about 247, 87 more: the smallest count whose t-based range would clear zero if the EV and the spread stayed where they are, so it moves with every trade. None of these is the firm verdict, which by the Charter waits for 300 counted trades whatever the meter says.

One week, two gates (sample week 7). On Thursday 7 January 2027 the sample traded in the Recovery gate. Wednesday was Top Green (base T5) and week 6 averaged +0.57R a trade (Above plan, +1), but outside the Growth gate Balanced stops at T5: 4.5% a trade. All four trades lost (−4.25R), and the day closed 26.1% below the peak, in the Floor gate. The Weekly scorecard's *Gate at end* therefore reads **Floor**: the gate after the week's last close, as Equilibrium's WEEKLY sheet shows it. The daily record keeps Thursday's trading gate, Recovery, because that is the gate the trades were sized in. Monday 11 January starts in Floor: Thursday was Red (base T1) and week 7 averaged −0.18R (Negative, −2), so the tier stays at the floor of T1, Floor's 8% pool, 2% a trade.

The proof charts on this page

Three charts show the same question as the meter in pictures. **EV confidence funnel**: the running EV from trade 10 on, inside its 95% range; the range is wide at first and narrows as trades add up. Good: the whole shaded band lifting above zero and staying there. Warning: the band settling around or below zero as it narrows. **Bootstrap**: the real trades re-drawn at random 2,000 times, each re-draw one possible EV; the bars show how far luck alone could move the EV. Good: almost all bars green or teal (above zero) and "share above 0" near 100%. Warning: a large red block (many re-draws below zero). **Trades to prove the edge**: the orange line is how many trades the current EV and spread need for 95% proof; the dashed line is trades done. Where the dashed line passes the orange one, the edge is proven if it holds. Warning: the orange line climbing away (EV shrinking or results getting noisier). From site version 84 each opens on a picture, with the chart above as its second button. **Calipers** (A2): a caliper every 10 trades whose jaws are the 95% range, closing on the EV; proof is the first caliper from trade 30 whose lower jaw clears zero. **Bead drop** (A3): every re-draw as a bead in its EV slot, the real EV as a pin; its third button, **Odds curve**, reads the chance the true EV is above any value, from the re-draws and from the t range. **Bridge** (A4): the trades done as a deck of planks coloured by each block's net R, towards a far bank at the trades needed, with dashed cliffs where the bank stood earlier.

Expectancy and edge by week (new in v63.1). The table now has a column for each of the last 12 weeks (week number and dates, newest on the right), then **Last 12 weeks** (worked out again from all those weeks' trades together, not an average of the weekly figures) and **All trades** (the whole record). EV and net R cells are shaded green or red, deeper for bigger numbers. Rows that need more than one week of trades, the 95% ranges, the t statistic, SQN, the trades needed to prove the EV and the last-20-trades EV, show — in the week columns: 16 trades are too few for them. Exit counts, plan checks and days traded come from the record only, so they appear under All trades. On a phone, the row names stay put and the weeks swipe sideways. Read across a row to see whether a weak week is a one-off or part of a run.

Edge › Milestone preview ● Level 2 Open this page ›

What it shows. What the 30, 100 and 300-trade reviews will be able to say. From today's record, 3,000 possible futures per milestone are played out; each draws its own win rate from the record's belief (uniform prior, updated by wins and losses), then plays the remaining trades at 1:1 with the measured cost. A control, **Win rate from here**, lets you ask "what if the win rate were X?".

How to read it. One card per milestone. Once a milestone is reached, the card shows the actual EV and its 95% range and the **Verdict then**. Before that, six tiles: **Chance EV is above 0**, **Chance EV is at plan or better**, **Chance the edge is proven**, **Likely win rate then**, **Likely EV then** and the weeks to go. The proof line uses the plan's spread of results (about 0.98R). It is a forecast of the evidence, not of profit, and it changes no rule. With no trades yet, every future is drawn from a flat belief, so the previews sharpen with each counted trade.

Good sign. A high chance that EV is above zero at the next milestone. **Warning sign.** A low chance even at the 300-trade milestone: the edge is smaller than planned, which the 30- and 100-trade reviews will say first.

Edge › Sequential test ● Level 5 Open this page ›

What it shows. A formal reading aid for the judgment-based stop rule. Cumulative net R runs between two straight lines. Crossing the top line accepts that the edge is about the alternative EV; crossing the bottom line accepts that EV 0 fits better than the chosen edge: it rejects that edge, not every edge, and a real but smaller edge can cross it too. The lines are set for about 5% on each kind of mistake; because the spread of results is estimated as trades arrive, the true rates are approximate. From site version 85 the card opens on **Tightrope**: the two lines straightened out (reject 0%, confirm 100%) with the record walking between them; **Lines** shows the original chart.

How to read it. Wald's sequential probability ratio test on net R, treated as roughly normal. Choose the alternative with the buttons: **Alternative +0.10R**, **Plan +0.15R** or **+0.20R**. Tiles: **Confirm line now**, **Reject line now**, **Typical trades to decide** and **Weeks to decide (typical)**. Staying between the lines means keep collecting data. Up to today each line is drawn where it stood at that trade, with the spread known then; beyond today it uses today's spread, so the chart shows the same crossing the verdict counted. If the true edge sits between 0 and the alternative, the line can wander for a long time; that itself says the edge is small.

Good sign. The line climbing toward the top boundary. **Warning sign.** The line falling toward the bottom boundary: a reason to review at the next milestone. It is display only: the stop rule stays the trader's judgment, and nothing changes before 30 trades.

New in v69.22. Three more cards. **Fork ahead** asks where the test is heading from today: pick the true edge from now (−0.15R to +0.30R, or the buttons **Plan +0.15R** and **No edge 0R**) and the road splits by the chance that the test confirms or rejects, with the typical number of trades still needed on the sign and a gauge showing where the record stands between the walls. It treats cumulative R as a random walk with drift, using today's walls and the record's spread (the plan's until 20 trades), so it is approximate. **The sequential race** sends 60 simulated traders through the test at once: choose their true edge and the mistake rate (1%, 5% or 10%), and each runner walks between flat walls (cumulative R minus half the tested edge per trade) until it hits one. A pile below shows when they finished; tiles count confirmations, rejections, the median trades to decide and the wrong calls against the design rate. Fork ahead's second button, **Lines**, gives, for every true edge from −0.15R to +0.30R, the chance the sequential test ends by confirming or rejecting from today, with the record's EV and the plan marked. **The peeking trap** runs 400 records with no edge past three readers: an ordinary one-sided t-test checked after every trade, every week (16) or every 4 weeks (64); one look at the end; and the sequential test. Each record wrongly called an edge is a drop in that reader's jar. At 200 trades with a look after every trade the jars held 33%, 4% and 3%: this is why MARS uses milestones and the sequential test rather than daily significance checks (see Peeking in the glossary). The trap's second button, **Lines**, draws the false alarms for every record length from 50 to 400 trades for each reader, against the 5% a single test promises.

Edge › Win-rate belief ● Level 4 Open this page ›

What it shows. What the win rate probably is, updated trade by trade (Bayes). It starts from a prior belief and moves with every win and loss. From site version 85 the card opens on **Violins**: the whole belief every 20 wins and losses, green above break-even; **Lines** shows the two original charts.

How to read it. Choose the starting point: **Start from the plan (60%, worth 20 trades)** counts the 60% assumption as if it were 20 trades of evidence, so early results move it slowly; **Start from no opinion** lets the data speak alone. With enough trades both end in the same place. Four tiles: **Best estimate**, the **90% range** (where the true win rate probably sits), the **Chance above break-even** and the **Chance at or above 60%**. Breakevens are left out. Compare the band with the break-even win rate: when the whole band is above it, the win rate alone is carrying an edge.

Good sign. The band narrowing above break-even, and a high chance above break-even. **Warning sign.** A band that still includes break-even after many trades; a falling best estimate with a rising chance of being below 60%.

Edge › Luck tests ● Level 3 Open this page ›

What it shows. Three tests of luck, each answering "could this just be chance?". From site version 85 **Wins per full day** opens on **Day tiles**: every full day as a 2 × 2 tile of its four trades, stacked by wins, against outlines of what 60% expects; **Bars** shows the original chart.

- **Path luck: the same trades, another order.** Your real trades re-ordered at random 2,000 times. The total R never changes; only the order does, so it shows how much of the worst slide came from sequence rather than the trades. Tiles: **Your worst slide**, **Typical order**, **Bad-luck order (1 in 20)** and **Your sequence luck**, which splits the shuffled orders three ways: kinder (a shallower worst slide), the same, and deeper. Ties count as neither luck nor bad luck: ten winning trades have no slide in any order, so 0% are kinder, 100% the same and 0% deeper. Red dots are orders that slid deeper than your real one. Drawdown depends on order as much as on edge: plan for the bad-luck figure, not your own so far. Its **Depth sonar** (also on the Drawdown Doctor and the Monte Carlo playground) has a second button, **Histogram**: the share of runs at each depth with the median, the 1-in-10 depth, your own depth where there is one, and the gate thresholds.
- **Coin-flip rival.** A trader with no edge at all (a 50/50 coin, +1R or −1R) who pays exactly your costs on every trade. Tiles: **You**, **Rival median**, **Rivals you beat** and the **Chance a coin does this well**. This is the null hypothesis made visible. Beating the coin is an easier bar than proof: the coin pays your costs, so its own EV is below zero (−0.05R at the plan's cost), and 20 wins in 30 trades beat 95.2% of rivals while the EV's 95% range still runs from −0.075R to +0.641R. **Rivals you beat** counts rivals strictly below your total; rivals level with you are shown as tied; **Chance a coin does this well** counts rivals level with or above you. If your record can't clearly beat the coin, the edge isn't shown yet.
- **Filter-trap meter.** Could the slice you are looking at be luck? It compares your filtered trades with random groups of the same size drawn from all trades, and checks the best slice in each field against shuffled data. The best-looking slice of any field is nearly always flattering by chance; the meter says how much.

How to read it. Each test lets you compare your record with what chance would produce.

Good sign. Beating the coin-flip rival clearly; a worst slide that is ordinary for its sequence; a filtered slice that stands out from the shuffled ones. **Warning sign.** A "winning" filter that a shuffle matches: it is probably noise. Do not build rules on it.

Reading the three tests

The coin-flip rival draws 2,000 rivals against your cumulative R; beating 95% of them shows the record did better than random entries that pay its costs, not that EV is above zero (see *Three readings of one record*

below). For path luck, a “lucky order” means deeper slides are likely ahead: plan for the bad-luck (1 in 20) slide, not your own so far. For the Filter-trap meter, “Trap level Low” needs 30 or more trades and under 5% chance; “Normal for the best of 6 slices” means the leader is what luck alone would give. When no trade matches the filters it says “No matching trades” and gives no trap level.

Three readings of one record

Three Edge cards answer three different questions, and a record can pass one and not another. Records at 1:1 after a 0.05R cost (wins +0.95R, losses −1.05R):

Record	Gauge: chance EV > 0 (trades alone)	EV and its t-based 95% range	Coin rivals beaten (tied)	Proven?
20 wins, 10 losses	94.7%	+0.283R, −0.075R to +0.641R	95.2% (2.8%)	No: the range reaches below zero
21 wins, 10 losses	96.3%	+0.305R, −0.044R to +0.653R	96.2% (2.0%)	No
24 wins, 11 losses	97.8%	+0.321R, −0.002R to +0.645R	97.8% (1.4%)	No: at 35 trades the proof line is 97.9%
25 wins, 10 losses	99.3%	+0.379R, +0.064R to +0.694R	99.2% (0.4%)	Yes

The **gauge** is an evidence reading on the normal curve. The **range** is the verdict: proven means 30 or more trades and the whole t-based 95% range above zero, on every card that says proven (the dial, the Line view's marker, Edge coming into focus, the milestone reviews). The proof line on the Line view is the gauge reading at which the range clears zero, 97.5% at every sample size. The **coin** compares you with random entries that pay your costs; the coin's own EV is −0.05R a trade, so beating 95% of coins is an easier bar than proof. Rivals level with you are counted as tied, so the same wins and losses in a different order give the same rank.

Edge › Edge Court ● Level 3 Open this page ›

What it shows. Two games that train one habit: do not believe a slice until it survives the court.

- **The court.** Put a claim about the record on trial at one of three levels: **Clerk** (pick a **Field**, a **Value** and whether it **does better** or **does worse**), **Judge** (the court draws a case, so you cannot hand-pick a striking slice) or **Chief Justice** (six cases in ten are decoys, taken from the six luckiest-looking slices in the record; the verdict says when). Give your verdict first. The court then shows seven exhibits one at a time: the sample size and the smallest gap it could reliably see; the gap and its 95% range, with a chart of every trade's R in two lanes and each group's EV as a beam; the p-value; the correction for every claim that could have been made; a walk forward through the record in three to six time blocks, drawn as bars; a shuffle test; and how many trades proof would take, with a slider to try other gaps. The outcome is **Proven** (the gap points the claimed way, survives the correction and points that way in at least two in three blocks), **Not proven** (anything else) or **Acquitted** (the record points clearly the other way, by more than one standard error). The judge's reasoning lists the three checks and marks the deciding exhibit.

- **Line-up round: which curve has the edge?** Curves of cumulative R, all the same length, at five levels: 20, 40, 100 and 300 trades (six curves, one to three with a real edge) and Expert (nine curves of 100 trades, anywhere from none to five edges). A real edge is 60% wins at 1:1; the others have no edge, bleed slowly (49% wins) or lose (45% wins). From 100 trades on, harder types join: a 2:1 edge with 40% wins, an edge eaten by costs (55% wins, 0.15R cost) and an edge that faded halfway. The real record takes part only when it has as many trades as the level, and is not scored. Tap the curves with a real edge today, then reveal: each curve shows its true EV, the EV it showed, its t value and why it was easy, medium or hard. Points are 1, 2 or 3 by difficulty.
- **Case books.** All four tabs have a switch at the top: **Free play** (as above) or **Case book**: 48 numbered rounds per tab (192 in all), in six chapters of eight, which work before any real trade. Every round is an invented record, stamped **INVENTED CASE · not the MARS record** and the same for every visitor, built to teach one idea, and ends with a lesson. **The court** (chapters Basics, Small samples, Many claims, Time and regimes, Costs and direction, Chief Justice): a short story, the trades and fields recorded and the claim; you give your verdict and see the same seven exhibits and the judge's reasoning, and the verdict comes from the same rule as free play, computed on the case's record. **Line-up round** (Twenty trades, Forty trades, A hundred trades, Three hundred trades, Hidden traps, Expert: nine curves): a fixed set of curves to judge. **Data dredge** (Nothing to find, One strong effect, Real but small, Many fields, Tiny samples, Mixed bag): before pulling you say whether the most striking claim will hit a jackpot (raw p below 5%) and whether it will survive the correction; the reveal shows the claim, both p-values, how many of 20 shuffled copies also hit a jackpot, and what was built into the record. **Jury of twelve** (Strong effects, Nothing there, The wrong way, Small samples, Time and regimes, Decoys and mixed): you predict the split (strong majority Proven: 9 or more of 12; mostly Acquitted: 7 or more; anything else is a split), then twelve seeded jurors vote, with the shares across 300 jurors. A round opens once the one before is answered, and a chapter once the one before is fully answered. Stars: the court 3 for the court's verdict, 1 for a close call; the Line-up round 3 for a perfect round, 2 for three-quarters of the points, 1 for half; Data dredge 2 for the correction and 1 for the jackpot; Jury of twelve 3 for the right split, 1 when one of the two was a split. With fewer than 20 real trades the Case book opens first.

How to read it. Your judging record (exact verdicts, a score with half points for close calls, your streak, your score at each level and your last ten cases), your line-up record (perfect rounds, streaks and points at each level) and your case-book stars are kept in this browser only (**Reset this case book** clears the stars). Free play in the court needs 20 counted trades and a slice with at least 5 trades in it and 5 without.

Good sign. Verdicts that match the court's; spotting the curves with an edge. **Warning sign.** Convicting on one exhibit. Most flattering slices fail the correction for the many claims that could have been made.

Case books in detail

What they are. Each of the four tabs has a **Case book** next to free play: 48 numbered rounds in six chapters of eight, 192 rounds in all. Every round is played on an **invented record**, built to teach one idea and stamped **INVENTED CASE · not the MARS record**. An invented record is a list of trades with the fields the case says were recorded (session, market, weekday, slot, timeframe, direction, volatility zone or news day). Each trade wins at a set rate, 55% at 1:1 after 0.05R of costs unless the case says otherwise (one court case uses 2:1 targets at 40%). Some cases build in an effect: one slice does better or worse by a set amount, pays extra costs, or does so only for part of the record; others build in nothing at all. Line-up rounds deal the same curve

types as free play. Each round is drawn from a fixed seed, so every visitor sees the same record, the same curves and the same jury, and the answer never changes.

Why invented records. A lesson needs a known answer. On the real record nobody knows whether an effect is real, which is exactly what MARS is testing; on an invented record the reveal can say what was built in and whether the tools caught it. The case books also work before the first real trade (Mon 7 Dec 2026), and they never use or change the real record.

How to play. (1) Open Edge › Edge Court, pick a tab and press **Case book** in the switch at the top (with fewer than 20 real trades it opens first). (2) Pick a chapter from the row of chapter buttons and a case from its eight tiles; each tile shows the case number, its title and your stars, **new** if not yet answered, or a lock. (3) Read the case file: the story, the number of trades and the fields recorded, and the claim where there is one. (4) Give your answer. (5) Reveal it and read the lesson, then press **Next case**, or **Try this case again** to replay it.

Tab	You answer	The reveal shows	Stars
The court	Your verdict on the case's claim: Proven, Not proven or Acquitted.	The same seven exhibits as free play, the judge's reasoning (direction, correction, walk forward) and the deciding exhibit.	3 for the court's verdict, 1 for a close call, 0 otherwise.
Line-up round	Tap every curve that has a real edge today (six curves, nine in the last chapter).	What each curve really was, its true EV, the EV it showed, its t value and why it was easy, medium or hard.	3 for a perfect round, 2 for three-quarters of the points, 1 for half.
Data dredge	Two predictions before the pull: will the most striking claim hit a jackpot (raw p below 5%)? Will it survive the correction for every claim searched?	The reels (field, value, EV gap), the raw and corrected p-values, the number of claims searched, how many of 20 shuffled copies of the record also hit a jackpot, and what was built into the record.	2 for the correction call plus 1 for the jackpot call.
Jury of twelve	How twelve jurors will split: strong majority Proven (9 or more of 12), mostly Acquitted (7 or more), or a split (anything else).	The twelve votes, the shares across 300 jurors, how steady the case is, and what was built into the record.	3 for the right split, 1 when either your call or the result was a split, 0 for the opposite majority.

The chapters.

Tab	Chapter	What it teaches
The court	1 · Basics	The three verdicts on clear cases: a big, steady gap (Proven), a gap clearly the wrong way (Acquitted), no difference (Not proven), a 'does worse' claim, and a slight wrong-way gap that is Not proven rather than Acquitted.
	2 · Small samples	The smallest gap a record can see: big gaps from 20 to 80 trades that cannot be proven, rare slices, and the same effect becoming provable with hundreds of trades.

Tab	Chapter	What it teaches
	3 · Many claims	The correction for every claim that could have been made: the same trades judged with one field and with seven, the most striking slice of an empty record, and strong effects that survive anyway.
	4 · Time and regimes	The walk forward: edges that faded, a late bloomer, one hot month, an effect that switched sign, a volatility-zone effect, and a real edge where just two in three blocks agree.
	5 · Costs and direction	Costs as an effect (the same win rate with a bigger bill), 'does worse' claims proven and acquitted, 2:1 targets that need more trades, and costs too small to prove.
	6 · Chief Justice	Mixed cases, including decoys picked after looking (one turns out to be real), ending with a modest real edge proven on 600 trades.
Line-up round	1 · Twenty trades	How short curves lie: lucky coins finishing on top and real edges running cold.
	2 · Forty trades	2:1 edges with long flat spells, slow bleeds that look flat, and coins on hot streaks.
	3 · A hundred trades	Groups start to separate; losing systems show themselves before good ones prove themselves.
	4 · Three hundred trades	Usually a clean separation, but a faded edge can still beat a real one on total, and a real edge can stay cold.
	5 · Hidden traps	Edges eaten by costs, edges that faded halfway and slow bleeds, at 100 to 300 trades.
	6 · Expert: nine curves	Nine curves with anywhere from none to five real edges and every trap in play.
Data dredge	1 · Nothing to find	Records with no effect: how many claims a search makes, and how often luck alone hits a jackpot.
	2 · One strong effect	A strong real effect is the most striking slice and survives the correction.
	3 · Real but small	Real effects lost in a big search or beaten by a luckier fake, and the same effect surviving with fewer claims and more trades.
	4 · Many fields	Empty records searched with one to seven fields: false jackpots grow with the number of claims; the last case hides one real effect among seven fields.
	5 · Tiny samples	20 to 40 trades: big gaps from nothing, few slices with five trades, and one very large effect that survives.
	6 · Mixed bag	A mix, including an edge that faded, which the dredger cannot see because it ignores time.
Jury of twelve	1 · Strong effects	Real, steady effects that convince nine or more jurors.

Tab	Chapter	What it teaches
	2 · Nothing there	No effect built in: split juries, and records that lean one way by luck, which the jury follows.
	3 · The wrong way	Claims that point the wrong way and are mostly acquitted; a slight wrong-way gap splits the jury instead.
	4 · Small samples	The same 0.6R effect at 40, 120 and 400 trades, and tiny records.
	5 · Time and regimes	Edges that faded still convince the jury, because jurors redraw trades without regard to time; switches and single spells do not.
	6 · Decoys and mixed	Slices picked after looking that fool the jury (jurors do not correct for many claims), next to real effects and a claim chosen in advance.

Progress and stars. A case opens once the case before it is answered, right or wrong, so nobody gets stuck; a chapter opens once every case in the chapter before is answered. Replaying a case keeps your best stars. Each tab shows how many cases you have answered and your stars out of 144, and **Reset this case book** clears that tab's stars after asking. Stars are kept in this browser only; with the practice record (sample data) switched on they are kept in memory for the visit and your saved stars are not touched.

How the answers are checked. A court case's verdict is not written into the case: the court computes it on the case's record with exactly the same rule and code as free play. Before release, every one of the 192 rounds was run through the site's own code to confirm that it gives the answer its lesson teaches (the verdict, the jackpot and correction, the jury's split or the curves the lesson describes), and the page checks each case again when it opens. Numbers quoted in a court lesson, such as the smallest gap the record could see, the trades in the slice or the number of possible claims, are filled in from that case's own exhibits.

Good sign. Earning stars on the chapters that test the checks themselves: Many claims, Time and regimes, Real but small, and Decoys and mixed. **Warning sign.** Calling Proven, a jackpot or a strong jury whenever a gap looks big; most big gaps in these chapters are luck.

New in v69.22. Two more tabs. **Data dredge** is a slot machine: each pull searches every claim the court could hear (every value with 5+ trades in nine fields, both directions) and shows the most striking one on three reels (field, value and EV gap) with its raw p-value. Pull on the real record or on shuffled copies, where results are dealt to trades at random so that no effect can exist. A jackpot is a raw p below 5%; tiles show the claims searched, the best raw p, the p after correcting for every claim (raw p × claims, Bonferroni) and how many shuffled pulls hit a jackpot anyway. **Jury of twelve** takes the claim set in The court and seats twelve jurors, each judging their own redraw of the record (a bootstrap): a z of 1.96 or more in the claimed direction votes Proven, a gap the wrong way Acquitted, anything between Not proven. Tiles give this jury's votes, the shares across 300 jurors and how steady the case is (Solid when 80% or more vote Proven). Jurors do not correct for the many possible claims; Exhibit 4 in The court does. Both need 20 counted trades.

New in v69.27. The court and the Line-up round were rebuilt: three levels and decoy cases, the evidence chart, the walk forward in blocks (it replaces the two halves), the trades-until-proven exhibit, the judge's reasoning, half points for close calls and a case history. Acquitted now needs the record to point clearly the other way. The Line-up round gained four curve types, two levels, new rounds on every visit, a reveal that explains every curve, points by difficulty and streaks. Sliders on Edge decay and Bayes vs You no longer jitter while dragged.

New in v76. The court and the Line-up round each gained a Case book: 48 numbered rounds on invented records, in six chapters, with a lesson after every round and stars kept in this browser.

New in v78. Data dredge and Jury of twelve gained Case books too: 48 rounds each on invented records, so every Edge Court tab now has one.

Edge › Myth vs data ● Level 2 Open this page ›

What it shows. Eleven common trading beliefs tested against the record, in four groups: **Luck and streaks**, **Timing**, **Process** and **Win rate**. Each is marked **Holds**, **Inconclusive**, **Busted** or **Too early**, and the tiles count them.

- **Luck and streaks.** “After a couple of losses, a win is due.” “Ride the hot hand: after a win, the next trade is more likely to win.” “A losing week means the edge is gone.” (At this EV and spread, a 16-trade week loses by luck alone a known share of the time, which the row shows.)
- **Timing.** “Never trade near high-impact news.” “The first trade of the day is the best one.” “New York is too choppy to trade.” “Monday is a bad day to trade.” (MARS trades Monday to Thursday, so Friday can't be tested.)
- **Process.** “Following every rule costs you winners.” “An A-grade setup always wins.” (One A-grade loss is enough to break “always”: a good setup raises the odds, it can't remove the stop.)

How to read it. Comparisons need 20 trades on each side. **Holds** = a difference in the myth's direction at least 1.96 standard errors wide (about 95% confidence); **Busted** = the same strength of evidence in the opposite direction; anything in between is **Inconclusive**: the record cannot tell yet. **Too early** means there are not yet enough counted trades. Win rates use decided trades (outside ±0.10R); EV uses net R. Eleven tests at 95% means about one false “Holds” now and then by luck alone, and every verdict is provisional. Each row links to the page with more evidence.

Good sign. Busted myths: the data points against them. Inconclusive is not a clean bill: the effect may be real but too small to measure yet. Early on, most myths read Too early, which is the honest answer. **Warning sign.** A myth that Holds in a way that hurts, for example weaker results after losses: that is a process question, not a market one.

The eleven myths

A win is due after a couple of losses; ride the hot hand; a losing week means the edge is gone; never trade near high-impact news; the first trade of the day is the best; New York is too choppy; Monday is a bad day; following every rule costs you winners; an A-grade setup always wins; over half wins = profit; 6 in every 10. Each card shows the numbers, a verdict (Holds, Inconclusive, Busted or Too early) and a link to the full chart.

New in v70. More myths tested checks nine more beliefs with the same rules (20 trades a side, ±1.96 standard errors): Mondays are bad days, longs beat shorts, a win is due after two losses, traders get careless after a win, the first trade of the day is best, indices are harder than forex, bigger-risk days end worse, expensive trades are worse even before cost, and the last trading day of the week fades. Each test is drawn as a rope with its knot at the gap in standard errors and the Holds zone shaded on the myth's side. **Myth court** lists every myth on the page: call it Holds, Inconclusive or Busted first, then see the verdict and your score (kept in this browser).

Edge › Bayes vs You ● Level 3 Open this page ›

What it shows. A game that shows how people over-react to streaks. The record's trades are revealed one at a time; after each, you set what you believe the true win rate is. A perfect Bayesian starts from a flat belief and updates by exactly the evidence; your line is drawn against it. From site version 85 **Bayes and the p-value** gains a second button, **Lines**: both readings by trades revealed, with 1 – p-value dashed and the 95% and 5% lines.

How to read it. Choose the length (20, 40 or 100 trades). Move the slider (**Your belief about the true win rate**) and press Reveal, or step one or five trades at a time. Your belief is recorded when you press Reveal (it is your estimate after the trades before it). Bayes: Beta(1 + wins, 1 + losses), mean = (1 + wins) ÷ (2 + trades); breakevens are skipped. Tiles: **Trades revealed**, **Bayes now** (with the chance above break-even), **Your average distance** from it, **Over-reaction** and **Your best game**. It needs 10 decided trades.

Good sign. Your belief staying close to the Bayes line. **Warning sign.** Swinging with every run. That habit shows up in real decisions too.

New in v69.22. Two more cards. **Prior duel**: a sceptic and an optimist read the same trades. Sliders set where each starts (30% to 80%) and how stubborn they are (2 to 300 trades' worth of belief); another slider, or **Play**, reveals the record's decided trades. Each belief is drawn as a mountain with a flag at its mean, against break-even and the plan's 60%. Tiles give each believer's mean and chance of an edge (the share of the belief above break-even), the gap between them and the record's raw win rate. **Bayes and the p-value** sets two answers side by side as trades are revealed: the Bayesian chance that the win rate beats break-even, and the p-value of a one-sided test against break-even (normal approximation), each a token with a trail. With a flat prior the Bayes chance is close to 1 – p; the **Sceptical prior** slider (2 to 300 trades centred on break-even) slows the Bayesian answer, while the p-value cannot change. Both need 10 decided trades.

Edge › Hot & Cold ● Level 3 Open this page ›

What it shows. Does the edge come and go in hot and cold stretches, or is the record just a streaky coin? A two-state model reads the win/loss sequence and estimates each state's win rate and the chance the record is in a cold stretch now.

How to read it. Two hidden states each have their own win rate and the model stays in a state with the chosen **Stickiness** (a stretch lasts about N trades on average); it is fitted by expectation–maximisation. Tiles: **Hot-state win rate**, **Cold-state win rate**, **Chance of a cold stretch now** and **Separation vs shuffles** (hot minus cold win rate, compared with 200 shuffled copies of the record). A switch shows **The record** or **A shuffled copy** so you can see what luck alone looks like. It needs 40 decided trades; breakevens are skipped. Compare with Edge › Edge decay and the change-point detector on Edge › Stability.

Good sign. Hot and cold win rates no wider apart than the shuffles. **Warning sign.** A real, persistent cold state would call for a careful review, never an instant rule change.

New in v69.22. Two more cards, both usable before any trades are counted. **Streak forge** builds a record with real hot and cold stretches: sliders set the hot and cold win rates and the stickiness, buttons the length (100, 200 or 400 trades) and **Forge another**. The same two-state model then reads only the wins and losses. Three strips show the true state, the results and the detector's chance of a cold stretch; tiles compare what you forged with what it found, the share of trades where its call matched the truth, and whether it beats 60 shuffled copies. Close win rates or short stretches hide real regimes from any detector. **Coin or regimes?** is a

game: two strips of 80 results, one from a trader with real regimes and one with the same results shuffled into a random order (a coin with exactly the same number of wins). Each round scores once per level. Tap the strip you think has regimes; the reveal shows the true stretches, and your record is kept in this browser. **Clear regimes** (80% / 30%) and **Subtle regimes** (70% / 48%) set the difficulty. From 40 decided trades, the record's last 80 results are shown below, not scored.

Edge › Rolling windows ● Level 4 Open this page ›

What it shows. The same measures over a moving window of recent trades. A **Rolling window** control lets you pick 10, 20 or 50 trades; every chart on the page uses the same window.

- **Rolling EV with 95% band.** Average net R of the latest window of trades, with its uncertainty band. Warning: the whole band below zero for a long stretch.
- **Rolling win rate with Wilson band.** Win rate of the latest window (breakevens left out) with a 95% range. Dashed lines: the plan's 60% and the break-even win rate at the current cost. Warning: stuck below the break-even line.
- **Rolling profit factor.** R won ÷ R lost in each window, leaving out breakevens inside ±0.10R as the record's profit factor does, capped at 5. Above 1 makes money; 1.5 is the plan before costs. Warning: long periods under 1.
- **Rolling outcome swing (SD of R).** How spread out results are. At 1:1 with a 60% win rate the spread is about 0.98R. Warning: well below it (many breakevens or partial exits) or well above it (oversized losses).
- **Streak sequence.** Every run of results in order: bars up = wins in a row, bars down = losses in a row, small gray = breakevens. Warning: losing runs growing longer over time.
- **Losing runs: actual vs chance.** How many losing streaks of each length happened, next to what chance predicts, exactly, for this many trades (a breakeven ends a run in both counts, and a streak longer than the record expects 0) at the measured win rate (the plan's 60% until 30 wins and losses). Warning: many more long streaks than expected: results may be clustering.

How to read it. A short window shows the recent edge but is noisy; a long one is steadier but slow. Read the direction of each line and compare it with its reference line, not single wiggles. From site version 92 each of the four tabs opens on a **Telescope** (it replaces the Pyramid of version 84): a forest plot with one row per window length, 5 to 150 trades, all ending at the same trade, each with its value (the lens) and 95% range (the barrel), and a last row for every trade so far. EV uses mean ± t × SD ÷ √trades, win rate the Wilson range, profit factor 400 bootstrap re-draws (capped at 5) and swing a chi-square range. The solid line is zero, break-even, 1.0 or 0.98R and the dashed line the plan (+0.15R, 60% or 1.5; the swing tab has none); ▸ marks the window picked above. A slider moves every window back in time; **Line** shows the original chart. When every barrel sits on the same side of the line, the reading does not depend on the window.

Good sign. The line mostly near or above the plan line; dips under zero that recover. **Warning sign.** The whole band below zero for a long stretch.

Edge horizon

Edge horizon (Swim lanes from site version 92; the horizon strips and the Lines view are retired): each session swims its own lane from 0R. The swimmer is the session's cumulative R, the dashed ring the plan's pace (+0.15R a trade over the same number of trades), and the fading dots behind it where it stood after each of its last 11 trades. Good: swimmers past their rings in busy sessions. Warning: a busy session behind its ring with

a wake trailing off to the right. Second button **Small multiples**: one small chart per session on the same scale, its cumulative R trade by trade with the plan's line and 95% range (± 1.96 × 0.98R × √trades).

Edge › Stability ● Level 3 Open this page ›

What it shows. Is the edge steady, or has something shifted? Three cards. From site version 85 the **Change-point detector** opens on **Plates** (the record split at the most likely change, each plate at its own average) and gains a third view, **Shuffle test**; the CUSUM line is the second button.

- **Change-point detector.** Pick a measure (three are offered). The line adds up that measure over the record (a CUSUM). A steady measure wanders around zero; a long climb then a long fall means it was higher early and lower later (or the reverse), and the peak or trough marks the most likely change. Tiles: **Most likely change**, the measure **before** and **after** it, and **Chance it's luck**. A real shift needs a reason (a market regime, a change in execution or broker costs) before it means anything. Under 5% chance of luck is the usual bar, and MARS changes no rule on this alone. Each measure is tested on its own, so with three tests one false alarm is more likely than with one.
- **Edge coming into focus.** A ridgeline of the EV estimate, week by week. The ridge is the likely range of true EV; it sharpens as trades accumulate, and its width halves each time the trade count quadruples. Colours: **Proven** (30 or more trades and the whole t-based 95% range above zero), **Likely (80%+)**, **Unclear** and **Probably no edge**. A line underneath shows the trades, EV and chance of a real edge now. Second button **Line + range**: the EV estimate each week from every trade so far, its 95% range as a band (EV ± t × standard error, as on Edge statistics), and the plan's +0.15R; proven = 30 or more trades and the whole band above zero.
- **Streak odds.** How normal are the runs? For each length of losing run: the chance of at least one somewhere in the next 100 trades and in the full 78-week cycle, at your measured (or the plan's) win rate; breakevens are left out. The merged card also asks **Are wins and losses independent?** and has a **Simulator**: it deals 100 trades as independent coin flips at the win rate shown (no tilt, no hot hand), and shows the longest losing run here, the real record's longest and how many deals reached a run length you choose to watch. If the real record's runs look like the simulated ones, its streaks are just luck.

How to read it. The detector and the ridge look at the *level* of your results over time; streak odds looks at the *runs*. Use them together before believing that something has changed.

Good sign. A ridge that narrows and stays above zero; no sharp change point; actual runs similar to the odds.
Warning sign. A clear change point followed by a lower level, with a real reason behind it. A run of 5 or 6 losses is normal at 60% and is not by itself a warning.

Independence, runs and the helix

Are wins and losses independent? shows the win rate after a win and after a loss, a runs test, the lag-1 correlation and the longest streaks. A clearly lower win rate after losses can point to tilt: check it against the execution grades. **Streak odds** covers runs of 3 to 10 losses: the chance of at least one in the next 100 trades and over the full 78 weeks, at the measured win rate (the plan's 60% until 30 wins and losses), and the current and longest runs get the same reading. "Expected" or "Normal" is arithmetic, not a broken edge: at 60%, a 5-loss run happens in about half of all 100-trade stretches. "Rare" means check the grades and the tilt detector, not the rules. The change-point detector marks its peak or trough and states the chance that a shift that strong is luck from 1,000 shuffles; "No clear shift" on all three measures is the normal state. The

Streak helix draws the trade sequence as a double helix, wins on the green strand and losses on the red; strand switches are compared with chance: far fewer means streaky, far more means choppy.

Edge › Edge decay ● Level 4 Open this page ›

What it shows. Is the edge fading? Five views as tabs in one card: The check, Tug of war, Pick the split, Memory dial and Alarm clock.

- **The check.** Compares the EV of the first half of the record with the recent half. Tiles: **Early EV**, **Recent EV** and **Change** (with t and the chance of a drop this big by luck). A Welch t-test on the two halves: t = (recent EV − early EV) ÷ the combined standard error. It starts at 40 trades so that each half has at least 20. A rolling 30-trade EV is shown as well.
- **Tug of war.** The two halves pulled against each other as a picture. It needs 40 trades (two halves of 20).

How to read it. The chip reads Steady, Improving, Possibly fading (t below −1) or Likely fading (t below −2). “Chance by luck” says how often a drop this big would appear with no real change.

Good sign. Steady or Improving. **Warning sign.** Likely fading after 100+ trades. Markets change, so an edge can fade, but it can also look like fading through plain luck: use it as a reason for a careful review at a milestone, not for an instant rule change.

Example. Early EV +0.18R over 60 trades, recent EV +0.06R over 60: t = −1.3, about a 10% chance by luck. Possibly fading: worth watching, nothing more.

New in v62.5. The check now shows the **rolling 30-trade EV** with its 90% range against the plan's EV, **era pillars** (the trades in four equal eras; each pillar is the 90% range of that era's EV, the dot its EV, the dashed line the plan's EV; overlapping pillars mean the eras are not clearly different) and **What changed between the halves**, a table of win rate, average win, average loss, average cost and EV for the early and recent halves with the change, so a fall can be traced to its part. **Tug of war** is medium-sized, with a **fade gauge** beside it: the chance the recent edge is truly below the early one, with marks at t = −1 (about 84%) and t = −2 (about 98%), and the same halves table below.

New in v69.22. Three more views, all from 40 trades. **Pick the split**: cut the record anywhere with the slider, by clicking or dragging the strip, or with the **Halfway** and **Worst cut** buttons. A seesaw tips toward the half with the stronger EV, and a half with a negative EV floats up on a red balloon; the strip below shows the Welch t at every cut that leaves 20 or more trades on each side. A lesson box shuffles the same trades into 300 random orders: the halfway cut reads t below −2 rarely, the worst of all cuts far more often, which is why the check fixes its cut in advance. **Memory dial**: a half-life slider (5 trades to every trade equal; buttons Goldfish 5, Trader 30, Elephant 200 and Every trade equal) sets how fast old trades fade. A wake shows each trade's weight today and how many recent trades hold 90% of the memory; the memory-weighted EV is drawn with a 90% range against the all-trade EV and the plan's EV (see Half-life in the glossary). **Alarm clock**: pick a true EV from the next trade (or No change, Half the edge, Breakeven 0R and Losing −0.15R). The ring covers the next 400 trades, shaded by the chance that the fade alarm (t below −2, new trades against the record so far) is ringing, with 50% and 80% marks; the centre gives the trades and weeks to a likely alarm, or the ceiling a short record allows. **Ring it once** and **Ring it 10 times** run random futures and drop a bell where the alarm first rang; with No change every bell is a false alarm.

Edge › RAER & RAPF ● Level 2 Open this page ›

What it shows. A playground: the same trades sized five ways. EV never moves, because it is the trades themselves. RAER and RAPF move with sizing, which is why MARS grades them separately from EV. From site version 85 **Reading the trend** opens on **Bellows**: each week with ± its six-week swing against ± the twelve-week swing; **Line** shows the original chart.

How to read it. RAER = P&L ÷ risk deployed (did the risk put on turn into return?). **RAPF** = R profit factor × 3.5% ÷ average risk (how good is the profit for the risk carried?). These are the same definitions as the tracking workbook. Pick a sizing path with the buttons: **Flat risk per trade** (a slider), the real **rail**, and strategies such as **Press after wins** (×1.5 after a green day, back to 2% after a red one) and **Double after losses** (×2 after a red day, back to 2% after a green one); both are capped at 6%. A hand-drawn path lets you drag across the bars to set each day's risk per trade (0.5% to 6%): green bars were winning days, red losing days. Hindsight makes this easy; the real rail had to decide each morning without knowing the day. Tiles: **EV per trade**, **RAER**, **RAPF**, **Return**, **Max drawdown** and **Average risk**. An efficiency grid then places the record by class against 700 plan runs at the same trade count (1:1, 60% wins, 0.05R cost, MARS rail), with a week picker to place one week on its own. It needs 8 counted trades.

Good sign. RAER and RAPF at or above the plan values. **Warning sign.** Healthy EV but poor RAER: risk is being put on at the wrong times.

Edge › Alpha vs benchmark ● Level 4 Open this page ›

What it shows. MARS's alpha: growth above the 1:1 benchmark's median, week by week, in growth points (100 × the natural log of growth, so +10 points ≈ +10.5% and the weeks add up exactly). From site version 85 the card opens on **Stripes**: one stripe a week (green above the benchmark median, red below) over the running total; **Bars + line** shows the original chart.

How to read it. Tiles: **Alpha so far**, **Alpha per week** (with the swing, or tracking error), the **Information ratio** (how steady the alpha is) and **Weeks beating the median**. The benchmark median is Parity's own 1:1 Monte Carlo at plan, which stops rising at the goal. Alpha counts only if drawdown, efficiency and compliance are not worse (see the radar and the five-metric report card). It needs 4 finished weeks.

Good sign. Positive and steady alpha with a high information ratio. **Warning sign.** A big alpha built on one lucky week, or one that comes with a deeper drawdown.

New in v69.22. Three more cards. **Voyage through the benchmark** plots the record's percentile among the benchmark's paths each week (read from their 25%, 50% and 75% lines, with a normal curve in log growth fitted to them): the channel is the middle half, the dashed line the median, and **Sail the voyage** replays it week by week. Tiles give the percentile now, the weeks in the channel, the weeks above the median and the highest and lowest percentile. It needs 2 finished weeks. **Alpha beam** projects cumulative alpha to week 78 from a weekly alpha you choose (–10 to +10 points; **As so far** resets it), with 50% and 90% beams whose width comes from the tracking error (see Tracking error in the glossary). Tiles give the chance of finishing ahead of the benchmark, the middle of the beam, the weeks a steady edge needs to be 95% sure ((1.645 ÷ information ratio)²) and the information ratio used. It needs 4 finished weeks. Its second button, **Bars + lines**: weekly alpha as bars, cumulative alpha, the projection to week 78 with an 80% range, and a 4-week average. **Catch-up ladder** shows the EV per trade that would carry the account to the benchmark's 25% line, median and 75% line in 1, 4 or 13 weeks at today's average risk (16 trades a week, ignoring compounding inside the

horizon and tier changes): green rungs are within the record's EV, amber up to twice the plan, red long shots. Only EV can climb the ladder: the rail sets risk. It needs a finished week. The ladder's second button, **Bars**, shows the EV each rung needs as a bar per horizon and benchmark line, against the record's EV, the plan and twice the plan.

Edge › Curve quality ● Level 5 Open this page ›

What it shows. How straight and smooth the cumulative-R curve is, each measure next to the plan median from 1,000 simulated plan paths. From site version 85 **Curve quality** opens on **Thread**, the curve's distance from its own straight line against the wobble of plan curves (**Line** is the original chart), and the **Straightness lab** gains a second button, **Win-rate scan**: the K-ratio spread at each win rate with the record's.

How to read it. Tiles: **R² (straightness)** (0 = no line, 1 = perfectly straight), the **K-ratio**, **Trades at a new high** (counted from the starting level of 0R, so a losing first trade is not a high) and **K-ratio beats the plan in** (the share of plan paths with a lower K-ratio). R² and the K-ratio (Kestner, 2003 form) come from a straight line fitted to cumulative net R by trade number, so risk size does not affect them. A high R² on a falling line is a steady loss, not a good sign: read the slope first. It needs 20 counted trades.

Good sign. R² and K-ratio near or above the plan median (a perfectly straight rising line has a K-ratio of ∞ and reads Steadier than the typical plan curve). **Warning sign.** A low R² with a similar total: the profit came in a few jumps and may not repeat.

New in v69.22. Three more cards. **Straightness lab**: slide the win rate (40% to 75%, or the buttons **Plan 60%** and **Break-even 52.5%**) and 150 simulated curves of the record's length appear as stars, placed by their slope (EV a trade from the fitted line) and their R²; the gold star is the record. Tiles give the record's R² and K-ratio against the cloud and the win rate whose typical K-ratio is closest to the record's. **Draw an edge**: draw the 100-trade curve you would expect from a real 60% edge, then press **Compare with real edges**. Three genuine 60% curves appear (and the record's first 100 trades, from 20 trades), with your K-ratio ranked against 300 real ones, your deepest dip and your end point. Most people draw curves far smoother than real edges. **Leaps between highs** draws each wait between new highs of cumulative R as an arc that grows with the trades waited; waits longer than 9 in 10 plan curves' longest are red, and the open wait is dashed. Tiles: new highs, average wait, longest wait and the open wait now. The lab and the leaps need 20 counted trades; drawing works at any time. Its second button, **Histogram**, counts the waits between new highs against the same 400 plan curves, with the 9-in-10 longest wait and the open wait marked.

Which Edge page first?

- **Is there an edge?** Edge statistics, then Milestone preview.
- **Is it luck?** Luck tests, Edge Court, Hot & Cold.
- **Is it fading?** Edge decay, Stability, Rolling windows.
- **Is risk turning it into return?** RAER & RAPF, Alpha vs benchmark.

5 · Risk: can it survive?

Theme. *Can it survive? The pages go from what the rail is doing now, through what could go wrong and how deep the account has been, to whether the rail earns its keep.*

Risk is the second question after edge: **an edge is only useful if the account lives long enough to collect it**. MARS answers it with a rule set, the **rail**, that lowers risk automatically as the account falls and raises it again as it recovers (1% to 5.75% a trade in the live Balanced mode). The Risk menu has **16 pages**. Some show what the rail is doing now (Tomorrow, Gates and tiers, Warning signs), some let you learn it (Rail Cockpit, What would MARS do?, Drawdown Doctor), and some test whether it is working (Rail value-added, Equity and drawdown, Pain and tail risk).

How the rail sets risk, in five steps

1. **Gate.** Drawdown is measured from the highest equity reached (the Equity Peak High). The size of that fall sets the **gate**, and the gate caps the highest tier allowed.

2. **Tier.** The tier sets the **pool**: the total risk shared by the day's four trades, and each trade risks a quarter of it. The live test runs in the **Balanced** mode: its highest tier is T5, or T6 in the Growth gate after an Above-plan week. On the rail, Balanced risk runs from 1% to 5.75% a trade; the trader's manual tier can reach 6% (see Risk modes, tiers and overrides).

3. **Day colour.** Each day with trades gets a colour from its average net R per trade, however many trades it had, and the colour sets the next day's base tier (see Day colours). A day without trades changes nothing.

4. **Weekly status.** Last week's average R per trade nudges this week's tier up or down.

5. **The tightest limit wins:** the gate cap first, then the tier, then a caution lock after repeated red days. If drawdown passes 40% the **System Lock** sets risk to zero.

Gate	Drawdown from peak	Posture	Highest tier (Balanced)	Risk per trade, T1 to the highest tier
Growth	under 7%	Expansion	T5 (T6 after an Above-plan week)	4.5% to 5.5% (5.75% at T6)
Recovery	7 to 13%	Stability	T5	3.25% to 4.5%
Buffer	13 to 19%	Defense	T5	2.75% to 3.625%
Floor	19 to 27%	Containment	T3	2% to 2.25%
Deep-Floor	27 to 34%	Suppression	T2	1% to 1.25%
Ground-Floor	34 to 40%	Recovery crawl	T1	1%

Gate	Drawdown from peak	Posture	Highest tier (Balanced)	Risk per trade, T1 to the highest tier
System Lock	40% or more	No trading	none	0%

The rail's decision order, with two worked examples

Every evening the rail runs the same steps in the same order. This table is the whole rule for the live Balanced mode; Tomorrow, the Rail Cockpit, What would MARS do? and the replays follow it (the simplified tools leave out the caution lock, as their notes say).

Step	What it reads	The rule
1 · Reference peak	The Equity Peak High: the highest equity at any day's close	Drawdown = 1 − equity ÷ peak. A new peak is set only at a close.
2 · Gate	Drawdown at the last close	Growth under 7%, Recovery from 7%, Buffer 13%, Floor 19%, Deep-Floor 27%, Ground-Floor 34%. The gate caps the tier at T7, T6, T5, T3, T2 or T1.
3 · Base tier	The last traded day's average net R a trade (a part day counts)	Top Green (+0.35R or more) T5; Green (+0.25R) T4; Yellow (+0.05R) T2; Red T1. A weekday without trades carries the last colour, so Monday follows Thursday.
4 · Weekly modifier	The previous cycle week's average net R a trade	Above plan (+0.332R or more) +1; On or Below plan (+0.063R or more) 0; Weak positive (above 0) −1; Negative −2; 0 after a week without trades.
5 · Final cap	The gate, the mode and any caution lock	Tier = base + modifier, never below T1 and never above the lowest of the gate cap, Balanced's cap (T5, or T6 in the Growth gate after an Above-plan week) and the caution lock's cap while one is on.
6 · Risk	The gate's pool for that tier	Risk per trade = pool ÷ 4, the same on all four trades of the day.
7 · System Lock (during the day)	Equity after each trade	If a trade leaves equity 40% or more below the peak, the day stops on that trade and risk is zero from then on.

Example 1: one loss from the Lock. The account closes 39.5% below its peak, in the Ground-Floor gate, where every tier is a 4% pool: 1% a trade. Cost is 0.05R. If the first trade loses, equity falls to 60.5% × (1 − 1.05 × 1%) = 59.86% of the peak, 40.14% below it: the System Lock stops the day on trade 1 and the other three trades are not taken. A 3–1 day is still possible, but only when the loss comes after a win (W L W W, W W L W or W W W L). At a 60% win rate the first trade loses 40% of the time; Tomorrow shows that as its own branch, *0–1 · Stopped at trade 1*.

Example 2: an elite Monday. Last week averaged +0.40R a trade (Above plan, modifier +1). Thursday averaged +0.45R (Top Green, base T5); Friday is not traded, so Monday follows Thursday. The account is 3% below its peak, in the Growth gate. Base + modifier = T6; the gate allows T7 and Balanced's cap is T6 in the Growth gate after an Above-plan week, so T6 stands: a 23% pool, 5.75% a trade. The same Monday 8%

below the peak is in the Recovery gate: the elite cap does not apply, Balanced's T5 binds, and the Recovery T5 pool of 18% gives 4.5% a trade.

From the Trading Plan and Risk Charter v1.4.1. The gate caps the tier; the tier picks the daily risk pool; each trade risks a quarter of the pool. The rail spends edge on survival first: the deeper the drawdown, the smaller the risk. The Charter's tables take precedence over any other figure on this site.

Weekly status (last week)	Average R per trade	Tier change
Above plan	+0.3319171875R or more (about +0.33R)	+1
On plan	+0.207771875R or more (about +0.21R)	0
Below plan	+0.063140625R or more (about +0.06R)	0
Weak positive	above 0	−1
Negative	0 or below	−2

Risk modes, tiers and overrides in detail

The five steps above say *which* tier a day gets. This section shows *what each tier is worth*, how the risk mode bends the rail, and the only ways the trader can depart from it. Every number here is the tracking workbook's own setting, and the Charter (v1.4.1) states the same rules.

From tier to risk a trade, in three moves.

1. **Pool.** The gate and the tier pick the pool from the table below: the total risk for the day's four trades.
2. **A quarter, times the mode.** Each trade risks a quarter of the pool, multiplied by the mode's size multiplier (×1 in Balanced).
3. **Inside the mode's limits.** The result is kept between the mode's lowest and highest risk a trade (1% and 6% in Balanced). The System Lock sets it to zero whatever the mode.

The full tier table (Balanced, risk a trade). Pool ÷ 4. Bold = the highest tier the rail reaches in Balanced; shaded = reachable only by a manual tier or the lower-gate unlock.

Gate	T1 Minimum	T2 Low-Min	T3 Low	T4 Mid	T5 Mid-High	T6 High	T7 Maximum
Growth	4.5%	4.75%	5%	5.25%	**5.5%**	**5.75%** (Above-plan week)	6% (manual)
Recovery	3.25%	3.75%	4%	4.25%	**4.5%**	4.75% (manual)	gate cap T6
Buffer	2.75%	3%	3.25%	3.5%	**3.625%**	gate cap T5	gate cap T5
Floor	2%	2.125%	**2.25%**	2.5% (unlock)	2.625% (unlock)	gate cap	gate cap

Gate	T1 Minimum	T2 Low-Min	T3 Low	T4 Mid	T5 Mid-High	T6 High	T7 Maximum
Deep-Floor	1%	**1.25%**	1.5% (unlock)	gate cap	gate cap	gate cap	gate cap
Ground-Floor	**1%**	every tier is 1% (pool 4%)					
System Lock	0%: no trading						

Pools behind the table, in % of equity for all four trades: Growth 18 / 19 / 20 / 21 / 22 / 23 / 24; Recovery 13 / 15 / 16 / 17 / 18 / 19 / 20; Buffer 11 / 12 / 13 / 14 / 14.5 / 15 / 16; Floor 8 / 8.5 / 9 / 10 / 10.5 / 11 / 12; Deep-Floor 4 / 5 / 6 / 7 / 8 / 9 / 10; Ground-Floor 4 at every tier. Gate caps: Growth T7, Recovery T6, Buffer T5, Floor T3, Deep-Floor T2, Ground-Floor T1.

The five risk modes. A mode never changes the strategy, the gates or the pool table. It changes how much of the pool is used and how high the tiers may climb. The live test runs in **Balanced**; the other four exist so Lab › Mode comparison can show what they would have done with the same trades. Changing mode is a rule change: never before 30 trades, dated in the rule-change log and given a new Charter version.

Setting	Ultra Conservative	Conservative	Balanced (live)	Aggressive	Ultra Aggressive
Size multiplier on the pool	×0.5	×0.75	×1	×1.15	×1.3
Risk a trade, lowest → highest	0.5% → 3%	0.75% → 4.5%	1% → 6%	1% → 6%	1% → 6%
Highest tier, normal week	T3	T4	T5	T5	T6
Highest tier after an Above-plan week (Growth gate only)	T4	T5	T6	T6	T7
Starting tier before the first day with trades	T2	T3	T4	T4	T5
Caution lock: tier ceiling	T1	T2	T2	T3	T3
Caution lock: Red days in a row that start it	1	2	2	2	3
In one line	Half size, slow climb	Reduced size, T4 ceiling	The rail as designed	+15% size, softer lock	+30% size, T7 reachable

Three worked examples.

- **Balanced, a strong week.** Growth gate, last week Above plan, yesterday Top Green. Base tier T5, weekly +1 = T6; the Balanced cap after an Above-plan week is T6, the gate allows T7. Tier T6: pool 23%, risk 5.75% a trade.

- **Conservative, same day.** Base T5 +1 = T6, but Conservative's cap after an Above-plan week is T5. Pool 22% × 0.75 ÷ 4 = 4.125% a trade, inside its 0.75% to 4.5% limits.
- **Ultra Aggressive at the top.** Growth, T7: pool 24% × 1.3 ÷ 4 = 7.8%, cut to the 6% ceiling. The ceiling, not the multiplier, decides the risk at the top of the rail.

Caution lock and the first day. After Red days in a row (two in Balanced) the tier is held at or below the lock ceiling (T2 in Balanced) until a Green or Top Green day clears it. A day without trades does not change the day colour, the red-day count or the caution lock, so Monday follows Thursday. Until the first day with trades, the rail uses the mode's starting tier: T4 in Balanced, which is 5.25% a trade in the Growth gate.

Overrides: the only ways to depart from the rail.

- **Manual tier for a day.** The trader may type a tier for a day. Before 30 counted trades it may only be lower than the rail's tier (cutting risk is always allowed; raising it waits until the rail has been measured); from 30 trades on it may be higher or lower. It is capped only by the gate (Growth up to T7), then sized by the mode as usual, so in Balanced it can reach 6% a trade. It skips the mode's tier cap and the caution lock, which is why every such day is shown: the daily record marks it as an override and shows the rail's own tier beside the tier used.
- **Lower-gate unlock.** Off at go-live. If switched on (a rule change), the Floor gate can reach T5 (2.625%) and the Deep-Floor gate T3 (1.5%), from a stated day onward. The mode's caps and the caution lock still apply.
- **Mode change.** From a stated day onward; earlier days keep their mode. A rule change.

> ### Why overrides are shown, not hidden
> A track record is only as honest as its sizing. If the trader sizes up by hand and it works, the result should not be credited to the rail; if it fails, the rail should not take the blame. Marking every override day lets anyone separate the rail's results from the trader's own sizing calls.

> ### What the rail never does
> It never changes the strategy and it never blocks a trade on a warning. The daily and weekly loss warnings are warnings only. The one hard stop is the System Lock at −40%, which sets risk to zero. Everything else is a size, not a ban. The trader can depart from the rail only in the three ways the Charter lists (a manual tier for a day, the lower-gate unlock, a mode change), and every departure is shown on the record. The stop rule is the trader’s own judgment: no verdict level on the site stops trading by itself.

The Charter’s warning signs (they call for a pause and a review, not an automatic stop): a day losing more than 2R or more than 10% of the day’s starting equity; a week losing more than 8%; repeated Red days in a row or a fall through a gate; compliance slipping (trades taken with checklist items missing); two open trades in the same currency at once (a practice the trader avoids). Fewer than four trades in a day are judged on the trades taken.

Levels: at level 1 you see Tomorrow; level 2 adds Gates and tiers, Warning signs, Drawdown Doctor, Rail Cockpit and What would MARS do?; level 3 adds Gate ladder and recovery, Equity and drawdown, Exposure and clustering and Day colours; level 4 adds Tier forecast, Growth vs risk and Pain and tail risk; level 5 adds Kelly check, Pro ratios and Rail value-added.

Risk › Tomorrow ● Level 1 Open this page ›

What it shows. The gate, tier and risk per trade that the rail has set for the next four trades, and a tree of what each possible day would do to the day after. This is the same Next day line shown under the page header, in full.

How to read it. Read the top block first: drawdown from the peak, the gate, the last day's colour, last week's status, the tier, the pool (total risk for all four trades), a one-line reason, and the daily and weekly loss warnings (warnings only; they never block a trade). The **What tomorrow can do** tree then lists each possible day (wins to losses) with its chance, the day's net R and account change, then the gate, day colour, tier and risk it hands to the day after.

Good sign. A risk figure that matches the gate and tier shown, and a tree whose branches smoothly step risk up and down. **Warning sign.** Nothing here is a warning on its own. If the risk looks surprisingly small, the reason line says which limit won.

Five possible days and the day in progress

The tree normally has five branches, the five possible days (4–0, 3–1, 2–2, 1–3 and 0–4): the chance of each, the account change, and the gate, day colour, tier and risk it hands to the day after. It also shows how many R (and how many straight losses or wins) separate today from the next gate down, the gate above, or a new equity high. A 2–2 day is already Red (average below +0.05R a trade), so it sets the next day's **base** tier to T1; the weekly modifier and the gate cap then decide the final tier (T6 in the Growth gate when the weekly status is Above plan). That is the rail working, not a failure. Near the System Lock the order of results matters, so the tree follows all 16 win and loss orders, stops each on the trade that would trigger the Lock, and adds a branch such as *0–1 · Stopped at trade 1* with its chance; days that could not be finished drop out (Example 1 under the rail's decision order). Under the tree, **During the day** gives, for every part-day score (1–0, 0–1, 2–0, 1–1, 0–2 and so on), the chance the day still finishes in profit and which next-day tiers are still possible. A 4-trade day needs 3 wins to finish in profit at 1:1 with costs. The day’s result moves tomorrow’s tier; it never changes the plan for the rest of today.

Risk › Gates and tiers ● Level 2 Open this page ›

What it shows. The whole gate and tier ladder, with three pictures of the record against it, then the rules and the daily record.

- **Gate staircase.** Each trading day is a step. Above the line: the risk per trade that day, coloured by the gate. Below the line: how far the account sat under its peak, with the gate floors drawn in. Steps shrink as the account goes down the basement stairs and climb again on the way back up. **Second button, Bars:** the risk per trade as one bar per trading day, coloured by the gate, with a 20-day average (black), the record's average risk (purple) and a triangle on each day the gate changed.
- **Gate weather map.** One tile per trading day (Monday to Thursday down, weeks across, one band per 13-week quarter). The icon and colour are that day's gate: sunshine in Growth, storms the deeper the drawdown. The small number is the day's net R. Second button **Bars**: each week's trading days stacked by gate, with the week's deepest close below the peak against the gate thresholds.
- **Tier elevator.** Each floor of the building is a risk tier; every lit window is one trading day spent on that floor. The car shows today's tier. A healthy record lives on the upper floors; a run of red days sends the car down. **Second button, Bars vs plan:** the share of trading days spent on each tier (blue) beside the share across

400 simulated rail paths of exactly the same number of days at the plan (a 1-day record is compared with 1-day paths, all on T4), 60% wins at 1:1 after 0.05R cost (grey), with today's tier marked. Blue taller than grey on the high tiers means the record is living higher than a plan trader would; taller on the low tiers means more braking. Results per tier are on A26.

- **Tier elevator: reading it.** The building is drawn tall, with up to three rows of windows per floor, so a long run on one tier is easy to see. Hover a window for the day, its net R and gate.
- **Drawdown gates.** Drawdown from the equity peak sets the gate. Each gate caps the tier; pool = total risk for all 4 trades, in % of equity.
- **Rules of the test and Daily record.** The test's fixed rules in plain words, and the risk and result for every trading day.

How to read it. Start with the staircase and the weather map to see where the account has been, then the table for the exact limits.

Good sign. Mostly Growth (green) gate days, with the elevator car on the upper floors. **Warning sign.** Long spells in Floor or deeper gates, or the elevator car stuck on the lower floors: the rail is holding risk down because the account is deep below its peak.

Gate staircase height (v62.4). The staircase is now as tall as the Gate weather map beside it, so the drawdown gates below the line are easier to read.

Gate staircase x-axis (v63.1). The bottom of the chart is time: one step per trading day, oldest on the left, labelled by week (W1, W2 ...) with a tick where each week starts. With many weeks, labels are thinned so they stay readable; the tooltip on any step still gives its date.

Risk › Day colours ● Level 3 Open this page ›

What it shows. Each day with trades gets a colour from its average net R per trade, however many trades it had, and the colour sets the next day's base tier. A ring shows how many days of each colour so far, with the counts and shares beside it. From site version 86 the ring's card opens on **Signal lamps**: one pip per day and, as a dashed arc, the plan's share of each colour; **Ring** shows the original chart.

Colour ribbon. Beside the ring, every trading day as a tile in its colour, four to a week, with each week's net R. Three tiles give the current run, the longest green run and the longest red run. A table shows, for each colour, how many days, the next day's base tier and what the next day looked like (average net R and how often it was green or better). Those next-day figures describe the record; they are not a rule. Second button **Bars + heatmap**: each week's day colours as one stacked bar against the record's long-run mix, and a heatmap of the next trading day's colour after each colour.

- **Top Green.** average at or above +0.35R per trade → next-day base tier T5.
- **Green.** at or above +0.25R → T4.
- **Yellow.** at or above +0.05R → T2.
- **Red.** below +0.05R → T1.

How to read it. The **Day-colour transitions** table has today's colour in the rows and tomorrow's in the columns. If days are independent, every row should look like the All days row; differences mean one colour tends to follow another.

Good sign. Rows that look like the All days row. **Warning sign.** A row that is very different: for example Red days nearly always followed by Red, which would mean the next day's lower tier is working against recovery.

Day result by colour (new in v62.4). Under the ring: one row per colour. The whisker runs from the worst to the best day of that colour (net R for the day), the bar is its middle half and the dot its average; the right column gives the days, their share and the longest run of that colour. The colour comes from the day's average R per trade, so the ranges overlap only through days with fewer trades.

Changed in v69.25. On a computer or tablet, the Day colours and Colour ribbon cards are now always frosted glass.

Risk › Warning signs ● Level 2 Open this page ›

What it shows. Six signals read against limits the page already uses, each shown as OK, Watch or Act (or Too early). None of them stops trading, and each links to the full chart behind it. A compact strip of the same six sits on Home › Summary.

- **1 · EV per trade.** Watch: EV at or below 0. Act: the whole 95% range below 0.
- **2 · Edge fading.** Watch: t below −1. Act: t below −2 (recent half against the first half; the same maths as Edge › Edge decay, from 40 trades). If neither half has any spread, the test cannot run: the chip shows Watch with the change in EV and “test undefined”, never OK.
- **3 · Drawdown against the 1:1 ruler.** Parity's own status against the 1:1 Monte Carlo ruler: Watch = Watch, Act = Behind. Provisional under 30 trades.
- **4 · Compliance, last 10 reviewed trades.** OK: all 10 Full or Near. Watch: 1–2 Partial or Off-plan. Act: 3 or more, or any Off-plan.
- **5 · Cost cushion.** The win rate minus the break-even win rate. OK: cushion above 5 points. Watch: 0 to 5. Act: at or below 0 (cost has eaten the edge). It needs recorded costs: with the win rate measured but no costs recorded yet it stays Early and shows the cushion at the plan's 0.05R as an estimate.
- **6 · Losing run.** How unusual the current run of losses is. Watch: Unusual (under 10% chance in 100 trades). Act: Rare (under 2%).

How to read it. Read it as a prompt to look closer, never as a verdict. The six limits are listed above, each against a line the page already uses.

Good sign. All six OK. **Warning sign.** Two or more at Act at once, or one stuck at Watch for weeks.

New in v69.25. Two more cards. **Tripwires** shows three of the six signals (EV per trade, Losing run, Cost cushion) as tracks with OK, Watch and Act zones. Sliders set the EV, the trades counted, the losses in a row, the win rate and the cost; the marker shows the chip those inputs would give, and a dashed ring shows where the record sits today when it can be read. **False alarms on a healthy record** runs 600 simulated records at exactly the plan (60% wins at 1:1 after 0.05R cost), each drawn as a square coloured by its worst chip among EV, Edge fading and Losing run at the end. Slide the record length from 30 to 400 trades. Tiles give the share with at least one Watch, with at least one Act, and from Edge fading and from the losing run; at 160 trades about one healthy record in six shows a Watch. A chip is a reason to look, not a verdict. **Second button, Bars:** the share of the 600 records ending OK, Watch or Act, with a 5% line and a triangle on this record's own worst chip, scored by the same three rules over its last trades; a second chart shows how often each chip on its own raises Watch or Act.

Risk › Gate ladder and recovery ● Level 3 Open this page ›

What it shows. Two cards. The **Gate distance ladder** gives the chance of falling to each deeper gate within the next 16, 32 and 64 trades (one, two and four weeks), with the rail cutting risk on the way down. Its second button, **Grouped bars**, draws the three horizons side by side for each deeper gate, with lines at 5% (one in twenty) and 25% (one in four). The **Recovery clock** shows how long until a new equity high, starting from a drawdown, with the rail setting risk on the way back. From site version 89.1 the **Recovery clock** has a third button, **From each gate**: 400 rail runs from the top of each gate, split into back at a new high, still below after 78 weeks and System Lock, with the median time back. It adds the luck and the lock risk to the Recovery table's expected trades.

How to read it. Today's gate, drawdown and risk per trade head the ladder. Drawdown is checked at each day's close, as Parity sets the gate, but a System Lock counts at the trade it happens: a –40% fall stops trading on the spot, so a check only at the close would miss it. A deeper gate with a high chance is a reason to look at the Warning signs, not to change anything.

Good sign. Small chances of reaching the next gate; a recovery clock measured in weeks, not months.
Warning sign. High chances of the next gate within 16 trades, or a recovery clock that grows each week.

Loss runway, recovery clock and recovery table

The ladder has a **Losses in a row** column: how many straight full losses from today it would take to reach each gate, down to System Lock, with the rail cutting risk after every losing day. The deeper gates need far more losses than at today’s risk, because the rail shrinks risk on the way down; a few losses to the next gate is normal at full risk, and high odds for the Recovery gate are normal because two losses in a row reach it. The **Recovery clock** gives, from today’s drawdown (or a what-if set with the slider), the median time back over **all** runs (“Not within 78 wk” when fewer than half recover), the median of only the runs that recover (a **conditional median**, labelled as such), the middle 80% of recovery times, the chance of recovering within 4 and 13 weeks, and the three outcomes, which add to 100%: recovered, hit the System Lock first, or still below the peak. The **recovery table** lists, for a 10, 20, 30 and 40% fall, the gain needed, the gate and risk per trade the rail sets there, the net R to get back (risk rising as the account climbs) and the expected trades at the current EV; at –40% the System Lock sets risk to zero. Deeper holes take much longer: a –20% fall needs +25% to recover, and the rail climbs back at lower risk. That is the price of survival.

Recovery lane (new in v62.4). In the Recovery clock, under the tiles: the weeks back to a new equity high for the runs that recover, on a time axis stretched so the first weeks read clearly. The pale bar is the middle 80% of recoveries, the darker bar the middle half, the dot the median; dashed marks show 4 weeks and a quarter. Under it, one bar shows how every run ends: back at a new high, still below the peak at 78 weeks, or System Lock first. The recovery dial now sits beside the tiles too. The Gate distance ladder no longer flickers on wide screens (its thermometer now fills). The second button, **Histogram + pie**, shows the weeks back to a new high as a histogram with the median and the 90% mark, and a pie of how every run ends.

Risk › Drawdown Doctor ● Level 2 Open this page ›

What it shows. Is this drawdown normal? Pick a depth and a trade count; the doctor runs 2,000 plan paths through the same rules and shows how common a dip that deep is, how long such dips last, which gate it means, and the odds from there. A **Drawdown diary** lists every dip of 3% or more in this record, deepest first, with the class it had against plan paths at that trade count. **Typical recovery** is the median length, from trough

to a new equity high, among the plan paths whose dip recovered; the recovered, System Lock and still-below shares beside it cover every path that reached the depth.

How to read it. Use it when a dip feels bad: if plan paths dip this deep often, the dip is within normal; if almost none do, the record is behind the plan. Gates, not this page, set risk.

Good sign. Dips that rank as ordinary against plan paths. **Warning sign.** A dip that only a few percent of plan paths ever reach, or one that has lasted much longer than plan paths of that depth.

New in v69.25. Two more cards. **The climb back**: pick a depth (1% to 39.5%) and the tier on the way back (T1, T2, T4 or T5). The fall is drawn on the left and the climb on the right, one step per gate, each labelled with the net R it needs at that gate's risk, because the rail raises risk as the account climbs. Tiles: the fall, the gain needed (depth ÷ (1 – depth)), the net R to climb back with about how many trades that is at the plan's EV, and the net R if risk stayed at the Growth gate's T4 risk all the way. Second button, **Bars**: the trades each gate step needs at the plan's +0.15R, a running total, and a red line for the same climb at the Growth gate's risk all the way. With the R | % switch on %, both views show each step's gain in % of the equity at its foot instead, the bars with their compounded total ending at depth ÷ (1 – depth); trade counts and the flat-risk line are R only. **Brake test**: a run of straight losses from the peak (1 to 40, four a day, 1.05R each) in four lanes: the MARS rail and fixed risk at the rail's starting risk (T4 in the Growth gate), 3% and 1%. Gate lines mark where the rail brakes. Tiles give the rail's drawdown with its gate and tier after the streak, the drawdown at the fixed starting risk, the difference and the chance of such a streak at 60%. Second button, **Lines**: the drawdown after each loss of the streak for all four lanes, against the gate thresholds and the System Lock at –40%; the rail's line bends flatter at each gate it crosses.

Risk › Tier forecast ● Level 4 Open this page ›

What it shows. Where the risk tier and gate are likely to be after 4, 8 and 13 more trading weeks (16 trades a week), from today's gate, drawdown and risk per trade, from many simulated paths with the rail setting risk each day. The dial view of the same paths lives on Lab › Forecast › Tiers.

How to read it. The ranges are honest widths: a wide spread means today's position does not fix where you will be. Win rate and cost are the plan's until 30 decided trades (wins and losses), then the measured ones.

Good sign. Most paths at or above today's tier. **Warning sign.** A big share of paths in Floor or lower after 13 weeks: the record would be in real trouble if it behaved like those paths.

Reading the forecast

For each horizon (4, 8 and 13 more weeks) the page gives the most likely tier, the chance of T4 or higher, and the median risk per trade, with a gate table. The tier follows the day colour, so T1 after any red day is normal. Most paths should stay in Growth or Recovery.

Risk › Equity and drawdown ● Level 3 Open this page ›

What it shows. How the risk rail behaved and how deep the dips went. The page holds the equity chart with the underwater curve (growth as a line, drawdown from peak shaded), risk taken against each day's result, the gate ribbon (one coloured strip per trading day above the drawdown curve), tier usage and results (days spent at each tier with the average day net R at that tier). From site version 86 **A23 Risk taken vs day result**

opens on **Dominoes**: the previous day's net R on the top half and the day's risk per trade on the bottom half, in date order; **Scatter** shows the original chart.

How to read it. Growth here is rebuilt from each day's net R × risk, so it can differ slightly from the account. Every dip in detail is on Risk › Pain and tail risk › Drawdown anatomy; the record among its possible orders is on Edge › Luck tests › Path luck.

Good sign. Rising growth with shallow, short dips; risk stepping up after good stretches and down after bad ones; mostly Growth gate; time spread across higher tiers with positive results. **Warning sign.** Deep shading that lasts for weeks; large risk on days that follow a run of losses (it should not happen under the rules); most time at the lowest tiers.

The charts on this page

- **Equity with the underwater curve.** Growth (line) and drawdown from peak (shaded) on one chart. Growth is rebuilt from each day's net R × risk, so it can differ slightly from the account. Good: rising growth with shallow, short dips. Warning: deep shading that lasts for weeks.
- **Risk taken vs day result.** Each day is a dot: across, the previous day's net R; up, the risk per trade the rail then used, coloured by the gate; a line joins the last 6 days. Good: risk stepping up after good stretches and down after bad ones. Warning: large risk on days that follow a run of losses (it should not happen under the rules).
- **Gate ribbon.** One coloured strip per trading day showing the drawdown gate, above the drawdown curve. Good: mostly Growth (green). Warning: long spells in Floor or deeper gates.
- **Tier usage and results.** Bars = days spent at each risk tier; line = average day net R at that tier. Good: time spread across higher tiers with positive results. Warning: most time at the lowest tiers (the rail is holding risk down). On the site the card draws one floor per tier (floor length = days, badge = average day). **Second button, Bars + range:** days per tier as bars (left axis) and the average day's result as a dot with its 95% range (t) against a zero line (right axis); a range above zero is a tier that has paid so far. It follows the R | % switch.

Gate replay, trade by trade (v65). A tab of the Equity, drawdown and gates card. The line is the drawdown after every trade over coloured gate bands; the strip underneath is the gate actually in force. A ring marks the first touch of a deeper level that day, a triangle the gate that applies from the next day's start, a diamond the trade that reaches the System Lock level. The point it teaches: a level touched during a day does not change the gate that day; only the close does, from the next morning. The line is rebuilt from each day's risk and the trades' net R and re-anchored to Equilibrium's close every day. Click an event in the list to find it on the chart.

Risk › Pain and tail risk ● Level 4 Open this page ›

What it shows. Three cards. The **Pain panel** shows drawdown the way an investor feels it: how often the account sits below its high, for how long, and how deep on average, measured at each day's close. **Tail risk** shows how bad the bad days and weeks are: the average of the worst 5% (expected shortfall) says more than one worst number. **Drawdown anatomy** lists every dip of 2R or more in cumulative net R: when it started, how deep in R and in account %, how long it fell, how long it took to recover and its main cause. A fourth, **Return shape**, shows the skew, excess kurtosis and Jarque–Bera test of daily and weekly returns, with a histogram. From view level 3 its **R | %** switch (site version 69.11) shows the same shape in net R per day or week, with the sizing taken out, against plan runs in R; skew and fat tails can differ between the two views, because %

also carries each day's risk tier. From site version 86 the **Pain panel** opens on the **Tide ring** (each day a spoke reaching inward by its drawdown; **Underwater** is the original chart) and **Return shape** on the **Bell tent** (each day or week a dot under a bell-curve canvas; **Histogram** is the original chart). Both views of both cards follow R | %.

How to read it. At 1:1 with four trades a day, daily results fall on a few fixed steps, so the histogram is lumpy by design; the plan runs (400 of them) show what the shape should look like.

Good sign. Skew and kurtosis inside the plan range; tail averages close to the plan's. **Warning sign.** A fat left tail beyond the plan range: more very bad days than four 1:1 trades should produce, which can point to same-day clustering or rule slips.

Example. Skew −0.1 and excess kurtosis −0.6, both inside the plan range: the days look like four independent trades.

Tiles and measures

The **Pain panel** shows the share of days below the high, the ulcer index (typical depth, weighted toward deep dips), average drawdown, how long spells under water last, and an underwater chart with the first gates marked; each tile shows the benchmark’s middle half for the same number of days, and inside or below it is normal for this plan. **Tail risk** gives the worst day and week, the average of exactly the worst 5% (expected shortfall; a part day or week is weighted in part) and the worst week to expect in the next 13 (at the System Lock it reads System Lock: no projected trades), for the record and for the benchmark: plan for the “1 in 10” worst week, not the typical one. **Drawdown anatomy** lists for every dip of 2R or more: start, trough, depth in R and in account %, trades down, trades to recover, win rate in the dip, and its main cause (win rate, payoff, cost or sizing; account depth sizes a day's four trades from that day's opening equity, as the rail does). The cause split shows how much more the dip lost than an average stretch: win rate (losses bunched), cost (a costlier patch) or sizing (risk above average, which deepens the account dip without changing R). Most dips at 1:1 are win-rate dips: losses bunching by chance.

Drawdown fingerprints (v65). Every time the account closed below its peak, drawn from that peak: across = trading days since the peak, down = how far below. Two dips of the same depth can have very different shapes and lengths. The current dip is bold, the deepest is red, and a table lists every dip with its depth, length and recovery date. Day closes only. Second button **Scatter**: each dip as a point, depth against trading days from the peak, with the median recovery time; in % also the gates and the 1:1 benchmark's median deepest drawdown and its worse quarter.

Risk › Exposure and clustering ● Level 3 Open this page ›

What it shows. Two cards. **Currency exposure**: which currencies the trades lean on, how often trades overlap in time, and whether overlapping trades do better or worse than trades taken alone. US index trades (US30, US500, US100) count together as one *US indices* position and every other index is its own position; gold, silver and oil (WTI or Brent) count against the dollar; a symbol the map does not know shows as *unmapped*. **Same-day clustering**: whether the four trades of a day tend to win or lose together, which makes days more extreme than independent trades would. (A chord picture draws markets round a ring with ribbons between markets traded on the same day; red ribbons mean those days lost R in total, which on its own does not show that both markets lost; the ribbon's tip counts the shared days on which both lost.) From site version 86 **Same-day**

clustering opens on the **Long-jump pit**: every reshuffle a landing mark, the record's index a flag; **Histogram** shows the original chart.

How to read it. The dispersion index compares the spread of daily win counts with what independent trades give (1.0 = independent). A reshuffle test moves results between days 2,000 times to see how often chance clumps them this much. It also counts 4–0 and 0–4 days against the number expected and lists same-currency pairs traded on the same day. An index near 1 with a large reshuffle p is normal.

Good sign. An index near 1; 4–0 and 0–4 days close to the expected counts. **Warning sign.** An index well above 1 with p under about 5%: one bad read hits all four trades. The same-currency practice note in the trading plan is the usual cause. The Parity EXPOSURE sheet warns of same-day exposure; it never blocks a trade.

Currency exposure

The currency card shows how often trades overlapped, the most open at once, the biggest same-currency stack, results alone vs overlapping vs stacked, and long and short counts and EV by currency. Stacked trades double the risk on one currency. Parity's EXPOSURE sheet warns about them on the day, as a warning only.

Risk › Growth vs risk ● Level 4 Open this page ›

What it shows. What a fixed risk per trade does to 78 weeks of trading at this win rate and cost, including the System Lock at −40%. Growth rises with risk at first, then the lock takes over: large risk makes a −40% slide likely somewhere along the way, and a locked run stops growing. A **Risk frontier** card puts every fixed risk on one chart: right = more chance of the System Lock in 78 weeks, up = bigger median result, with the best median and the highest risk that keeps the lock under 1 in 20 labelled. From site version 86 the Risk frontier opens on **Fireworks** (one rocket per risk level: burst height = median result, falling red sparks = runs that hit the System Lock) and gains a third view, **Pain price** (the median worst drawdown at each risk); **Frontier** is the second button. The **Doubt discount** opens on **Raindrops**: every possible miss of the estimate landing on the true growth hill; **Lines** shows the original chart.

How to read it. This is why MARS does not hold one high risk: the rail runs at up to 5.5% (Balanced) while the account is near its peak and shrinks it as the account falls. On wide screens the two cards sit in two columns.

Good sign. The rail's risk sitting left of the best-median point. **Warning sign.** A record whose risk level sits far right on the frontier.

New in v69.25. Three more cards. **Volatility drag**: slide the risk per trade (0.5% to 30%, or the buttons **Rail's top risk** and **Kelly**). A lens shows every way 100 trades can end, from the exact odds of the number of wins, with the average account and the typical (median) account marked. Tiles give both, the drag in growth points, and where drag wins: beyond about twice Kelly the typical account shrinks. Second button, **Histogram**: one bar for each possible number of wins in 100 trades, placed at where the account would end and as tall as its exact chance (red when it ends below the start), with lines for the average account, the typical account and the start; the gap between average and typical is the drag. **Bet-size derby**: five accounts trade the same 78 weeks of simulated trades at the record's win rate (the plan's until 30 trades): fixed 1%, fixed 3%, fixed Kelly, fixed twice Kelly and the MARS rail. Fixed lanes stop at −40% from their peak. **Go** plays the season week by week and **New race** deals another; tiles show the best lane still trading at week 78, the rail, twice Kelly and how many lanes locked. Second button, **Lines**: each sizing's account by simulated week on a log scale, a triangle on the week any lane locked, and the 1:1 benchmark's median growth from the site's Monte Carlo

ruler as a grey dashed line. Go plays the lines too. **Doubt discount**: a Kelly worked out from an estimated win rate overshoots or undershoots. Slide how far the estimate can be off (0 to 10 points; **The record's doubt** uses its standard error) and the hill shows the growth for each fraction of the estimated Kelly. Tiles give the Kelly at the estimate, the best fraction with doubt, the growth given up by betting all of it, and the record's own doubt.

Risk › Kelly check ● Level 5 Open this page ›

What it shows. The risk per trade the measured edge would justify by the Kelly rule, at full and half Kelly, next to the risk the rail is using now. Two more pictures: the **Growth hill** (growth against risk, with the peak marked) and **Lock-odds dials** (the chance of the System Lock at different risks). The dials' second button, **Bars**, shows the same three chances as bars with lines at 5% and 20%. From site version 86 the **Growth hill** gains a second button, **Lines**: the growth curve with half Kelly, full Kelly and today's risk marked and, from 30 trades, the curve at both ends of the win rate's 95% range.

How to read it. For a 1:1 trade with cost c: Kelly f = (p·(1 − c) − (1 − p)·(1 + c)) ÷ ((1 − c)·(1 + c)). The range uses the 95% Wilson range of the win rate; plan figures are used until 30 trades. Full Kelly maximises long-run growth but brings deep drawdowns; most professionals use half Kelly or less. A small error in the win rate makes Kelly far too big, which is why the range matters.

Good sign. The rail's risk at or below half Kelly. **Warning sign.** The rail's risk above half Kelly while the win-rate range is still wide. It is information only: the rail sets risk.

Example. At 60% and 0.05R cost, full Kelly is about 15% and half Kelly about 7.5%. The rail's 5.3% sits below half Kelly: conservative, by design.

Risk › Rail value-added ● Level 5 Open this page ›

Where performance came from. The first card replays the same counted trades four ways from the same start: one **fixed risk** (the record's own average), the **prescribed rail** (the simplified rules), the **risk actually used** each day, and the **published account**. Three gaps follow: **sizing** (rail against fixed: what adaptive sizing added on this sequence), **rail execution** (used against prescribed, with the days that differ; a few are expected, because the full rail also has the caution lock, part-day rules and manual tiers; a day recorded at 0% risk stays at 0% and is counted among them), and **rebuild against published** (money rounding, lot steps and costs in money against R; a large gap is worth checking). From site version 86 **Where performance came from** opens on **Cascade** (four pools and the spill between them; **Lines** is the original chart), and **Rail value-added** opens on **Abacus** (one bead per day, slid by what the rail added or cost that day), keeps its two charts as **Ribbons** and gains a third view, **Order cloud** (the 1,000 random orders, from 32 trades).

What it shows. Is the rail earning its keep? The real record (risk set each day by the gates and tiers) beside the same trades at one flat risk.

How to read it. Four cards: the comparison; **Account growth** (the ribbon between the lines is the rail's lead: green = rail ahead, red = flat ahead); **Drawdown** (below each version's own peak; green ribbon = the rail is shallower); and **What to expect over 78 weeks** (simulated 78-week runs at the plan or measured win rate and cost: the rail beside a flat risk equal to each run's own average rail risk).

Good sign. The rail shallower in drawdown with at least as much growth. **Warning sign.** Flat risk beating the rail on both: then the rail is costing growth for little protection.

The luck check

By default the flat-risk version uses the same average risk, the fair test. The page shows return, max drawdown, return ÷ drawdown and ulcer index for both, and a luck check replays the trades in 1,000 random orders. The rail's main job is survival: expect it to cut the System Lock chance sharply, sometimes at the cost of some return.

Risk › Pro ratios ● Level 5 Open this page ›

What it shows. The ratios professional funds report: Sharpe, Sortino, recovery factor, gain-to-pain, Omega and tail ratio, plus a rolling 20-day Sharpe. From site version 86 the card opens on the **Battery pack**: six ratios, each charged to its percentile among the plan runs; **Rolling Sharpe** shows the original chart.

How to read it. All are worked out on daily returns (that day's risk × the day's net R). Sharpe and Sortino are annualised with √208 (four trading days a week, 52 weeks). Each ratio is compared with 600 plan runs of the same days at the record's average daily risk setting (each trading day's risk per trade, every day counted once, since the plan days always take four trades). Read each ratio against the plan runs in its row, not against figures quoted for hedge funds: a 1:1 strategy with high risk per trade has very different returns from a fund. It needs 10 trading days. Every card on this page reads the whole account's daily record, so ⚲ Filters change none of them (each card's chip says *Whole record: not filtered*); the Pro ratios card names the number of trading days used. A trading day whose risk or net R is not yet published is never joined over: the card says how many days are missing, the recovery factor waits, and no rolling 20-day window crosses the gap. The rolling chart's reference line is the median of plan runs of 20 days, the window's own length; with exactly 20 days the first reading is shown as a number. The tail ratio compares sizes only, and its row says when even the best 5% day was a loss.

Good sign. Ratios inside or above the middle of the plan runs; a rolling Sharpe that stays positive. **Warning sign.** Sortino far below Sharpe (losses are worse than gains), or a rolling Sharpe falling for weeks. Swings in a 20-day window are normal.

New in v69.25. Two more cards. **Mixing desk** sets twenty trading days on faders (−24% to +24% a day). Drag a fader or use the buttons: **The record's last 20 days** (from 20 trading days), **Plan-like days**, **Add a crash day**, **Spread it over 3 days** and **Flatten the wins**. Six LED meters show the Sharpe, Sortino, recovery factor, gain-to-pain, Omega and tail ratio of those 20 days, worked out as on the Pro ratios card. **How sure is the Sharpe?** draws two lanterns: the record's daily returns re-drawn 1,000 times (a bootstrap), and the range the same Sharpe would have after the number of days you pick (10 to 312, the standard error of Lo, 2002). The plan's Sharpe, about 4.4 at any risk size, is marked. It needs 10 trading days. Its second button, **Range line**: today's Sharpe with the 90% range it would have after each number of days up to 312, the plan's Sharpe, and the day the range clears zero when that falls inside the cycle.

Risk › Rail Cockpit ● Level 2 Open this page ›

What it shows. A training game. Each morning you see what the rail sees (yesterday's results, the drawdown from the peak, last week's average) and call today's gate and tier. The cockpit then shows what the record actually used, and the rule behind it, step by step. From site version 86 the **Rule map** opens on **Rose**: gates as sectors, yesterday's colours as petals, petal length = risk per trade, with the record's mornings as dots; **Grid** shows the original map.

This week's decision. Above the cockpit, one real morning from a finished week, picked where the rule mattered most (a gate change first, then a lower tier). You see only what was known at the close, call the gate and tier and say how sure you are (50% to 100%). The reveal shows the record's answer, the rule step by step with the **deciding rule** (gate cap, structural cap, weekly modifier or day colour), your score of 2, and, separately, what the account did next: a right call followed by a losing day still scores 2 of 2. Your first call on each morning and its confidence are kept in your browser, and the card shows how often you were right at each confidence. **Another morning decided by the same rule** tests the same rule in other conditions. A week can be linked directly (`#risk/cockpit/7`).

How to read it. It needs 3 trading days. Score and tries are kept while the page is open. It uses the same rail engine as the rest of the site, so the numbers always agree.

Good sign. Calling gate and tier correctly without help. **Warning sign.** Repeated misses on the same rule: read the gate and weekly-status tables at the start of this chapter.

New in v69.25. Two more cards. **Rule map** puts the whole morning rule on one map: across, the seven gates by drawdown from the peak; down, yesterday's colour (Top Green, Green, Yellow, Red). Each cell gives the tier and the risk per trade the rail would use for the weekly modifier you pick (+1, 0, −1 or −2), with **Show risk per trade** or **Show tier** first. Dots are the record's own mornings, placed by yesterday's colour and that morning's gate; hovering one shows the gate, tier and risk the record used. The map leaves out the elite cap and the caution lock, so a dot's own values are the answer key. **Rail piano roll** draws every trading day as a note on the tier it was played at (the System Lock is its own row), coloured by that day's result; **Play the roll** replays it. Tiles: the most played tier, tier changes, the longest stay at one tier and the average risk per trade. It needs 3 trading days. The piano roll's second button, **Step line**, draws the tier each trading day with a 5-day average and the average tier.

Risk › What would MARS do? ● Level 2 Open this page ›

What it shows. Made-up situations, real rules. 100 situations in four sections of 25 (drawdown gates, day colours, the weekly status, System Lock, the 30-trade rule, warning signs, the checklist): pick what MARS would do, then see the rule and where it is written in the Trading Plan and Risk Charter (v1.4.1). An endless **Tomorrow's risk** mode generates random cases and checks your gate and risk call against the rail engine.

How to read it. It works with no trades, because nothing in it comes from the record. Each section has a badge for 20 of its 25 cards answered right (at any time, not in one sitting). Choices in a live account still belong to the trader.

Good sign. Answers that match the Charter section shown. **Warning sign.** Missing the same type of question twice: re-read that rule in the Charter.

Which Risk page first?

- **What will the rail do tomorrow?** Tomorrow.
- **How deep is too deep?** Drawdown Doctor, then Gate ladder and recovery.
- **Is anything wrong?** Warning signs.
- **Is the rail helping?** Rail value-added, Growth vs risk.
- **Learn it by playing:** Rail Cockpit, What would MARS do?

Four sections and their badges (new in v63). Rail and gates (gates, tiers, day colour, weekly status, risk per trade) earns **Gatekeeper**; **Edge and statistics** (1:1, expectancy, win rate, the breakeven band, the 30- and 300-trade rules) earns **Edge Reader**; **Execution and compliance** (the routine, the 14-item checklist, compliance bands and grades) earns **Checklist Sniper**; **Risk and recovery** (deep gates, System Lock, the stop rule, the warning signs) earns **Iron Floor**. The section board under the tiles shows each section's cards right and a bar to its badge; tap a section to practise only its 25 cards, tap it again for all 100. Every answer is logged on your device, so My profile can show your accuracy, your streak of right answers and your strongest and weakest section. Guessing will not earn a badge: at 50% a guess, 20 right out of 25 happens about once in 490 tries. The first badge, **Rail ready** (20 of the original 24 cards), is retired but stays in My badges for anyone who earned it.

6 · Performance: where does the edge come from?

Theme. *Where does the edge come from? The pages slice the record, test whether each slice is real, then follow the edge through time, cost and exits to the benchmark.*

Performance takes the record apart. Edge asks whether there is an edge; Performance asks **which trades, markets, times and costs are making or losing it**. It has **14 pages**. Most of them **slice** the record, and slicing has one big trap: the more ways you slice, the more likely one slice looks special by luck. That is why this menu leans on ranges, shrinkage and corrections, and why several pages warn you off small samples.

Rules of thumb for every slice

- Rows or cells with **under 10 trades** are faded: mostly luck.
- Trust slices with **30 or more** trades; even then, ask the Evidence ledger and Filter-trap meter before acting.
- Look for **whole rows or columns** that differ, not single bright cells.
- Nothing on these pages changes the rules. They feed the trader's discretion notes and the milestone reviews.

Levels: Explore at level 1; Compare periods and Week bingo at level 2; Breakdowns, Benchmark arena, Market climate, Time and rhythm, Markets and mix and Cost at level 3; Growth attribution, Evidence ledger and Excursions and what-if at level 4; Leaderboard and Benchmark rank at level 5. All of these follow ⚲ Filters and 🗓 Dates where the page uses trades.

Performance › Explore ● Level 1 Open this page ›

What it shows. The page for asking your own questions. Pick any mix of **asset class, market, session, timeframe, direction, weekday and dates**; every number, chart and calendar square on the page then uses only the trades that match. **Asset class** (version 68.0.4) is Forex, Indices (US30, US500, US100) or Commodities (gold and silver, and oil), worked out from the symbol; the trade log shows it on each trade, with Metals or Energy for commodities. From site version 87 three cards here open on a picture: **Cumulative R** on **The walk** (wins step up, losses step right; **Line** is the original chart), **Compare** on **Kites** (each group's value with its 95% range as the kite's height and its share of trades as the width; **Board** is the original) and **Who**

carried the result? on the **Rowing crew** (oar length = each group's total; **Bars** is the original), which also gains the R | % switch on its totals.

How to read it. Cards: **Filters** (the picker), tiles and a calendar for the matching trades, **Cumulative R** (the matching trades only, in order), **Compare** (split the matching trades by any field; bars = EV per trade; right = trades and win rate) and **Matching trades** (click a column heading to sort; click again to reverse). The **Filter-trap meter** sits underneath: could the slice you are looking at be luck? It compares your filtered trades with random groups of the same size drawn from all trades, and checks the best slice in each field against shuffled data. Rows with under 10 trades are faded.

Good sign. A slice with 30 or more trades whose EV stands clearly apart from the shuffled groups. **Warning sign.** Acting on a flattering slice with a handful of trades. For example, "Tuesday EV +0.6R" from 5 trades is mostly luck.

The eight tiles, the calendar and saved views

- **Filters.** Before the first counted trade the filter bar is greyed out with a gray Locked chip; it unlocks by itself once trades arrive. Each drop-down starts at "All"; From and To limit the dates; you can combine any of them (London + EURUSD + Tuesday). "Reset filters" clears everything. Explore's own filter bar is the same filter as ⚲ Filters.
- **The count.** The line under the filters says how many trades match. Under 30 it shows a gray Provisional chip: the slice is too small to judge, however good or bad it looks.
- **Eight tiles.** Trades (with wins, losses and breakevens), win rate (breakevens left out), EV per trade, net R, R profit factor, average cost, worst slide (the deepest drop in cumulative R) and the longest losing run, all for the matching trades only.
- **Compare by.** Splits the matching trades by any field (asset class, market, session, timeframe, direction, weekday, slot, exit, tier or gate). Bars show EV per trade; the numbers on the right are trades and win rate.
- **Calendar.** One square per trading day, Monday to Thursday, one row per cycle week. Green squares made R, red squares lost R, darker means a bigger day. Every square prints its net R and trade count, so colour is never the only clue. Dashed squares had no matching trades. A small gold dot in a square's corner marks a day with a Trader's journal entry (also on a day without trades). Click a square to see that day's trades (a journaled day without trades opens its journal summary; the calendar runs to the last journaled day) with its gate, tier, risk per trade and drawdown at the close (on a journaled day also the mood, intent and whether the intent was kept, with a link to that day in Records › Journal); click again or press "Close day" to hide it. The calendar also shows the **lesson of the week**: one sentence from the first focus item of that week's weekly review, written by the reviews and published as written (practice weeks are not shown); it also appears at the end of the week's story and on the timeline.
- **Saved views.** Name the current filters (for example "London M5 buys") and recall them later from the Saved views list. A saved value not yet in the record (a market not traded yet) is left as All, and the page says so. Saved views stay in your browser on your device.
- **The filter trap.** Slice the data enough ways and something will always look brilliant. A slice of 12 trades with EV +0.6R is mostly luck. Trust a slice only when it has many trades (100 or more is a good bar) and it still holds as more trades arrive.

New in v65. What did each filter change? removes each active filter in turn and shows the EV and trade count without it: a filter that lifts EV a lot on few trades is the likeliest trap. The rows do not add up, because filters

overlap. **Who carried the result?** shows, for the Compare by field, each group's total net R as a bar and its EV per trade with a 95% range as a dot, so a group that made the result by volume can be told from one that made it with a few good trades. **Does the edge repeat?** gives each group a strip of weekly EV dots on one scale: a positive average built from many up weeks repeats; the same average from one big week does not. Its second button, **Heatmap**, shows the same weekly EV as a grid of cells (a row per group, a column per week), coloured around the plan's +0.15R rather than zero, with each group's overall EV and 95% range at the right: a range wholly above zero, in bold, is an edge that holds up across weeks. **Saved views side by side** compares two saved views row by row and counts the trades they share. **What these numbers rest on** shows how many matching trades carry each optional field (cost, planned R:R, hold time, excursions, grade, climate); the Average cost tile now says on how many trades it rests.

Filter-trap meter: how unusual is this slice? (v65). The meter now draws its 2,000 random groups as a dot chart with your slice marked, and colours the groups that did at least as well. **Correction:** from v50.1 to v64 the Filters also narrowed the meter's "all trades" pool on Explore, so with a filter on it compared the slice with itself and could not give an answer. Since v65 the random groups and the best-slice check are always drawn from the whole record.

New in v70. When nothing is saved yet the Saved views list says how to make one, and the hint explains that a saved view is a named set of the filters, kept in this browser only.

New in v72. The split under **Compare by** is a Compare board. Pick the measure (EV, win rate, net R, profit factor or average cost), sort the groups and set a minimum number of trades. Each group is a diamond with a line for its 95% range and a dashed gold line for the plan; beside it are its trades, win rate, profit factor and a **vs the rest** chip, a test of whether the group's gap from all other trades could be luck. The chip and the head-to-head use Welch's t-test on net R: its null hypothesis is that the two groups have the same average net R (EV), not that either EV is zero; with no spread in either group it reads not testable. Below, a **head-to-head** puts any two groups side by side with a verdict. A group under 10 trades says almost nothing.

Performance › Compare periods ● Level 2 Open this page ›

What it shows. Two periods side by side, A and B: for example this month against last, or the first 50 trades against the next 50. From site version 87 **Cumulative R, A vs B** opens on the **Zipper** (A's trades as the teeth above the tape, B's below, trade for trade; **Ribbon** is the original chart, and both follow R | %) and **What changed EV?** on **Canal locks** (one lock per cause between A's water level and B's, with the noise range as a band; **Waterfall** is the original chart).

How to read it. The **Side by side** card shows B as the big number with A underneath (risk and drawdown come from the daily record at day close). **Cumulative R, A vs B** starts both periods at zero; the ribbon is the gap, green where B is ahead and red where A is ahead, and diamonds mark the overtakes. **Split by field** shows net R by group in each period.

Why did EV change? Mix vs performance. The last card splits the change in EV a trade from A to B into two parts, grouped by the **Split by** field: the **mix effect** (trading a different blend of groups, for example more trades in a weaker session) and the **performance effect** (the same groups earning a different EV). The two add up exactly to the change; a group traded in only one period counts as mix. Example: EV +0.21R → +0.32R, mix −0.05R, performance +0.17R, so the sessions themselves earned more. MARS Equilibrium has one exit design, so the groups are fields such as session, market and timeframe, not branches.

Good sign. B at least level with A on EV, with similar drawdown. **Warning sign.** Concluding from short periods: each period needs dozens of trades before a gap means anything.

What you can compare

Any two weeks, months or date ranges. Each tile shows B large, A underneath and the change (green = better, red = worse); a chart lays both periods' cumulative R over each other and a table splits them by session, market or any other field. One week against another is mostly noise. Under 30 trades in a period the page marks it Provisional.

What changed EV? Step by step (v65). A waterfall from period A's net EV per trade to B's. The bars between are the causes: win rate, winner size, loss rate, loss size, scratches (trades inside the ±0.10R band) and costs. Rate and size are split with the two periods' averages, so the order does not matter and the bars add up to the change exactly; if they ever did not, the card would hide the breakdown. Gross R is net R plus the recorded cost, and the card shows on how many trades a cost was recorded. A line above the chart says whether the change is larger than the 95% noise range for that many trades: a change inside it is a description, not a cause.

Performance › Breakdowns ● Level 3 Open this page ›

What it shows. Three tools for slicing: **Slice confidence** (two views), the **Two-way heatmap**, and the classic **Breakdowns** tables (one each by exit, session, weekday, slot, direction, risk tier, gate, mode, symbol and timeframe, each with trades, wins, losses, breakevens, win rate, EV, net R, profit factor and cost; chart cards by session, weekday, timeframe, direction and exit, and symbol (the 12 with most trades); and Day profile: wins per full 4-trade day against theory at a 60% win rate. Every table's win rate is wins ÷ (wins + losses), breakevens left out, as on Home, with or without a filter (Equilibrium's own slice tables divide by all trades); a slice with only breakevens shows a dash, not 0%, and, since site version 69.18, **By asset class**: trades, win rate, EV, net R, profit factor and cost for Forex, Indices and Commodities, right after By symbol; it follows the Filters like the other tables).

How to read it. Slice confidence has two tabs. **Lollipops**: one lollipop per slice; the stick runs from zero to the slice's EV, the head grows with its trade count, and the soft halo is the 95% range the true EV could sit in. Small slices have wide halos: a long stick with a huge halo is mostly luck. **Noise funnel**: every slice as a bubble (further right = more trades, higher = better EV); the shaded funnel is how far EV can stray from the whole record's EV by luck alone at that sample size. Bubbles inside the funnel are noise; only bubbles outside it deserve a second look. The **Two-way heatmap** lets you pick two fields (rows and columns, including the review fields Climate rating, Climate fit and Quality grade) and shows EV, win rate or net R for every combination; cells are shaded by value, labelled with their trade count, and small cells are faded. A **Mosaic** switch redraws the same grid with tile area = number of trades, so thin slices look thin however bright. It needs 5 counted trades. Look for whole rows or columns that differ, not single bright cells: a single cell is usually a handful of trades.

Good sign. No strong pattern, or a pattern that matches the Evidence ledger. **Warning sign.** Making a decision from one bright cell with fewer than 30 trades.

Example. EURUSD × London shows +0.4R on 12 trades while the rest of the EURUSD row is near +0.1R: interesting, but 12 trades is mostly luck.

New in v72. The Two-way heatmap opens as **Orbs**: each cell is an orb whose size is its trade count and whose colour is the measure against its reference (the plan's +0.15R for EV, 60% for win rate, zero for net R). The ring round each orb is its win rate with a gold tick at 60%; pills on the right and at the bottom give the whole row and the whole column, and the best cell is ringed. Heatmap and Mosaic are still one click away.

Performance › Evidence ledger ● Level 4 Open this page ›

What it shows. Every slice of the record (asset class, market, session, weekday, timeframe, slot, direction, tier and gate) tested against all the other trades at once.

How to read it. For each slice, Welch's t-test compares its average R with the other trades (exact Student-t p-value). The Benjamini–Hochberg method then controls false discoveries at 10%, so a slice only counts as standing out if it survives the correction. Test enough slices and some always look special by luck; the adjusted p-value corrects for that. It needs 20 counted trades. Most slices should say “no clear difference”; only rows marked as surviving are worth discussing, and even those need many more trades before any change.

Good sign. Few or no slices surviving, or a survivor that stays as trades are added. **Warning sign.** A slice that looks great on its raw p-value but disappears after correction: that is the filter trap in action.

Example. London trades average +0.14R against +0.10R for the rest. The raw p-value is 0.04 but the adjusted one is 0.31, so it is not a survivor.

Performance › Leaderboard ● Level 5 Open this page ›

What it shows. The **Slice leaderboard, luck-adjusted**: slices ranked by EV after pulling each one toward the overall average in proportion to how little evidence it has (empirical-Bayes shrinkage).

How to read it. A 6-trade slice with a great EV moves most of the way back to the average; a 100-trade slice barely moves. What is left at the top is the slice that is good *and* well supported.

Good sign. A leaderboard whose top slices have many trades. **Warning sign.** A top slice that fell a long way after shrinkage: it was mostly small-sample luck.

Performance › Time and rhythm ● Level 3 Open this page ›

What it shows. When does the edge show up? The page opens with the **Edge river** (each stream is one session's running total of net R, day by day; streams above the centre line make money, the width of the river is how much each session has contributed, and the white line is the total) followed by time charts and a **Time in trade** card. The river's second button, **Lines**, draws each session's running net R and the total as lines and, in R, the plan pace for the trades taken so far. From site version 89.1 **A11 The trading clock** has a third button, **Before / after cost**: each hour's EV before costs (hollow) and after costs (solid), so an hour whose edge the costs eat stands out.

How to read it. Weekday × session and slot × weekday are also one-click presets on Performance › Breakdowns › Two-way heatmap. The **trading clock** is a 24-hour dial in New York time: each wedge is an hour; longer = more trades, green made R, red lost R, darker = stronger EV. The **weekday × session** grid shows average net R per trade for every market, with trade counts. **Slot × weekday** shows total R by trade slot (T1 = first trade of the day) and weekday. **Holding time vs result** plots every trade as a dot (minutes held on a log scale against net R, coloured by session), and the **Time in trade** tabs (Fast vs slow, Every trade) group the

same trades into holding-time buckets. **Month by month** is an R waterfall: each calendar month as a step up (green) or down (red), ending at the running total. **Intraday shape by weekday** averages cumulative R through the four slots of a day, one line per weekday.

Good sign. Most trades in a few hours and mostly green; similar colour down the slots; lines rising through the day; winners spread across holding times; more and bigger green month steps. **Warning sign.** Long red wedges in the busiest hours; T3 and T4 consistently red (later trades may be weaker); a weekday whose line falls after T1 or T2; a cluster of fast losers in one session; several red months in a row. Ignore cells with only a few trades.

Time in trade

The **Time in trade** card groups results by holding time (under 15 minutes, 15 to 60 minutes, 1 to 4 hours, over 4 hours): trades, win rate, EV and net R per bucket, the median hold of winners and losers, and fast (under 1 hour) against slow with the chance the gap is luck. At a 1:1 hard stop, holding time reflects how fast the market moved, not a choice. A bucket with under 30 trades means little.

New in v72. Month by month is a month cable: each month is a capsule from where the running total stood to where the month left it (green rose, red fell), a cable traces the running total, and a tower on the right stacks the winning months and cuts the losing ones back out. The R | % switch still works. Its second button, **Waterfall**, steps each month from the running total to where it left it, then the total; in R a dashed tick marks where the month would have ended at the plan pace for its trades. **Time in trade** is a dial: round the dial is holding time (log scale), out from the centre is net R, the dashed gold ring is 0R, shaded sectors are the four holding-time buckets coloured by EV, and two hands point at the median hold of winners and losers. The centre gives fast (under 1 hour) minus slow EV and the chance that gap is luck.

Performance › Markets and mix ● Level 3 Open this page ›

What it shows. Which markets carry the edge, and in which direction? The page opens with the **Trade flow** picture: every trade flows from its session, through its timeframe, to its result; band width = number of trades; the first set of bands is coloured by that route's EV (green earns, red costs) and the second by the result. Its **Bars** button shows each session → timeframe route as one bar split into the share of its decided trades won (green) and lost (red), with the trade count underneath and the EV on top, against the plan's 60% and the break-even win rate: a green top above the gold line is a route beating the plan; thin routes are mostly luck. From site version 87 three more cards open on a picture: **A17 Market map** on the **Garden** (stem = EV, bloom = trades, bracket = the EV's 95% range; **Bubbles** is the original chart), **Trade mix by session** on the **Parliament** (one seat per trade, filled for wins; **Donut** is the original) and **Share of trades vs share of the result** on the **Sundial** (pole = share of trades, shadow = share of net R; **Dot plot** is the original).

Trade mix by session sits as a medium ring beside **Share of trades vs share of the result**: one line per session from its share of the trades (hollow dot) to its share of the net R (solid dot, green when the session earns more than its share, red when it earns less), with a table of trades, win rate, EV, net R and average cost.

How to read it. Then the **market map** (each bubble is a market: right = more trades, up = higher EV, bigger = larger total R), **timeframe × session win rate** (colour shows distance from the 60% plan), the **market race** (running net R for the five most-traded markets) and the **edge fingerprint** (a radar of six measures against plan: win rate, EV, profit factor, payoff, green weeks and cost efficiency; the bold ring is the plan).

Good sign. The biggest, right-most bubbles above the plan line; most race lines rising; the fingerprint on or outside the plan ring all round. **Warning sign.** A big, heavily traded market below zero; one market falling steadily while the others carry it; a deep dent in the fingerprint, which is the weak spot.

Performance › Market climate ● Level 3 Open this page ›

What it shows. Is the edge coming from the trader or from the market? Three cards.

- **Climate edge map.** Rows = the market climate at entry; columns = the trade's quality grade family (A, B, C, D). Above the grid: trades with a reading, the share taken in Prime or Favourable climate, the good-fit rate and the climate gap (EV in good climate minus EV in poor climate).
- **Market context** (volatility and news). Each trade tagged with how big the market's moves were when it opened (its ATR on the trade's timeframe against that market's last 180 days in the same session: bottom 20% = Very Low up to top 20% = Extreme), and checked against the weekly economic calendar: was there a high-impact release for either currency within an hour of entry, on the same day, or not at all? US index trades are checked against US (USD) releases.
- **Volatility by week.** The mix of volatility zones in each week, a weekly volatility score, and how that score relates to the week's EV.

How to read it. Every trade review rates the market at entry as **Prime**, **Favourable**, **Unfavourable** or **Hostile**, from twelve fixed readings over five dimensions (trend, structure, momentum, volatility and timing, which includes session and news); the worst dimension wins, and two or more dimensions not visible means Not rated. The rating is never part of the grade or compliance. On the **Climate edge map**, a cell is coloured by how sure we are its EV is above zero and never shows 100% or 0%; dashed cells under 5 trades stay uncoloured; click a cell for its trades. For **Market context** and **Volatility by week** read as context, not signals; a strong link needs many weeks before it means anything.

Good sign. EV positive across most climates and volatility zones; a small climate gap. **Warning sign.** EV positive only in one climate or zone, which would make the edge depend on conditions.

Performance › Cost ● Level 3 Open this page ›

What it shows. How much of the edge goes to spread, fees and slippage, all in R. Four cards: **Cost budget**, **Trading cost in R**, **Cost X-ray** and the **Cost heatmap**. From site version 88 **A32 Heat taken** opens on **Matchsticks** (one match per trade, burnt down by the heat it took before closing; **Grouped bars** is the original chart) and **A33 Where the EV comes from** on the **Water tank** (winners pour in, losers, breakevens and cost drain out, and the level left is the net EV; **Waterfall** is the original).

Cost budget. The quick answer first: gross edge (net R plus all-in cost), cost, net edge and the **share of the gross edge spent** on costs, with the same split by session and a **coverage** tile (trades with a cost figure). When the gross edge is under 0.05R the share is shown in R only, because the percentage swings wildly near zero. The plan for scale: 60% wins at 1:1 gives a gross edge of +0.20R, and 0.05R of cost takes 25% of it. The Cost X-ray below gives the same split by market, timeframe and slot as well.

How to read it. Fees = broker commission; **spread** = the gap between buy and sell prices; **slippage** = being filled at a slightly worse price than the stop or target. **All-in cost** adds the three; **gross edge** is EV before costs; the **share of edge used by cost** = cost ÷ gross edge. The **Cost X-ray** splits gross edge, cost and cost share by market, session, timeframe and slot (it needs at least 5 trades with costs). Its second button, **Bars**, splits each

group's gross edge per trade into net EV and cost, with a tick at half the gross edge and the plan's 0.05R cost. Tiers: cost under a third of gross edge is comfortable. The Cost heatmap shows where cost bites hardest, usually small stops or wide-spread sessions. A real edge can still lose money after costs.

Good sign. A cost share well under a third in every busy slice. **Warning sign.** One market or session where cost takes half or more of the gross edge; the cost bar close to or larger than the gross edge.

Example. Gross edge +0.22R a trade, cost 0.05R: cost takes 23%. In the Asia session cost takes 41%, because spreads are wider.

The quality charts and the cost heatmap

This page also carries the charts of what a typical trade looks like and where the EV really comes from. **Every result, by session**: each dot is one trade, spread sideways so they do not overlap; the black bar is the session's average R (good: average bars above zero in busy sessions; warning: a session whose average sits below zero on many trades). **Cost drag over time**: 20-trade averages of the edge before cost (gross), the cost per trade and what is left (net EV); warning: cost creeping up toward the gross edge. Its **Lines + bars** button draws each trade's cost as a bar under the 20-trade gross and net EV lines, with the plan's 0.05R cost and +0.15R EV in R; both views have the R | % switch (plan lines in R only). **Profit left on the table**: for winners, how far price kept going in your favour (MFE) beyond the R actually banked; warning: many winners in the right-hand bars means the 1:1 target often cuts runners short (a research topic, not a rule change). **Heat taken: winners vs losers**: how far trades went against you (MAE) before closing, as a share of winners and of losers; warning: many winners near 0.9–1.0R means lots of close calls. **Where the EV comes from**: a waterfall of what winners add, what losers take, breakevens and cost, ending at net EV; warning: cost taking a large slice of what remains. The **Cost heatmap** shows average all-in cost in R by market and New York time of entry (3-hour blocks), each table cell coloured against the plan's 0.05R (green cheaper, red dearer, pale about at plan; cells with 1 or 2 trades faded), with the cheapest and dearest cells (only blocks with 3 or more trades count for those two); rollover hours (17 to 19 NY) are usually dearest, and small stops also raise cost in R. A **Leak map** button (site version 92; it replaces the Thermal scan of version 73) draws each market as a tap, the biggest leak first: the drops are its trades (one drop each, or one for every few trades when a market has many), each drop as large as the market's average all-in cost (full size at 0.12R), and the puddle under the tap grows with the total R that market has paid in cost. A tap drips orange when its average cost is above the plan's 0.05R and blue when at or under it. Hover or tap a tap for its cheapest and dearest New York block with 3 or more trades; the row above gives the total R paid, how many markets are dearer than plan and the biggest leak.

Performance › Excursions and what-if ● Level 4 Open this page ›

What it shows. How the trades moved, using the excursion logger, in R: **MFE** (maximum favourable excursion: the furthest a trade moved in profit before closing) and **MAE** (maximum adverse excursion: the furthest against it). The page opens with **Excursion comets** and also holds **How far trades travelled**, **Ghost exits** and the **Excursion map**. Excursion comets has a second button, **High-low bars**: each trade as a bar from its worst point (MAE) to its best (MFE) with a tick at the close, against the ±1R stop and target and the median MFE and MAE; both views have the R | % switch (stop and target in R only). From site version 88 the **Excursion map** opens on the **Quilt** (every trade a tile in its 0.25R cell; **Scatter** is the original chart; each dot is named by its trade number, as in the Trade log, breakevens are in the key, and the arrow keys step through the trades) and **Actual exits vs ghost exits** on the **Punch card** (one column per entry, one row per exit; **Lines** is the original,

and both follow R | %). **Exit choice** keeps its **Podium** and gains **Bars + range** (EV per trade with its 95% range) and a third view, **Win rate needed** (the win rate each exit had against the rate its payoff needs).

How to read it. Comets: each trade is a comet; the head is where it closed and the tail shows the journey the other way. Winners' tails reach down to their worst point (the heat taken before winning); losers' tails reach up to their best point (the profit seen before losing). Long red tails are trades that were nearly winners. **Ghost exits** replay the same entries with 1:2 and 1:3 targets, without changing the live plan; they need a large sample (under 100 trades, differences are mostly noise). The **Excursion map** is a scatter and a market × session heat map; it also counts losers that were +0.5R up first and winners that were −0.5R down first. **Coverage** is the share of trades with logger data; every figure here describes only those trades.

Good sign. Winners high on MFE and low on MAE (clean entries); the actual exit with the highest, or close to the highest, EV. **Warning sign.** Many losers that were +0.5R up first (the 1:1 target may be far for that market or session); a market where most winners first went −0.5R against (entries are early); a ghost target clearly higher after a large sample. These are research topics, not rule changes: MARS keeps the 1:1 hard stop.

Example. On GBPJPY 40% of winners first went −0.5R against, on EURUSD 15%: GBPJPY entries tend to come before the turn.

The what-if tools and the overfitting check

Research only: MARS keeps the 1:1 hard stop. The **Excursion what-if** has two sliders that replay the logged trades with a different stop (0.5× to 2× the real one) and target (0.5R to 3R); results are re-scaled to R of the new stop. At 1.00× and 1.00R each trade keeps its logged result, so the tool reproduces the record exactly; at any other setting a stopped or target trade pays that trade's own cost (the average cost when a trade has none). Two tiles keep plan and result apart: **Target ÷ stop (planned)** is the exit geometry (1.00 : 1 at the defaults) and **Payoff (avg win ÷ avg loss)** is what the what-if winners and losers actually paid after costs (about 0.90 : 1 on the sample at the defaults). The **What-if grid** shows EV for every stop (rows) and target (columns) combination on all logged trades; good: a broad green area around the real setting; warning: only one isolated green cell, which is likely luck. An **overfitting check** picks the best setting on the first half of the trades and tests it on the second half. Trades that touched both levels count as losses, and moves after the real exit may not be recorded, so wider settings can look rosier than they were. Also on this page: **Actual exits vs ghost exits** (cumulative R of the real trades beside three ghost versions of the same entries with fixed 1:1, 1:2 and 1:3 targets, from a price logger that keeps watching each trade after it closes (each trade's own MFE and MAE stop at its real exit, and a ghost that reaches neither its target nor the stop by the end of the watch is closed there and counted as timed out; the practice record's ghosts follow the same rules); warning: a ghost line pulling clearly ahead over 100 or more trades) and **Exit choice: expectancy** (EV per trade for the actual exit beside each ghost target).

Four trades at 1.5× the stop and a 1R target (cost 0.05R of the real stop). A trade whose price reached the 1R target scores (1 − 0.05) ÷ 1.5 = +0.63R of the new stop. One whose heat reached 1.5× the real stop scores −1 − 0.05 ÷ 1.5 = −1.03R. One that touched both counts as stopped, −1.03R, because the logger can't say which came first. One that touched neither keeps its real result re-scaled: +0.40R becomes +0.40 ÷ 1.5 = +0.27R. The **overfitting check** picks its setting on the first half only; a trade with no cost of its own uses the first half's average cost, fixed before the second half is scored, and the second half supplies only its own results and excursions.

New in v72. The **What-if grid** opens as an EV skyline: one block per stop and target, rising above a glass sheet at 0R when EV is positive and staying below it when negative, with flags on the real 1:1 and the best cell; Grid shows the same numbers as a table. The **Overfitting check** opens as split tiles: one grid in which each tile is cut corner to corner, first half (fitted) upper left and second half (unseen) lower right, with tiles that changed sign between halves marked !. Two grids is still one click away.

Performance › Growth attribution ● Level 4 Open this page ›

What it shows. Where the account's growth came from, in growth points (log return × 100, so the pieces add up exactly), and a card **Against the plan pace** that explains why the account is ahead of or behind the plan-pace line after N weeks: the plan's trades at 60% and 0.05R cost (at the risk per trade that reaches the pace line) against the real trades. From site version 87 the first card opens on the **Pulley** (drivers that added growth on one rope, drivers that took it away on the other) and **Against the plan pace** on **Windsocks** (one sock per driver, blowing ahead of or behind the plan-pace post); **Waterfall** shows the original chart on both.

Side panel: What would move it. Beside the waterfall, the growth recomputed with one piece changed at a time: costs at the plan's 0.05R, costs 0.02R higher, the same risk on every trade (no sizing effect) and no compounding drag, each in growth points and as an account result. Two tiles compare the average risk on winning and on losing trades: sizing is negative when the losers carried more risk. The Against the plan pace chart sits beside its own table.

How to read it. The pieces separate *how many trades* from *how well they did* and *how much was risked*, so you can tell luck from sizing from skill.

Good sign. Growth mostly explained by trade quality (EV) at the planned risk. **Warning sign.** Growth that comes mainly from larger-than-planned risk or a few outlier trades.

The split

Growth is split into **gross edge**, **cost**, **sizing** (risking more on winners or losers) and **compounding**, in growth points that add up exactly. A second chart explains the gap to the plan-pace line: trades, edge, cost, sizing and compounding. Edge and cost tell you about the strategy; trades and sizing tell you about execution and the rail.

New in v70. Three more cards. **Rebuild the growth**: change the win rate (±6 points), the cost a trade, the size (×0.5 to ×1.5), or switch off sizing or compounding, and two brick towers (5 growth points a brick) compare the record with your rebuild; the drag grows with the square of the size. **Who paid for the growth**: a sunburst of each trade's growth points (day's risk × net R) by two slices you pick (session, market, asset class, weekday, timeframe, direction or tier of the day), with tiles for the top 10% of trades' share, the best and worst day and growth per 1% risked. Its second button, **Treemap**, shows the same growth points as nested tiles (area = size, either sign); hovering a tile gives its trades and its share of the movement against its share of the trades. **Tier coin stacks**: growth points by the day's tier as coins, up for growth and hanging below for losses. Its **Bars** button draws the growth points per tier as bars from zero, with each tier's number of trades as dots on a second axis, so a tall bar on few trades can be told from one earned over many.

Performance › Benchmark arena ● Level 3 Open this page ›

What it shows. One race chart, in %, from the same account on the same day: the record against random 1:1 entries, a coin flip sized by the rail, and the Monte Carlo P50. Tiles give each runner's return, the share of

random rivals beaten and the lead over the P50; a table adds each runner's maximum drawdown. A **Yardsticks** table sits underneath. From site version 87 the race opens on the **Shoal** (the random entries on the chosen day as small fish, with you, the coin and the P50 as larger ones), keeps the race chart as **Lines** and gains a third view, **Drawdowns** (each runner's drop from its own peak). **Lead changes** keeps its bump chart as **Ranks** and gains **Place bars**: the days each runner spent in each place.

How to read it. You: the account day by day (risk × the day's net R), reset to the recorded equity at each week's end. **Random entries**: 2,000 paths on the same trading days, risk and per-trade cost, each trade +1R or −1R with equal odds; line = median, band = middle 80%. **Coin on the rail**: 1,000 no-edge paths whose risk is set each day by the simplified rail on the coin's own equity. **Monte Carlo P50**: Parity's weekly benchmark median. Yardsticks put the record next to simple alternatives over the same weeks: a savings account at 4.5% a year (1.045 ^ (weeks ÷ 52) − 1), doing nothing (0%) and, once the data is added, holding EURUSD. The Monte Carlo benchmark answers “is the edge real?”; yardsticks answer “was it worth the effort and the risk?”.

Good sign. A return far above the savings line and the coin on the rail, with a drawdown you could live with. **Warning sign.** A return close to the savings line: all the effort and drawdown for little extra. A record that merely matches the coin on the rail means the rail, not the edge, is doing the work.

Example. After 26 weeks the savings account would show about +2.2%. A record at +180% is far ahead; one at +3% would barely beat it.

New in v70. Three more cards, on the same runners and seeds as the arena. **Lead changes** is a bump chart of the four runners' places after every trading day, with a replay. **Lead ribbons** colours each day green or red for ahead or behind each rival, deeper for a bigger gap, plus a ribbon of the share of the 2,000 random rivals you were beating. Its **Lines** button draws your lead or gap to each rival after every trading day as a thin line, with a thick dashed 10-day average in the same colour: a dashed line that stays above zero is a lead that holds. **Bring your own runner** enters a runner of your own (a fixed risk at any win rate, or a coin-style runner on the rail) on your exact days and costs: 1,000 runs drawn as 20 dots, each 5% of its finishes, with you marked.

Performance › Benchmark rank ● Level 5 Open this page ›

What it shows. For each finished week: what share of simulated 1:1 runs the account was beating. 50% means right on the benchmark median. From site version 87 the chart opens on **Spirit levels**: one level per week with the bubble at that week's rank and the median at the centre mark; **Line** shows the original chart.

How the rank is worked out (audit 12). The frozen benchmark publishes five lines a week, P10, P25, P50, P75 and P90, so a rank is exact on each: a result on P10 ranks 10%, on P25 25%, on the median 50%, on P75 75%, on P90 90%. Between two lines the page reads the rank from a normal curve through both on log growth; beyond P10 or P90 it extends the outer curve, so only ranks under 10% or over 90% are estimates. (Until site 84.0.1 the site received only P25, P50 and P75; P10 and P90 have been in Equilibrium's frozen fan all along.) (Until 23 November one symmetric bell through P25 and P75 put a result exactly on P25 at 36% in week 52 and 9% in week 78.) Near the goal the median and P75 are the same value, the goal cap (weeks 77 and 78): a result at the cap is level with every run that reached the goal, so its exact rank is unknown and the page shows **50%+**, counting 50% in averages and charts. The Monte Carlo cone, Voyage, the crowd of 1,000 rivals and Next week's targets use the same rank.

Side panel. Beside the chart: **Weeks by zone** (top 10%, above the median, below the median, bottom 10%, as a bar and a table), how many weeks in a row the record has been above or below the median, and the gap

to the median in the latest week. The panel reads the same week table as the card, so the two always agree.

How to read it. The Monte Carlo fan is the ruler, not a target. Read the series, not one week: ranks of 40 to 60% are ordinary.

Good sign. Ranks mostly above 50%, with no long run below 25%. **Warning sign.** A long run of weeks ranked under 25%: the record is repeatedly worse than the plan would produce by luck.

Zones and trend

Zones mark the bottom 10%, the median and the top 10%. The page shows the average rank, the weeks above the median, the best and worst week and the trend over the last 8 weeks. Hovering around 50% is on plan; many weeks in the bottom 10% means the record is falling behind what the plan's odds allow.

New in v70. Two more cards. **A crowd of 1,000 rivals** places 1,000 simulated 1:1 traders at plan odds by their return after the chosen week (the rank's curve on a log scale through the fan's P10, P25, P50, P75 and P90, so none falls below −100% and the crowd's five lines are the published ones) with you among them; play the season to watch it week by week. Its **Histogram** button counts the same 1,000 rivals into 30 bins with dashed lines at the crowd's P25, median and P75 and a thick line at you: between P25 and P75 is the middle half of plan outcomes. **Next week's targets** turns stay out of the bottom 10%, the top three quarters, the median, the top quarter and the top tenth into wins needed out of 16 at today's risk and the chance of reaching each rung at the record's win rate. Since audit 12 they are worked out day by day, as MARS sizes trades: each day's four trades risk the same cash, set from that day's opening balance, so where the wins fall matters (at 5% risk and 0.05R cost, eight wins spread 2/2/2/2 end the week −3.94%, bunched 4/4/0/0 −11.62%). A rung shows the fewest wins that can reach it, spread evenly, up to the wins that reach it however they fall (for example 9–10 of 16, the pale pips), and the chance counts all 625 ways four days can fall. The median and the two quarter rungs use the fan's published P50, P75 and P25; the bottom-10% and top-tenth rungs use the fan's published P10 and P90 (a rung is marked *est.* only for a week where its line is missing). Never a goal: the fan is the ruler. The **Bars** button shows the wins needed for each rank as bars against a shaded band where 8 weeks in 10 land at the plan's 60% (exact binomial) and a dashed line at the 9.6 wins the plan expects: a bar ending inside the band needs an ordinary week, one past it a lucky one.

Performance › Week bingo ● Level 2 Open this page ›

What it shows. A game played with the real record. Three 5×5 cards a week (A, B and C, each with a free centre). Every Monday all 72 squares (such as a 4–0 day, three wins in a row, a new equity high or a fully compliant day) are dealt across the three cards, so every square is in play every week; every visitor sees the same deal.

How to read it. Squares fill in from the real trades; full rows, columns and diagonals count as bingo lines. A third of the squares are **process squares**, marked P: they come from the trade reviews (grades, compliance score, boosters, cost grade), so they reward how the trading was done, not what it made. Tiles count this week's process squares and the squares collected over the cycle. A **Square history** table lists every square with the weeks it was hit, most often first. Bingo badges (First line, Line collector 25 / 100 / 250, Process line and more) are in Records › Achievements.

Good sign. Process squares filling in a normal week. **Warning sign.** There is no warning sign: it is for fun and consistency. No square rewards trading more than the plan's 4 a day.

Which Performance page first?

- **I have a question about my trades:** Explore.
- **Is a slice real?** Evidence ledger, Leaderboard and the Filter-trap meter.
- **Is cost the problem?** Cost.
- **Is it the market or the trader?** Market climate.
- **How does it compare to alternatives?** Benchmark arena.

7 · Execution: is the plan being followed?

Theme. *Is the plan being followed? The pages go from the grades and compliance, through what breaches and tilt cost, to practice.*

Edge asks whether the strategy works; Execution asks whether **the trader is following it**. MARS trades are discretionary, so the quality of the process is measured separately from the outcome. Every trade is reviewed against Aaron's **Sniper Pro** method: a **quality grade** from A+ to D-, and a **compliance** line that is pass or breach. The two are never blended: a missing mandatory item on a Before chart is a **breach** flag, not a bad grade. The Execution menu has **9 pages**, and almost all of them read the trade reviews, so they fill in from the first reviewed trade (Monday 7 December 2026).

Idea	What it means
14 mandatory items	The checklist every trade is held to. All 14 weigh the same. Each is marked met, missed or *not visible* on the trade's Before charts.
Compliance score	Items met ÷ items visible. The band follows the number of items missed: **Full** 0, **Near** 1–2, **Partial** 3–6, **Off-plan** 7 or more. Any miss is still a breach; the score shows how far from the plan the trade was.
Confluence	Grade boosters present ÷ boosters checkable, from a fixed list. Extras that raise a setup's quality, never required.
Quality grade	A+ to D-, with a cost check from Parity's cost tier (never a breach). A B grade is a solid professional standard.
Process vs outcome	A good process can lose and a bad one can win. This menu keeps the two apart so the trader is judged on what can be controlled.

Levels: Grades and compliance, Grade this trade, Expected R and Discipline Dividend at level 2; Discipline cost and Tilt detector at level 3; Booster value, Fill quality and Day paths at level 4. All pages follow ⚲ Filters and 🗓 Dates.

New in v70. A fourth card, **Card D · Indices**, with 24 squares about the stock-index trades (wins, sessions, directions, two different indices, index and forex wins on one day, indices against forex on EV) and four process squares (graded B or better, compliant, cost 0.05R or less, no index loss past −1.10R), dealt the same for every visitor each week.

Execution › Grades and compliance ● Level 2 Open this page ›

What it shows. The home of the trade reviews. Five parts: the grade charts, the compliance scoreboard, the daily grades calendar, the checklist heatmap and the focus follow-through. From site version 88 **A34 Quality grade, trade by trade** opens on **Bunting** (one pennant per graded trade on a rope at the average of the last 10; **Line** is the original chart) and **A36 Grade mix** on the **Bookshelf** (one book per trade on the shelf of its letter family; **Donut** is the original). From site version 89.1 the **Checklist heatmap** has a third button, **Trend**: each item's breach rate by MARS period over the whole record, with the latest period against the first.

- **Quality grade, trade by trade.** Each trade's grade with a 10-trade average line. Warning: the average sliding toward C.

- **Compliance and grade by week.** Bars = share of that week's trades with full compliance; line = the week's average grade. Warning: amber or red bars, which mean missing mandatory items.
- **Grade mix.** A donut of how grades spread across the A, B, C and D families. Warning: a growing C or D slice.
- **Grade vs result: process vs outcome.** Each trade's grade against its net R; red dots are compliance breaches. Dashed lines at B- and 0R split the plot into four boxes, counted in a grid below: **Deserved win** (good process, win), **Good loss** (good process, loss: the cost of the edge), **Lucky win** (bad process, win: the most dangerous box) and **Deserved loss**. Good process = grade B- or better and compliance Full or Near; win and loss use the ±0.10R band. Each box shows trades, share, EV and total R; provisional under 30 graded trades. Grade towers draw the same idea as one tower per grade, wins stacking up and losses down, breaches ringed.
- **Compliance scoreboard.** Every reviewed trade scored on the 14 items: score, band and confluence, with the band's average R. The **pooled score** = all items met ÷ all items visible, so a trade with more visible items counts for more. Items *not visible* are neither met nor missed. Reviews written before 12 November 2026 have no booster count, so confluence starts with the live trades. Results by band, with the R each band cost against Full trades, are on Execution › Discipline cost.
- **Daily grades calendar.** Every trading day by its day quality grade (the average of that day's trade grades mapped to the nearest letter, as in the daily review), in three views of the same numbers. **Hive** (the default) draws each day as a hexagon, a row per cycle week: each trade is a wedge in its grade colour, T1 at the top and then clockwise; a white crack marks a trade with a breach; the centre badge is the day grade; a thicker rim means a higher compliance score. Hover or tap a day to see its grades, trades without a breach, score and spread in the readout. **River** draws every trade grade as a dot over time (a ring = a trade with a breach), the day grade as a line, and a shaded band from the day's lowest to highest trade grade, so a narrow band means consistent grading. **Classic** is the calendar: one square per day with the trades without a breach and the compliance score, in four grade-band colours: A and B ranges in green, C amber, D red (the Grid view, the same calendar in one colour per letter, was removed in site version 91.3). Hive and River use one colour per letter, red for D- through orange and yellow to green for A+ (orange to blue in colour-blind mode). Click a day in any view for its trades. The colour is the grade, never the result. Warning: C and D days bunched together, which often follow losing days, or a River band that keeps widening.
- **Checklist heatmap.** The 14 items by cycle week (the last 12 weeks): red = breached on at least one trade; green = passed on every trade where it was visible; grey = not visible on the screenshots. The number is breaches out of trades reviewed, and a last column gives each item's not-visible rate. A red row that keeps coming back is a recurring mistake. A high not-visible rate is a screenshot habit to fix: an item that can't be seen can't be checked, and it is not a breach.
- **Focus follow-through.** Every weekly review ends with focus items for the next week. This checks whether the next week improved on what the focus targeted. Tiles: **Focus items**, **Followed through** and **Pending**. Matching is automatic: a focus that names an item number or its words (for example “trigger panel” = item 4) is measured by that item's breach rate among the reviews where it was visible (under 3 such reviews in either week there is no verdict); anything else by the week's compliance rate and average quality grade. One week of trades is a small sample, so read the trend over several weeks.

How to read it. Start with the grade charts for the trend, then the scoreboard for how close to the plan each trade was, then the heatmap for which item is the weak spot. A trade with a high grade can still be a breach, and a compliant trade can have a modest grade; that is why they are shown apart.

Good sign. Quality averaging B or better and steady; most trades in the Full band; a pooled score near 100%; Full trades earning at least as much as the others. **Warning sign.** The grade average sliding toward C; Partial or Off-plan trades appearing; the most-missed item repeating week after week.

Example. Week 3: 14 Full, 2 Near, pooled score 98%, most-missed item 4 (trend panel). The near-misses are the thing to work on. On Wednesday 18 Nov the calendar shows B+, 3 of 4 trades without a breach, score 91%; clicking it shows T2 missed the trend panel.

Grade ladder (new in v62.4). Under the Grade mix ring: one rung per quality grade from A+ down to D-, with a bar for its trades, then its win rate, EV and a red pip per breach. Read down the ladder: if better execution pays, EV falls as the grade falls. Grades with few trades swing by chance.

New in v72. The **Checklist heatmap** opens as bead rails: one row per mandatory item and one bead per week, sized by the trades reviewed: green when the item was seen and never breached that week, red with the number of breaches when it was breached, a dashed ring when it was not visible. Green weeks in a row are joined by a lit rail, and a red badge over each week counts its breaches. On the right, a ring gives the item's whole-record split (passed, breached, not visible) and its current clean run in weeks. Table is still one click away.

Execution › Discipline cost ● Level 3 Open this page ›

What it shows. Discipline in R: compliant trades against trades with a plan breach, then the cost by compliance band, and a **Mistake library** that ranks the 14 items. From site version 88 **Breaches against the compliant average** opens on **Icicles** (each breach hangs below the compliant EV by what it cost; **Step line** is the original chart) and gains the R | % switch on both views.

- **Mistake library.** Every mandatory item that was missed on a Before chart, ranked by how often: trades, share of trades, the EV of those trades against fully compliant trades, a rough R cost and when it was last seen. Items never missed are listed too. Tiles: **Trades reviewed**, **Most common mistake**, **Compliant EV** and **Costliest mistake**. R cost = (EV of those trades − compliant EV) × trades: a rough price of the habit, not proof that the item caused the loss. A trade with two breaches counts under both. Under 10 trades per row this is mostly luck. The top row is the habit to work on.

How to read it. Tiles: **Compliance rate**, **EV when compliant**, **EV with a breach**, **Cost per breach** and **R lost to breaches**. A running chart of each breached trade's result minus the compliant EV falls when breaches cost R. Compliance comes from the per-trade reviews (PASS or BREACH, never blended into the quality grade). The EV gap can be luck on few trades; the 90% range shows how sure it is.

Good sign. A high compliance rate and a breach line that stays flat. **Warning sign.** A running line that keeps falling: breaches are costing R.

Cost by compliance band

Beyond the headline tiles, **Cost by compliance band** lists trades, win rate and EV for Full, Near, Partial and Off-plan, each against the Full average, and the R each band lost against Full ((band EV − Full EV) × trades). A positive cost per breach that stays positive as trades add up is the strongest argument for the checklist.

Band waffle (new in v62.4). Every reviewed trade as a tile, one row per compliance band (Full, Near, Partial, Off-plan, and No score when a review has no checklist count). Green = won, red = lost, grey = breakeven; a ring marks a plan breach. Beside each row: trades, win rate and EV. Good sign: EV falling as the band moves

away from Full, with few tiles in the lower rows. A lower band that wins anyway on a handful of trades is luck, not a licence.

Execution › Expected R (xR) ● Level 2 Open this page ›

What it shows. Football has expected goals; this is expected R. Each trade gets the R its *process* would earn on average, judged from this record's own trades of the same kind (the factors ticked on the page: quality grade, compliance and market climate), less its own cost. It is a retrospective peer-group measure. Actual minus xR is what that grouping does not explain: luck, plus anything the chosen factors miss. From site version 88 the chart opens on the **Shot map** (one row per week, one shot per trade, sized by its expected win rate and filled when it won), keeps the two running totals as **Lines** and gains a third view, **Calibration** (each expectation re-worked from earlier trades only, against the win rate that followed).

- **How xR is worked out.** Each trade's group (the factors ticked on the page: grade, compliance, market climate) gets a win rate from the record's own trades in that group, leaving the trade itself out, then pulled toward the plan's 60% by 20 trades' worth of weight. Breakevens inside ±0.10R count as about 0: the group's breakeven share is found the same way, pulled toward the plan's 0, and xR = (1 − that share) × (2 × that win rate − 1 − the trade's cost); cost is subtracted, not a grouping factor. The group includes later trades as well as earlier ones, so a trade's xR can change as the record grows: it compares each trade with its peers in hindsight, not with what was knowable when it was taken.

How to read it. Tiles: **Actual net R**, **Expected R (xR)**, **Luck so far**, **Luckiest week** and **Unluckiest week**. A good week on poor process was luck; a red week on clean process was variance. **Luck by week** shows each week's actual minus expected as a coloured tile: tap one and the cumulative chart highlights that week on the Actual R line, the line below says what the process expected and what happened, and the table lists the week's trades with their expected R, actual R and luck. Only that part of the card changes; the page does not reload. Information only: xR describes; it never grades the trader (the trade reviews do) and never changes risk.

Good sign. Actual R close to xR over many trades; red weeks that carry high xR (good process, bad luck). **Warning sign.** A long run of green weeks built on poor process (negative expected R): luck is flattering the record.

Luck dial (new in v62.4). Is the gap between actual R and xR more than chance would give? The needle shows the luck in **chance spreads** (σ): the per-trade luck's spread times the square root of the trades. Green = within ±1σ (normal), amber = 1 to 2σ (unusual but plausible), red = beyond 2σ (rare by chance alone: look at the xR groups). The note gives the share of records this size that would sit further from zero by luck. Its figure always matches the **Luck so far** tile.

Execution › Discipline Dividend ● Level 2 Open this page ›

What it shows. What is following the checklist worth over a whole cycle? It sets the win rate for any breach rate you choose from the record's own EV on compliant trades and on breach trades, then runs 300 full 78-week cycles through the MARS rail for that breach rate and for a clean 0%.

How to read it. Move the **Breach rate** slider and compare the two outcomes. The goal line gives two chances: reaching the goal (about 110-fold) at any day's close during the cycle, and finishing week 78 at or above it; a run can reach the goal and fall back before week 78. The slider runs from 0% to 30%, or further when the

record's own breach rate is higher, so it always starts at the rate the first comparison uses. A note gives this record's own breach share and the compliant EV against the breach EV, after shrinkage and in raw form. A breach is a mandatory checklist item missing on a Before chart. Breach EV is pulled toward a cautious prior (plan EV minus 0.25R) until there are enough breach trades. RAPF can rise with more breaches: deeper drawdowns make the rail cut risk, and RAPF divides by average risk, so read it with EV and growth. Information only: the trade reviews judge compliance; this page shows what it is worth.

Good sign. A small gap between your breach rate and the clean 0% outcome. **Warning sign.** A large dividend from going clean: that is the cost of the habit in cycle terms, not just in single trades.

Changed in v69.22. The tiles and the five-metric table now update while the **Breach rate** slider is being dragged, not only when it is let go.

New in v72. Three cards follow the Dividend. **The breach slope** runs the same 300-cycle simulation at every 5% of breaches from 0% to 30%, with the same random seed at each rate: each terrace's height is the chance of reaching the goal, its label the growth points given up, a red line the System Lock odds, and a gold line marks this record's breach rate. Its second button, **Lines**, draws the chance of the goal and the System Lock odds at every breach rate from 0% to 30%, with this record's rate. **Two kinds of trade** puts compliant and breach trades on a balance scale, the side with the better EV sinking, with a table of the raw EVs beside the ones the Dividend uses after pulling them toward the plan. Second button **Bars**: EV a trade for each side with 95% ranges, the EV the Dividend uses for each, and the plan's +0.15R. **Dividend banked** stacks, week by week, the expected R the checklist has been worth: each compliant trade banks the gap between the two EVs and each breach gives it up. It prices the habit, not the outcome. Its second button, **Bars**, shows the net dividend each cycle week with the running total.

Execution › Tilt detector ● Level 3 Open this page ›

What it shows. Does a loss change what happens next? Results, the wait before the next trade and the next trade's grade, after a win against after a loss, and by slot.

- **After a win or a loss.** The comparison above, with the wait before the next entry and the next trade's grade.
- **Losing-streak ladder.** Each rung is the trade that follows a streak: after a win, after 1 loss, after 2 losses in a row, after 3 or more. The bar is the win rate (with its 95% range as a halo) and the number is the EV. If the rungs glow red as the streak grows, losses are affecting the next decision.
- **Recovery pulse.** A heartbeat monitor for the account's nerve: after every run of 2 or more losses, the next 8 trades are traced as running R from the moment the streak ended. Faint lines are single recoveries; the bright line is their average; the dashed line is what the plan expects. Trades are independent: a streak does not make the next trade more likely to win or lose; only behaviour can change that. A breakeven neither extends nor ends a losing streak (as on the Losing-streak ladder); a win ends it, each streak counts once, and its trace starts at the first trade after its last loss. On a filtered page the Tilt detector, the ladder and the pulse take what came before each trade from the full record.

How to read it. Signs of tilt: a clearly lower win rate or grade after losses, or a much shorter wait before the next entry (rushing back in). T4 after a red morning is the classic spot. The chip reads “Too few trades to judge” under 15 comparisons, then “Watch: weaker after losses” or “No sign of tilt”. Independence tests for the whole record are on Edge › Stability.

Good sign. No sign of tilt; recoveries after losing streaks that match the plan. **Warning sign.** A clearly lower win rate or grade after losses, or entries taken much sooner after a loss.

What it compares

The trade after a win against the trade after a loss (and after two losses the same day): win rate, EV, minutes before the next entry and the next trade's grade; plus results and grades by slot T1 to T4. Watch for a lower win rate or grade after losses, or a much shorter wait (rushing back in).

Execution › Day paths ● Level 4 Open this page ›

What it shows. How a full day unfolds from T1 to T4. If trades are independent, the next trade's win rate is the same whatever happened earlier that day. Only full four-trade days without breakevens are used.

- **Intraday shape by weekday.** Average cumulative R through the four slots of a day, one line per weekday. Good: lines rising through the day. Warning: a weekday whose line falls after T1 or T2.

How to read it. Tiles: **Rest of day after a T1 win**, **Rest of day after a T1 loss**, **Comebacks from 0–2** and **Full days counted**. Green cells: the next trade did better than the day's average win rate after that start; red: worse. Each path splits the days into smaller groups, so most cells rest on a handful of days. A clear dip after early losses can point to tilt (see the Tilt detector); a dip after early wins can point to overconfidence. Day results are compared with the binomial counts that independent trades give.

Good sign. Next-trade win rates close to each other whatever the opening. **Warning sign.** T2 winning far less often after a T1 loss: the second trade is taken in a worse frame of mind.

Example. After a T1 win T2 wins 61%, after a T1 loss 58%: no tilt.

Execution › Booster value ● Level 4 Open this page ›

What it shows. Which optional **boosters** from the trade reviews actually go with better results. Each trade's Before-chart booster notes are tagged into nine fixed groups, and each group is compared with trades without it. From site version 88 the **Lift arrows** gain a basic view, **Dot plot + range**: each booster's EV lift with its 90% range, so a lift that could be luck is easy to tell from one that clears zero.

How to read it. Boosters are tagged from the review notes by keyword, so an unusual wording can be missed. A booster seen on few trades says almost nothing; check the filter-trap idea on Explore before trusting a gap.

Good sign. A booster that goes with a better EV on many trades. **Warning sign.** A booster that looks great on a handful of trades: that is luck, not a rule.

The boosters

The nine groups are: the quick 55 cross, scorecard 5 or more, zone pullback, strong higher-timeframe trend, stop beyond structure, triangle, room of 2R or more, golden candle or divergence, and price beyond the key level. The page shows win rate and EV with and without each, and results by number of boosters.

New in v69.26. Two more cards. **Booster sieve**: tap up to four booster chips to build a recipe; the reviewed trades pass through one booster at a time. Each step shows the trades left (bar height), split into wins and losses, and their EV with its 95% range. Tiles compare the recipe with the trades it leaves out and give the gap's p-value, raw and corrected for the 255 recipes of one to four boosters. **Best-looking recipe** searches all of them (10 or more trades each) and picks the highest EV, which shows the filter trap: a raw p near 5% that

the correction turns into nothing. **Booster constellation** puts the nine booster groups on a ring: a star's size is how often it was seen, its colour its lift (EV with it minus EV without it), and a line between two stars grows with how often they appear on the same trade (overlap = trades with both ÷ trades with either). Tap a star to list its most frequent partners with the EV of each pair. Tiles: the most common pair, the best pair with 10 or more trades, the most tangled booster and the boosters per trade. Boosters that nearly always appear together cannot be judged apart. Both need 5 reviewed trades. Its second button, **Heatmap**, counts the reviewed trades that carried each pair of boosters, with each booster's lift as a bar centred on zero.

Execution › Fill quality ● Level 4 Open this page ›

What it shows. How well exits land on the planned prices: whether winners reach +1R and losers stop at −1R, or slip. From site version 88 **Fill quality by group** opens on the **Shuffleboard** (one lane per group, one stone per fill at its own gap from the perfect line; **Dot plot** is the original chart).

How to read it. Six tiles: **Winners: average landing**, **Winners within ±0.05R of +1R**, **Losers: average landing**, **Losers within ±0.05R of −1R**, **Winner drift** and **Loser drift**. A card also repeats the same figures for each exit type in the trade log. Below zero on the drift chart = fills worse than the bracket (winners short of +1R, losers past −1R). Drift compares the first half of the fills with the second; under 5% chance of luck counts as drift. Breakevens are left out. Cost over time is on Performance › Cost.

Good sign. Most winners and losers landing within ±0.05R of their targets; no drift. **Warning sign.** Losers landing past −1R, or a drift that shows the fills getting worse: a broker, timing or stop-moving question.

Early winners and deep losers

Before cost, a clean target fill reads +1R and a clean stop −1R. The page counts how many winners closed early (below +0.9R) and how many losers slipped past −1.1R, any drift between the first and second half, and the same by exit type. 80% or more of fills within ±0.05R of the bracket is clean. Early winners point to manual exits; deep losers to slippage or gaps (a broker or news question).

New in v62.4: fill gap, landing strip, groups and ribbon. The **fill gap** is a trade's net R minus the perfect bracket (+1R for a winner, −1R for a loser); below zero is R given up on the fill. It splits into **cost** (the all-in cost, always below zero) and **slippage** (the landing before cost minus the bracket). With the practice record the fills land exactly on the bracket, so the sample shows the cost part only.

- **Landing strip** (replaces the dots on +1R and −1R). Two runways, winners and losers; every fill is a dot placed by its fill gap and stacked where fills pile up. The solid line is a perfect fill, the dashed line the average cost, the shaded band cost plus 0.05R. A tall tower at the cost line = clean fills; a tail to the left = R lost to slippage or early exits. Odd fills have their own colour: a winner closed short of +0.9R, a loser past −1.1R, a fill better than the bracket. Hover any dot for its trade, cost, slippage, market and session. Second button **Histogram**: the fill gaps of winners and losers as histograms, with the perfect fill, the average cost and each side's median.
- **Fill drift** now draws (its lines used to break at every trade of the other kind) on a fixed ±0.1R scale.
- **Fill quality by group.** Pick **Market**, **Session**, **Slot**, **Weekday**, **Timeframe**, **Volatility** or **Direction**. One row per group: the green dot is the winners' average fill gap, the red dot the losers', the amber tick the group's average cost alone; a thicker bar = more fills. Closer to the zero line is better. Dots left of the amber tick lost R to slippage or early exits, not just cost. The best group is at the top.

- **Fill ribbon.** The trades in blocks of 10, in order: one row of tiles for winners and one for losers, deeper colour = more R given up, and a pip under the block for each odd fill. Read it left to right: is the R given up on fills growing or shrinking? Second button **Bars**: the average fill gap of every block of 10 trades, with a 3-block average and the record's overall average.

Execution › Grade this trade ● Level 2 Open this page ›

What it shows. A practice page for the grading method. Score a real MARS trade yourself, then compare with the official review: the 14 Sniper Pro mandatory items marked met, missed or not visible on the trade's Before charts.

How to read it. From week 1 it will use game packs: three reviewed live trades a week, each with its full set of Before charts (Template A / B, Sniper Pro, Template C, EW Structure, TC Matrix). Each of the 14 items says which chart to look at. You also give your own quality grade (A+ to D-) and compliance band, and the page compares them with the official review. It is on standby until the first live trade has been reviewed and published.

Good sign. Your marks matching the official review on most items. **Warning sign.** Repeatedly missing the same item: that item is the one to study in the Sniper Pro checklist.

> #### Which Execution page first?
> - **How well am I following the plan?** Grades and compliance.
> - **Which habit costs me most?** Discipline cost › Mistake library.
> - **Did luck flatter this week?** Expected R.
> - **Does a loss change my next trade?** Tilt detector, Day paths.
> - **Practise the method:** Grade this trade.

Grader badges (new in v63). A trade counts as **graded right** when your compliance band matches the review and your quality grade is the same or one step away (for example, the review says B: B+, B and B- count; A- does not). Each trade counts once, so re-grading the same trade earns nothing. A badge comes every 25 trades graded right: **Apprentice Grader** (25), **Chart Reader** (50), **Checklist Pro** (75), **Senior Reviewer** (100), **Chief Examiner** (125) and **Master Grader** (150). A **Graded right** tile shows your count and the next badge. At three game packs a week, the top badge takes most of the 78 weeks.

8 · Lab: what if?

Theme. *What if? The pages look forward first, then ask how many trades it takes to know, then replay the past with one rule changed.*

The Lab is where you ask “what if the rules had been different?” and “what would it take?”. It has **6 pages**, and nothing in it changes a rule. Every page uses the record's own trades, or the plan's figures (60% win rate, 0.05R cost) before 30 trades are counted, and says which it is using.

> Read every Lab result with three cautions
>
> - **One past order is one draw.** A what-if replays the trades in the order they happened. The Simulator shows the spread over many possible orders.
> - **The best slice after the fact always looks clever.** Cutting the worst session always improves the past. Ask for 100 or more trades, a reason that made sense before looking at results, and confirmation at a milestone review.
> - **No rule or mode changes before 30 trades,** and any change needs the 100- or 300-trade evidence and a proper test.

Levels: Forecast at level 2; Calculators at level 3; Sample-size planner at level 4; Skip-it what-if, Fourth-trade value and Mode comparison at level 5.

Lab › Forecast ● Level 2 Open this page ›

What it shows. Every forward-looking tool on one page, in seven tabs: **Next week**, **Simulator**, **Goal-seek**, **Stress tests**, **ETA board**, **Tier dial** and **Challenge**. The tab bar sits at the top; each tab has its own address (for example #lab/forecast/sim). Every tab looks forward; nothing here changes a rule. From site version 89 **Next week's cone** opens on **Storm tracks** (40 simulated weeks drawn trade by trade inside the 80% range, and where 400 such weeks land; **Fan** is the original chart) and the **Forecast scorecard** on **Goalmouths** (one goal per finished week: the posts are its forecast range and the ball is the actual week; **Band + line** is the original), with a third view, **Rank strip** (where each week fell inside its own forecast, in ten bands).

- **Next week.** Where is next week's net R likely to land? A cone for the next 16 trades (80% range and median), shown in R and in account % at today's risk, with the chance of a losing week. A scorecard checks each finished week against the range it would have had, using only the trades before that week. Frozen forecasts saved before each week are scored without hindsight. With sample data on they are never scored, because they belong to the real record: the forecast card says *Practice only* and the table says *Not scored on sample data*. A well-calibrated forecast catches about 8 to 9 weeks in 10 (about 88% at the plan, because whole wins make the range a little wider than 80%): far fewer means the model is too

confident, nearly all means too cautious; judge it after a quarter, not after two weeks. The **Forecast desk** lets you forecast next week's net R as a range of your own: it shows win rate, cost, EV per trade (the measured EV beside the 1:1 win/loss model's), the last 30 trades, the expected week (16 × the model's EV), how much a week normally swings (about ±4R) and the ranges aimed at 50%, 80% and 90% of weeks, with the share each one really catches in the model (wins come in whole numbers, so it is higher than the target: about 69%, 88% and 96% at a 59% win rate). Lock your range before the week and it is scored when the week is played (practice weeks score at once); a range scores only if the week lands inside it, more for a narrower range. At the plan, the 80% range is about −2.8R to +7.2R.

- **Simulator.** Thousands of imaginary 1:1 runs. Every trade wins (+1R minus cost) or loses (−1R minus cost) at the win rate you choose, 16 trades a week. A run that falls 40% from its peak stops trading, like the System Lock. **Controls:** Win rate (40% to 75%; plan 60%), Risk per trade (0.5% to 6%, starting at the next day's real risk), Cost per trade (plan about 0.05R) and Weeks (up to 78). With **Start: today's position** a horizon of the next 32, 50, 100, 200 or 300 trades can be picked: every tile and the fan then stop after exactly that many trades (50 trades = 3 weeks and 2 trades), and the Weeks slider is not used. **Buttons:** Run again (a fresh set), Plan settings (reset to 60% and 0.05R), Use my measured stats (copies the real win rate and cost, using whatever filters are set on Explore), and a run count of 1,000, 2,000 or 5,000. A **MARS rail** mode makes each day's risk follow the gate cap, the last day's colour and the weekly status, as on the Gates page (a tile shows the average risk the rail used); **Constant risk** uses one risk and no gates. **A vs B:** pin a run as A, change one setting, and a table compares A with the new run B (EV, median, both tails, share ending above the start, worst drawdown, System Lock and average risk). Output: EV per trade, the median outcome, the range 90% of runs end inside, the share ending above the start, the median worst drawdown, the share that hit the System Lock, and **Your rank** (the share of simulated runs the real account is beating at its latest week). Two charts follow: the fan (return by week on a log scale; shaded = middle 90%, dashed = middle 50%, violet = median run, blue = the real record) and worst drawdown per run. Raising risk widens both tails: a higher median, but deeper drawdowns and more System Locks.
- **Goal-seek.** The simulator in reverse. Pick a target (×1.25 to ×100) and a week, then **Solve for win rate** (at a fixed risk) or **Solve for risk** (at a fixed win rate). It starts from the median growth of a 1:1 trade at constant risk, then solves with a simulation that stops a run at the System Lock, so the answer is the setting at which about half the runs **end at or above** the target at the chosen week (a run stopped by the lock keeps the equity it locked at). Tiles show the win rate needed against the plan's 60% and the break-even rate, or the risk needed and whether it is inside MARS's 1–5.5%, the growth-optimal risk, the chance of reaching the goal, **Reach it without a lock** (the share that ends above the target and never fell 40% from a peak: the survivable share, often far smaller), the share that hit the System Lock and the median worst drawdown. About half of runs end at or above the target by design (the solver aims at the median run). A target that needs more than 60% or more than 6% risk is a warning, not a plan.
- **Stress tests.** One-click bad scenarios, each started from today's position (gate, drawdown from the peak and risk per trade), with the rail responding as it would live. For each: the streak trade by trade (account change from today), then 13 weeks of normal trading from the streak's low (shaded = middle 80% of runs), and paths under the scenario. Tiles: account after the streak, drawdown from the peak, risk on the last trade, the chance of a new high within 13 weeks and of the System Lock in those weeks. A side-by-side table compares median and bad-case results (1 in 10), the median deepest drawdown, the System Lock chance and average risk used. If the lock stops trading before the streak ends, the page says so.

- **ETA board.** When the next milestones are likely to arrive. A **Road map** (where the account stands on the 78-week road, in %) and a **Milestone hourglass** (the sand at the top is the trades left before the next milestone review; at 16 trades a week the glass empties in about N weeks) sit above the board. Milestone reviews are due at 30, 100 and 300 trades. Holidays and skipped slots push trade milestones later. Growth stations depend heavily on the win rate: under 30 trades they use the plan's 60%, and a few points either way moves them by months. The Road map's second button, **Dot plot**, puts each milestone on one week axis: the median week, the middle half of runs, today, and the chance of reaching it by week 78.
- **Tier dial.** The tier forecast as a speedometer: each coloured segment is a tier, sized by its share of the simulated paths; the needle points to the most likely tier. Pick a horizon (4, 8 or 13 weeks). The full tables are on Risk › Tier forecast. **New in v62.4:** the dial works out its own paths (it no longer asks you to open the Tier forecast first), and beside it sit **tier odds** for 4, 8 and 13 weeks at once (one tile per tier, deeper colour = likelier) and the **risk a trade** the rail would set at each horizon (10th to 90th percentile, dot = median). On a narrow card the two stack.
- **Challenge (the benchmark challenge).** A sizing game with one edge for everyone: the plan's 60% at 1:1 with 0.05R cost, 16 trades a week for 26 weeks. Target: the highest **median** account after 26 weeks while the share of paths that hit **System Lock** stays under 5%. Choices: a fixed 1% to 5% a trade, or the MARS rail. Test on 300 **practice paths** as often as you like, then **commit** one setup (once per device); it is graded on 2,000 **fresh paths** that every reader gets. On the grading paths a fixed 2.5% passes (about +327%, 3.4% locked), a fixed 3% looks faster (+454%) but breaks the limit (10.2% locked), and the rail gives the highest passing median (+557%, 0.9% locked). The lesson is overfitting: a setup just under the limit in practice can land on either side of it on fresh paths. Labelled Your simulation; not a forecast of the record.

How to read it. Until 30 decided trades (wins and losses) are counted, the tabs use the plan's figures (60% wins, 0.05R cost) and say so; from then on they use the measured win rate and cost, and the note gives the decided, counted and breakeven counts.

Good sign. Ranges that include your results most of the time (about 8 weeks in 10 for an 80% range, a little more when results come in whole wins). **Warning sign.** Tools whose answer keeps moving every time you press Run: that is normal for simulations, so look for the spread, not one number.

Scenarios and frozen forecasts

Stress test scenarios run from today: 10 losses in a row, a 50% win rate for 8 weeks, a 45% month and cost doubled for a quarter, with normal conditions alongside. Look at the gate column: the rail is built so most bad scenarios end in the lower gates, not the lock. **Frozen forecasts** (bottom of Next week): before each week starts, the page builder saves four forecasts and never changes them: the week’s net R (80% range), the chance of a losing week, the worst week of the next four and the account change over the next four. Each is scored once its weeks are over; about 8 ranges in 10 should land inside, and the losing-week calls get a Brier score (under 0.25 beats a coin flip). Because nothing is rebuilt, hindsight cannot flatter these. The **ETA board** gives when the 30, 100 and 300-trade milestones should arrive at the full schedule and at the current pace, and the chance and likely week of reaching ×2, ×5, ×10 and the end of the plan-pace line by week 78. The Simulator’s “MARS rail” mode omits the caution lock after repeated red days, so the benchmark on Home stays the official ruler.

Challenge: practice conditions and the frontier (new in v62.5). Above the sizing controls, **Practice conditions** let you change the **win rate** (55 to 65%), the **cost a trade** (0.03 to 0.10R), the **horizon** (13, 26 or 52 weeks) and the **lock limit** (under 2, 5 or 10%). They change the practice paths only; the grading always

uses the challenge's fixed conditions, the same for everyone, and a label says when the practice conditions differ. Below, **The frontier** plots every setup on the practice paths: up = a higher median, right = more paths that hit System Lock; the shaded area breaks the limit and a star marks the best passing setup. Try a lower win rate: the star moves to a smaller fixed size, which is the lesson in one picture.

New in v70. Tier dial: a segment holding over half the paths was drawn the long way round and cut off at the top; it now draws correctly, and the dial is larger. Three cards join it. **What moves the dial**: win rate (52% to 68%) against 4, 8 and 13 weeks, 600 paths a cell, as a tier mix or as T4–T5 or System Lock shares, with a cost switch. **Tier river**: the dial's 2,000 paths as streams between tiers from today to 4, 8 and 13 weeks; pick a tier block to follow only those paths. **Spin one path**: one simulated quarter on a metro map of the tiers, day by day, with a tally of your spins against the dial's odds. Challenge: four cards. **The cliff**: every fixed size (0.5% to 6%) against every win rate (54% to 66%), hatched where the lock limit breaks, ★ for the best safe size per row, and any cell's 300 path ends as dots. **Duel on the same paths**: two setups on the same 500 paths as a mirrored shape, with the share of paths each one wins. **Sizing ledger**: growth a trade, the Kelly multiple, the median, a 20% fall and System Lock for each size, steered by win rate, cost and horizon. **Twelve paths**: twelve practice paths of one setup side by side.

Lab › Sample-size planner ● Level 4 Open this page ›

What it shows. How many trades it takes to tell a real difference from luck. Three cards. From site version 89 the week-dot strip gains a basic view, **Lines**: the trades needed against the EV gap on a log scale, for 80% and 90% power, with the 78-week cycle and the trades so far marked.

- **What the current trades can tell apart.** Pick two groups: the smallest EV gap the trades so far could reliably detect, against the gap actually seen. Tiles: **Trades**, **Smallest gap detectable**, **Gap seen**, **Trades to compare two groups**.
- **Sample-size planner.** How many trades to tell a real difference from luck (5% false-alarm rate; 80% or 90% power, with a switch). Spread of results: SD of R, measured from 20 trades, the plan's before. Two modes: **Build the edge** (set win rate, payoff and cost) and **Type the EV**. Tiles: edge from these inputs, trades to prove the edge, trades so far.
- **Trades needed to prove the edge, by win rate.** A log-scale chart: each step up is ten times more trades. The dot is your win rate; lines mark the 30, 100 and 300-trade checks and the whole 78 weeks.

How to read it. Trades needed = $(z \times \text{spread} \div \text{EV})^2$, where z = 1.96 plus the power value (0.84 for 80% power, 1.28 for 90%). Halving the gap you want to detect quadruples the trades needed. A thin edge needs thousands of trades: at 1:1 with 0.05R cost, 55% needs about ten times the trades of 60%. Most slice differences on the site (market against market, session against session) will never reach proof inside 78 weeks: treat them as hints.

Good sign. A planned gap that the trades in hand could detect. **Warning sign.** Treating a gap the sample can't detect as real.

New in v70. The two line charts are replaced. **Proof skyline**: one tower per win rate, its height the weeks of 16 trades the proof needs, under a dashed 78-week roof, red floors above it and ∅ where there is no edge; pick a tower to set the win rate. **Week-dot strips**: one row per EV gap, one dot per week, the full row the 78-week cycle, with the weeks needed (or how many past the cycle) at the end; pick a row to set the gap.

Lab › Calculators ● Level 3 Open this page ›

What it shows. Three calculators that touch nothing in the record. They start from the numbers on the page, with a **Use MARS live numbers** button and ◇ **MARS now** tiles that show today's win rate, cost and risk beside your own (with sample data on they read **Use the sample numbers** and ◇ **Sample record**). The sliders move in steps, so when a live number falls between steps or outside a slider's range, the button's message says so and names the value the calculator uses.

- **Cost and break-even.** What cost does to a strategy: your spread and commission as a share of your stop, the win rate you need to break even, and how much of the edge the cost eats. Cost per trade = cost pips ÷ stop pips, in R. A win pays the reward in R minus the cost, a loss costs 1R plus the cost, so break-even = (1 + cost) ÷ (reward + 1). At 1:1, every 0.05R of cost lifts the break-even win rate by 2.5 points. Zero growth needs a little more than zero EV because losses hurt a compounding account more than equal wins help. Tiles: Cost per trade, Break-even win rate, Zero-growth win rate, EV at your win rate, EV at the record's win rate and Edge eaten by cost. Cost is split into spread, commission and slippage in pips, never money. Charts: win rate the cost adds, by stop size, and the same cost at different stops (◆ = your stop). The same pip cost is a larger share of R on a smaller stop, so tight stops eat far more of the edge.
- **Risk of ruin.** The chance a fixed risk per trade ends in a chosen % fall from the peak (for example −40%, the level of the System Lock) within 100, 300 or 1,248 trades (78 weeks), at your win rate, reward and cost (from the calculator above). A seeded simulation of 1,500 runs, the same runs for the tiles, every risk level and the ◇ tiles, so the same inputs always give the same answer and your risk's row (◆) always matches the tiles. ◇ marks today's exact risk, as a row of its own when it falls between the 0.5% steps (for example 3.25%), worked out at the settings above; the note under the table says whether those are the record's own settings, as in the ◇ tiles, or a different scenario. Tiles: risk of ruin, half-way (the chance of half that fall), median worst drawdown and EV per trade. Constant risk on every trade with no gates is a worst case for MARS: the rail cuts risk at 7, 13, 19, 27 and 34% drawdown and stops at the −40% System Lock, so its real chance of reaching −40% is lower than this table. Compare both in Lab › Forecast › Simulator. Ruin here is a drawdown level, not a zero balance. Research only, not advice.
- **Trades to prove it.** How many trades before an edge is real rather than luck. Trades needed = (1.96 × SD ÷ EV)²: the point where the EV's 95% range stops touching zero. A thin edge takes a very long time to prove: halving the edge roughly quadruples the trades needed. Tiles: trades for 95% confidence, to reliably see it (80% power), the edge this implies, a rule of thumb, live EV, the t statistic against the Student t line for the sample (2.26 at 10 trades; near 1.96 only for large samples, as on Edge statistics) with the EV's 95% range beside it, and trades needed at this EV. When every recorded result is identical there is no spread, so the t statistic reads unavailable, with a progress bar (**Trades counted toward proof**). It needs 10 counted trades for a live EV and SD; until then the sliders start at the plan (EV +0.15R and SD 0.98R: 2 × √(0.6 × 0.4)). MARS checks the evidence at 30, 100 and 300 trades. For two groups (a session against another) use the full planner. When the win rate sits exactly at break-even for the cost (52.5% at 0.05R, for example) the card says *At break-even*: the edge is exactly zero and no trade count is projected. A win rate and cost with no positive edge hide only the projection; the record's own live EV, range and progress stay on the card. The chart **Trades needed by edge size** has a red curve (trades needed at each EV along the axis, so it falls as the edge grows), a horizontal orange line at the trade count for the EV your sliders set, and an amber line for the 78-week run (1,248 trades). Ask Quinn on this page and it is sent your slider settings, so it can explain your own setting: “how many trades at my settings?” is answered at your sliders, never from the live record.

How to read it. Change the sliders and read the tiles. Each calculator's own note explains how it works.

Good sign. A break-even win rate comfortably below the record's; a risk of ruin well under 5% at your risk. **Warning sign.** A cost that eats most of the edge on a small stop, or a risk level that makes a −40% fall likely.

Layout (v62.5). Cost and break-even and Risk of ruin no longer span the whole screen: on a wide screen their charts are medium-sized with At a glance beside them, like the other calculators.

New in v70. The two charts at the top (Win rate the cost adds, by stop size, and Risk of ruin by risk per trade) are full width, the same size as the chart in Trades to prove it, with their tables under them.

Lab › Skip-it what-if ● Level 5 Open this page ›

What it shows. The record re-run without one session, market, slot, weekday or timeframe, next to the actual record and to that slice on its own. A **Parallel universes** card draws each scenario as a ghost ribbon beside the real record. It has three buttons: **Ribbons**, **Lines** (each universe's return by trading day) and **Underwater** (each universe's drawdown from its own peak against the gate thresholds); it also has the R | % switch. From site version 89 the chart under the table opens on **Jenga** (each slice is a block pushed out of the tower by what skipping it does to the return, against a slot for random skips of the same size; **Skip board** is the original chart).

How to read it. Pick a field with the buttons and a value to skip. The chosen slice is removed and the remaining trades go through the same rail. Columns: trades, net R, EV, win rate, the worst slide in R, the return on the rail and the maximum drawdown. Look at both the R and the return: removing trades lowers the number of chances to compound, so a better EV does not always mean a better return.

Good sign. No slice whose removal changes much: the edge is spread out. **Warning sign.** A slice that “should be cut” on fewer than 100 trades. Picking the worst slice after the fact always looks clever (see the Filter-trap meter on Performance › Explore).

Example. Without the Rollover session, EV rises from +0.11R to +0.14R, but that slice has only 24 trades: most likely luck. Note it for the 100-trade review.

Skip board (new in v62.5). Under the table, every value of the chosen field (session, market, slot, weekday or timeframe) is skipped in turn. One row per value: the dot is the change in the rail's return if that slice had never been traded, in percentage points; the grey band is what skipping the **same number of random trades** does (the middle 80% of 120 random draws). A dot **inside** its band (drawn grey) did no better or worse than skipping trades at random: no evidence the slice matters. A dot outside the band is green (skipping it would have helped) or red (it would have hurt). An open dot = under 30 trades. The right column gives the slice's EV and trades, and the hover adds the change in max drawdown. Even a dot outside its band is hindsight until there is a reason to skip that slice that you could have stated before seeing the results.

Lab › Fourth-trade value ● Level 5 Open this page ›

What it shows. What the 4th trade of the day adds, and what a “stop after two losses in a day” rule would have done. A **Parallel universes** card shows the scenarios as ghost ribbons. Its buttons are **Ribbons**, **Lines** and **Underwater**, with the R | % switch, as on Skip-it what-if. From site version 89.1 the **Fourth-trade value** card has a third button, **After the morning**: the 4th trade's EV split by how many of the day's first three trades won.

How to read it. Three versions of the record go through the rail: the actual (up to 4 a day), only the first 3 trades of each day, and a day that stops after its second loss. The 4th trades are also shown on their own. If the 4th trades have a positive EV, they add growth even though they add variance. A stop-after-two-losses rule cuts some bad days but also skips the wins that would have followed.

Good sign. 4th trades with a positive EV over 100 or more trades. **Warning sign.** 4th trades clearly negative over 100 or more trades, which would suggest fatigue or forced setups. That is a question for a milestone review.

Example. Over 200 trades the 4th trades show +0.04R against +0.13R for the first three: a positive but weaker edge. Dropping them would cut the return by about a sixth.

Trades-a-day staircase and slot ladder (new in v62.5). Left: the record re-run on the risk rail with only the **first 1, 2, 3 or all 4** trades of every day. Each step's height is that version's return; the red block hanging below it is its max drawdown. A taller step with a deeper block is growth bought with pain; the hover gives return ÷ drawdown. Right: each slot's own **EV** (T1 to T4) with its 90% range; the dashed line is the plan's EV. Overlapping pillars mean the slots are not clearly different, which is the usual answer with fewer than a few hundred trades. Research for the 30-trade review only: the plan stays 4 trades a day. The **Fourth-trade value** staircase has a second button, **Bars**: the EV of each slot, T1 to T4, with 95% ranges and the plan's +0.15R.

Lab › Mode comparison ● Level 5 Open this page ›

What it shows. The same trades re-run day by day under each of the five risk modes with the tracking workbook's own levers (size multiplier, risk floor and ceiling, tier cap, elite cap, base tier on part days and the caution lock): **Ultra Conservative, Conservative, Balanced** (the live mode), **Aggressive, Ultra Aggressive**, plus flat 1% and 3% a trade. The levers table opens under the results. A **Parallel universes** card draws each mode as a ghost ribbon beside the real record, with a Verdict scale (return per unit of drawdown). Its buttons are **Ribbons**, **Lines** and **Underwater**; the Underwater view also marks the System Lock. From site version 89 the chart under the table opens on **Balloons** (height = return, rope = max drawdown against the System Lock, size = average risk a trade; **Mode map** is the original chart), and the **Mode tournament** opens on the **Dominance wheel** (an arrow from each pairing's winner to its loser; **Matrix** is the original).

How to read it. Each version replays the trades with the same gates and tiers but a different cap, or a fixed risk. Columns: return, maximum drawdown, the average risk a trade, and whether System Lock was hit. It is the trade-off in one table: a higher cap means more growth in good runs and deeper holes in bad ones. It shows past order only; the Simulator shows the spread over many possible orders. As in Equilibrium, a **part day** (fewer than four trades) is coloured by its average like any other day: a day averaging below +0.05R a trade is Red and counts toward the caution lock, however many trades it had.

Good sign. Balanced close to Aggressive's return with a clearly shallower drawdown. **Warning sign.** Aggressive far ahead with a similar drawdown over 300 or more trades. Even then, the mode is not changed before 30 trades, and a change needs a proper test, not one replay.

Example. Balanced +140% with a 16% max drawdown; Aggressive +190% with 27%; flat 1% +35% with 6%.

Which Lab tool first?

- **Where will next week land?** Forecast › Next week.
- **What is the range of outcomes?** Forecast › Simulator.
- **What would the goal take?** Forecast › Goal-seek.
- **How bad could it get?** Forecast › Stress tests.
- **Does cost matter at this stop?** Calculators.
- **When can I know the edge is real?** Sample-size planner, Trades to prove it.

Mode map (new in v62.5). Each risk mode (and the flat 1% and 3% sizes, as squares) re-run on the record's own trades, plotted by **return** (up) against **max drawdown** (right). The dotted rays mark equal return ÷ drawdown (×1, ×2, ×4, ×8): a point on a steeper ray earned more return for each point of drawdown. The live mode is the large blue dot. The table ranks every setting by return ÷ drawdown. One record's trades only: a mode that wins on this sequence can lose on another, which is what Lab › Forecast tests with thousands of paths.

9 · The Alpha Cup: can you beat the record?

Theme. *Can you beat the record? The pages go from the rules, to a match, to your team, to the scoring and your own career.*

The Alpha Cup is a game with a serious purpose. You build a trading system, send it onto the real record's own trading days, and see whether it beats Aaron's real results on the statistics that matter. You learn what each number means by watching it win and lose matches. It has its own menu with **5 pages** and sits between Lab and Records.

> ### The idea in one line
> Anyone can beat a trading record on one number by taking more risk. The Cup scores **19 statistics in five quarters**, weighted the way MARS judges itself: Edge first, then Survival, Efficiency, Quality and, last, Speed. To win you need edge you can survive, not just a bigger account.

Quarter	Points each	Question it asks
1st · Edge	5	Is there an edge? The master question, so it carries the most points.
2nd · Survival	4	Can the account live through the bad runs?
3rd · Efficiency	4	Is the risk put on turned into return?
4th · Quality	2	Are the profits real and repeatable?
Extra time · Speed	1	How fast is the account growing? Counts least on purpose.

Scoring rules (Methodology, section 7). Each statistic goes to the side with the better value (higher or lower, by statistic); a tie splits the points. A statistic scores only once both sides have its minimum number of trades. There are two bonus plays: +3 for each finished week with no fall through a gate, and −10 for reaching System Lock. The visitor’s trades are drawn at random from their own settings; the live record’s trades are the real ones and never change. Everything stays in your browser. The Scouting report repeats the match for 1,000 seasons to show how much of a result is luck, and prize weeks count only with the team registered before the week began, so the past cannot be rewritten.

Your team and the real record are compared after every trading day, statistic by statistic; the leader on each takes that statistic's points. The game can be played any time, but its real matches use the record's own calendar from **Monday 7 December 2026**.

Levels: Match centre and How to play at level 1; Team builder, Statbook and Trophy room at level 2. The Alpha Cup card on Home › Summary shows the live scoreboard and a link in.

New in v70. Four more cards. **Mode lab**: start from any mode and change the levers (size multiplier, normal and elite tier caps, risk ceiling and floor, red days to the caution lock, the caution-lock cap), the win rate and the horizon; 400 shared paths compare your mode with Balanced, and the tier DNA shows week by week the share of trading days on each of the seven tiers. **Seven-tier organ**: every gate's seven tiers as pipes sized by the risk a trade, solid where reachable, dashed in an elite week only, faint never, with the caution-lock cap marked. Its second button, **Heatmap**: risk a trade by gate and tier for the chosen mode, elite-only cells dashed, and today's gate and tier outlined. **Mode tournament**: the five modes and a flat 2% on the same 1,000 paths, a head-to-head grid and a podium. **Mode theatre**: sixteen days of the same wins and losses through all five modes, a step at a time, with a running commentary and a rough-start switch.

Lab › Lab console ● Level 3 Open this page ›

What it shows. New in v70. The Lab's tabs wired together: the settings already chosen on Calculators, the Sample-size planner, the Challenge and Mode lab, run as one projection. Choose where the **edge** (win rate and cost) comes from (Calculators, Sample-size planner, Challenge practice or the record), where the **sizing** comes from (Mode lab, the Challenge setup, the Calculators risk or the Balanced rail), and the **horizon** (26, 52 or 78 weeks, or the Challenge's). The console runs 800 seeded paths of 16 trades a week at 1:1 and stops a path at System Lock.

- **Constellation.** Each tab is a satellite around the projection; a lit, moving wire marks the tabs feeding the run, and each satellite opens its tab.
- **Tiles.** The chance of reaching the ×110 goal (and the typical week), the median account as a multiple, System Lock, ruin at the Calculators level, the week the edge would be proven at the planner's power, and the average risk a trade; a bar shows the share of trading days on each tier.
- **Milestone lights.** For ×2, ×5, ×10, ×25, ×50 and ×110, the share of paths that had reached the multiple by each week, with the 30, 100 and 300-trade checks and the proof week marked.
- **What each tab says.** Every tab's headline under the console's edge, each linking back.
- **Scenario slots.** Save up to three combinations in this browser, compare them with the best value in each row marked, and load one back into Calculators, Mode lab and the Challenge.

How to read it. If the console's edge is above the record's, the projection is a what-if, not an expectation. Teaching math only: it never changes a rule and is not a forecast of the record.

Alpha Cup › How to play ● Level 1 Open this page ›

What it shows. The rules in one page, with a quick start, the four ways to play and the settings and scoring tables (repeated in this chapter).

- **Live match (Match centre).** Opponent: Aaron's real record since 7 Dec. Luck: your team's trades are fixed by its luck number (change it with 🎲). Teaches how your system would have done on the same days, live as each day is published.
- **Exhibition (Match centre).** Opponent: the Plan ghost (60%, 1:1, rail; like Equilibrium it sizes each day from the highest daily close, and after a System Lock it stops: Copycat then copies that 0% and stops too). Luck: fresh for both sides every kickoff. Fast practice; your calls build your calibration score.

- **Scouting report (Team builder).** Opponent: the real record, or the ghost. 1,000 seasons. The win probability of your settings: skill against luck.
- **Locked live match (Team builder).** Opponent: Aaron's next 1 to 13 weeks. Luck fixed when you lock. Judgment under uncertainty: no changes once locked.

How to read it. The five-step quick start: (1) pick a formation in the Team builder and change any setting; (2) read the pre-match analytics; (3) play an exhibition in the Match centre, call the winner, set how sure you are and watch the score move; (4) run the Scouting report over 1,000 seasons; (5) lock a live match against Aaron's next real trading days and follow it in the Trophy room.

Good sign. Starting with an exhibition and a scouting report before locking a live match. **Warning sign.** Locking a live match on a setting you have never tested.

Alpha Cup › Match centre ● Level I Open this page ›

What it shows. Where matches are played. Your team plays the record's own calendar from the first counted day: the same days and up to the same number of trades, with your team's own win rate, payoff, cost and sizing. Nineteen statistics in five quarters decide the score. The **Equity race** opens on the **Rowing race** (from site version 92.2; it replaces the Regatta of version 89): two lanes, each boat placed at its side's account growth so far from the start line at 0%, faded dots for its earlier days, the leader highlighted with its lead in growth points and orange buoys on the divider for lead changes. **Play** replays the race day by day and the slider picks any day (slider only when your device asks for reduced motion); **Lines** is the original chart.

- **Kickoff.** The start of the match with both teams and the clock. Your pick and confidence are locked at kickoff and graded on that call.
- **Live scoreboard.** The score by quarter, the day count and the match momentum. With sample data on it is titled **Sample scoreboard**. If a published trading day has trades but no daily risk, those trades still count in the R statistics; the statistics that need the risk (drawdown, return, RAER and the other account figures) are left unscored for both sides until it is published, and a note under the scoreboard says so. A team set to **Copy Aaron's daily risk** takes its trades on such a day at the same unknown size, so its risk statistics wait too. In the Prize cabinet a finished week with such a day is not scored at all until the risk is published: no prize counts it, a month, quarter, half or season that contains it waits too, and no later week can be crowned King Slayer while an earlier one is unmeasured. The cabinet lists those weeks as pending, not lost. Clean sheets (+3) wait too, from that week to the end of the match, because the drawdown below the peak cannot be known after a day of unknown size. The note also appears if the record side's trade count ever differs from the published log on those dates.
- **Exhibition match.** The practice mode above, against the Plan ghost.
- **Play it again or pass it on.** After full time an exhibition shows its **luck code**. **Same luck again** replays the same market luck (change your team or your call first). **Copy fixture link** makes a link with the luck code, the length, the rules version and your score: a friend who opens it plays exactly the same luck with their own team, and at full time the two scorecards sit side by side, quarter by quarter. A private link, not a leaderboard.

How to read it. Switch between two modes. **Live: your team vs Aaron** updates with every published trading day; your team's trades are drawn once with a luck number (change it with 🎲), so the past stays fixed as new days arrive. **Exhibition vs the Plan ghost** is a practice match against a simulated MARS run at 60%, 1:1, 0.05R cost on the rail; both sides get fresh luck every kickoff. Before an exhibition you call the result and set **How**

sure are you; your calls build the calibration score in the Trophy room. Choose the **Match length**, then kick off and watch the score move day by day. Under 30 trades, luck swings the score, and the page says so.

Good sign. A team that wins on the Edge and Survival quarters, not only on Speed. **Warning sign.** A team that wins Speed by taking big risk and loses every other quarter.

Alpha Cup › Team builder ● Level 2 Open this page ›

What it shows. Where you design the system. Pick a **formation** (for example The Plan or Gunslinger) and change any setting, then read the pre-match analytics before luck gets involved. From site version 89 the quick look in **Pre-match analytics** opened on the **Pitch map** (each of the 300 seasons a ball: return up the pitch, max drawdown across, the System Lock zone in red; **Fan** is the original chart); from site version 92 it opens on **Four zones**: the same balls sorted into Dream run, Rollercoaster, Grind and Disaster by break-even and a 13% fall, with the count in each.

- **Pre-match analytics.** Tiles: **EV per trade**, **Break-even win rate**, **Edge before cost**, **SD of one trade**, **Expected SQN at 100**, **Trades to prove it**, **Full Kelly**, **Risk a trade**, **Growth a trade**, **Longest losing run**, **Median return**, **Median max drawdown**, **System Lock** and **Seasons in profit**. A small **quick look** fan chart (300 seasons) shows week-end outcomes with a System Lock line.

How to read it. Controls: Team name, Team colour, Seasons, Opponent and Match length. The settings are described in the table below. The **Scouting report** runs your team over 1,000 seasons against the real record or the ghost: one match is luck; a thousand is a statistic. You can also **lock a live match** against Aaron's next 1 to 13 real weeks (only lengths that end by week 78 are offered; a match the cycle end cuts short settles on the days played, marked shortened, and a match settles only when every day in it has a published risk): the team is fixed when you lock, with no changes after. Each season redraws your team's luck (and the ghost's); Aaron's trades are the real ones and never change. A win probability near 50% means the settings are evenly matched and the result is mostly luck. Illustration only.

Good sign. A team whose pre-match analytics show a real EV and a break-even win rate well below its win rate. **Warning sign.** A high win-rate assumption: above the plan's 60% is bold, and the realism rating may give Aaron a head start.

Control	What it does	The trade-off
Win rate (40–70%)	Chance each trade wins	Above the plan's 60% is a bold assumption.
Payoff (0.5–3 : 1)	What a win pays in R; a loss costs 1R	Bigger payoffs need fewer wins (lower break-even) but swing more, which costs SQN and drawdown.
Cost per trade	Spread, commission and slippage in R, taken from every trade	Small costs eat thin edges: the break-even rate is (1 + cost) ÷ (payoff + 1).
Sizing: MARS rail	Risk set each day by gates and tiers, like Aaron's plan	Survives deep runs; gives up some speed.
Sizing: fixed %	The same % of equity on every trade (0.5–10%)	Simple; above Kelly it slows growth and invites the lock.

Control	What it does	The trade-off
Sizing: Kelly fraction	¼, ½ or full growth-optimal size for your own odds	Full Kelly is the fastest median growth and very bumpy; half keeps most of the growth.
Sizing: copy Aaron	Aaron's real risk each day	Isolates the entries: any gap is win rate, payoff, cost and luck.
Trades a day (1–4)	How many of Aaron's slots your team takes	Fewer trades = slower proof of edge.
Daily stop	Stops the day after 1–3 losses	Trims bad days, not EV; also skips some recoveries.
Drawdown brake	Halves risk while 5%, 10% or 20% below the peak	Smaller drawdowns, slower comebacks.
Weekly profit lock	Stops the week after +4, +6 or +8R	Locks in good weeks, caps the best ones.

Alpha Cup › Statbook ● Level 2 Open this page ›

What it shows. The 19 statistics that decide every match: what each measures, its formula, how it judges the real record and how a team wins it. They are the same measures professionals use to judge a trading system, grouped in MARS's order of authority. Each statistic is worth its quarter's points, shown in the table at the top of this chapter.

- **Edge (5 points each). EV per trade** (sum of net R ÷ trades; the plan expects about +0.15R); **Cost cushion** (win rate minus the break-even rate; about 7.5 points at plan; pending until a team has both a win and a loss); **SQN** (√trades up to 100 × EV ÷ SD; about 1.5 at 100 trades at plan, under 1.6 is poor); **Chance EV is above zero** (the Student t curve at EV ÷ (SD ÷ √trades), trades − 1 degrees of freedom: 1 minus the one-sided t-test p-value, a chance only with no prior view of the edge; 95% and above is strong evidence; it shows >99% rather than 100% and assumes trades are independent, so trades from the same session or set-up that cluster would make it read too high).
- **Survival (4 points each, lower is better). Max drawdown**; **Longest losing run** (trades below −0.10R in a row; 5–7 somewhere in 300 trades is normal at 60%); **Time under water** (share of Cup days closing below the previous high; a day without trades still counts, closing where the last day did); **Ulcer index** (√ of the average squared daily drawdown: depth and length combined).
- **Efficiency (4 points each). RAER** (money made ÷ money risked: Σ risk × day-open account × net R ÷ Σ risk × day-open account; about +0.15 at plan); **Return ÷ drawdown** (the recovery factor; above 1 means the gain is larger than the worst fall); **Smoothness** (a daily Sharpe, mean daily return ÷ SD of daily returns; about 0.3 a day at plan; needs 3 Cup days with trades on at least 2, days without trades counting as flat days; pending when daily returns do not swing at all, since the ratio then has no answer, and nobody takes its 4 points).
- **Quality (2 points each). Risk-weighted PF** (money won ÷ money lost, each trade weighted by its risk and the account at the start of its day; plan ≈ 1.36); **R profit factor** (gross R won ÷ gross R lost, breakevens within ±0.10R left out); **Payoff ratio** (average win ÷ average loss; about 0.90 at 1:1 after cost); **Green days** (share of days that finish in profit; a 2–2 day is −0.20R after cost, so a green day needs 3 wins).

- **Speed (1 point each). Return** (growth since kickoff); **Equity acceleration** (the later half of the Cup days set against the earlier half as a ratio of average daily growth factors, $e^{(\text{mean daily log growth, later half} - \text{earlier half})} - 1$: 10% a day then 20% a day reads +9.09%/day, not +10 points; needs 4 trades and 4 Cup days with trades in each half, days without trades counting as flat days; the record's own equity acceleration is a simple difference instead, this week's growth rate minus last week's); **New equity highs** (days closing at a new account high); **Best trading day** (the biggest one-day gain on a day with trades, days without trades left out; mostly reflects size). The Statbook's Minimum line gives the trade and day minimums.

> ### Cup money statistics, bonus plays and pending statistics
>
> **Money, not risk shares.** RAER and Risk-weighted PF weigh every trade by its risk *and* the account at the start of its day. Start at 100, risk 10% on each of two days, win +1R, then lose −1R: the account goes 100 → 110 → 99. The win made 10 and the loss cost 11, so Risk-weighted PF = 10 ÷ 11 = 0.91 and RAER = (10 − 11) ÷ (10 + 11) = −0.048. Weighing by the risk share alone would give 1.00 and 0, as if nothing had been lost.
>
> **Clean sheet (+3).** A finished week in which no day *closed* in a deeper MARS gate than the gate the week started in. Gates come from day closes against the highest close, as on the rail: a day that falls 10% from its intraday high but closes 1% down stays in Growth and keeps the clean sheet. A week in or after a System Lock, or without trades, earns none. **Red card (−10)**: the System Lock. It counts on the trade, as on the rail: a side whose equity, checked after every trade, falls 40% below its highest day close stops trading for the rest of the match, even if a later trade that day could have closed it above the line (the gates and clean sheets are read from day closes).
>
> **When a statistic scores.** Each statistic needs its minimum number of trades. The **Cost cushion** also needs at least one win and one loss: its break-even rate comes from the average win and the average loss, so with only wins or only losses it reads pending and nobody takes its 5 points.

How to read it. For each statistic the Statbook gives a plain meaning, the formula, how it judges the real record (what plan values and good readings look like) and how a team wins it. “Lower is better” is marked where it applies. The list below is a quick index by quarter.

Good sign. Understanding which statistics a setting changes. **Warning sign.** Chasing the statistics that pay one point while neglecting the Edge and Survival quarters.

Alpha Cup › Trophy room ● Level 2 Open this page ›

What it shows. Two halves. The **Prize cabinet** keeps the real prizes; the **Training ground** keeps practice badges and your Cup career on this device.

- **Calibration.** How well your confidence matches your results, over every exhibition and finished locked match. Tiles: **Calls made**, **Hit rate**, **Average confidence** and a **Brier score** (lower is better). Below the table, **Against a base-rate forecaster** compares your Brier score with a no-skill forecaster that always backs the side that wins more often, at that side's share of matches (a draw counts half to each side, and a draw is half a right call, 0.5, for you and the base rate alike): lower than the base rate means your stated chances carried information. **Your most confident misses** lists up to five, and exhibitions recorded from v61 have a **Replay** button that loads the same luck.

How to read it. The cabinet shows how many of the 76 prizes you hold. Prizes come from real weeks only: each week, each 4-week month, each 13-week quarter, each 26-week half and the 78-week season is its own match on Aaron's days, played by the team you had registered before it started. Bronze and Silver are small; Platinum and Diamond are the big ones. Changing your team never rewrites the past: each period is played by the team that was registered when it began, and your luck number is fixed with the registration, so nobody can re-roll a week after seeing it. Tiles: **Prizes**, **Weeks won**, **Form** and **Registered team**. To be told when your lead slips, a losing run grows or a prize count is reached, set an Alpha Cup level in Home › Watch levels › More watch levels. A season record lists every finished week and longer period your registered team has played against the real record. The training ground counts exhibitions, scouting reports and locked matches, badges earned, your locked live matches (scored automatically as each day is published) and a **Calibration** table.

Good sign. A **well-calibrated** record: the Right column close to the Said column in every row. **Warning sign.** Right far below Said means you are overconfident.

> ### How to start in five minutes
>
> 1. Open **How to play** and read the one-line idea.
> 2. In the **Team builder** choose The Plan and leave every setting alone.
> 3. In the **Match centre** play one exhibition and call the winner.
> 4. Change one setting, then run the **Scouting report** to see the win probability move.

10 · Records: show me everything

Theme. *Show me everything. The pages go from what happened, through the trader's own story and the awards, to the proof that none of it was changed.*

Records is the archive and the proof. Where the other menus turn the record into statistics, Records keeps the record itself: every trade, every week's story, the trader's journal, the awards, the monthly statements, the mistakes, and the checks that show the page can be trusted. It has **15 pages**, and most of them are readable even on day one because they are built from facts, not from statistics.

> ### Three rules the Records pages follow
>
> - **No dollars.** Results are in R and %, position sizes are not shown, and the full multi-page reviews stay private; only short public summaries are published.
> - **Words come from the trader, numbers from the record.** Notes are published as written; everything else is generated automatically by fixed rules, with no human editing of the numbers.
> - **Nothing quietly changes.** A sealed statement is never rebuilt, a mistake is never edited (a correction is a new entry), and a fingerprint of the trade log catches any changed row.

Levels: Trade log, Week stories, Timeline, Hall of fame and seasons, Achievements and Integrity at level 1; Journal, Week report, Replay a week, Time Machine, Hypothesis register, Statements, What we got wrong, Audit the report and Education at level 2; Rule-change impact at level 5. Trade-based pages follow ⚲ Filters and 🗓 Dates.

Records › Trade log ● Level 1 Open this page ›

What it shows. Every counted trade, newest first, with results in R. Position sizes are never shown. Click a trade to open its detail.

How to read it. Use the result buttons (All, Wins, Losses, Breakeven) and the search box (market, session, date, exit, gate and so on) to narrow the list; a counter shows the totals for the rows left (trades, net R and EV, for example *62 of 160 · −65.4R · EV −1.06R · column filters on*). **⬇ Download CSV** saves exactly those rows for a spreadsheet. Since version 67.1 both also follow the column filters below. A trade's detail opens below the list. Every number in the other menus traces back to a row here.

Column filters. Under every column heading is a drop-down. Most list the column's values (market, session, timeframe, slot, tier, gate and so on); the number and time columns use bands: **Result band** (win, loss, breakeven), **Cost band** (under 0.05R, 0.05R to 0.10R, 0.10R or more), **Month** and **Hour**. Filters combine, a line above the table counts the matching trades, and **Clear column filters** resets them. The same drop-downs appear on Performance › Explore's Matching trades and on any other table of 15 rows or more, with a row count and a clear button.

Good sign. A log whose counts match the totals on Home and whose rows you can reproduce in the Replication kit. **Warning sign.** A log that disagrees with the totals elsewhere: the Integrity page checks this for you.

The trade card

Click any row for the full card of that trade: date and time, session, timeframe, slot, minutes held, exit, net R, all-in cost, tier and gate, the day's risk, the **planned reward:risk** (take-profit ÷ stop distance when the order was placed: 1:1.00 for every Equilibrium trade, which has one branch, a 1:1 hard stop; the log's Planned R:R column shows it the same way), the plan check and the quality grade. The CSV download carries the same planned reward:risk and branch columns. It also shows the two trades before and after it, the review checklist line (how many of the 14 mandatory items passed, which item was breached, and how many were not visible on the chart) and ◀ Previous / Next ▶ buttons for walking through a day or a streak trade by trade. Below the details, **Open alongside this trade** lists the positions open at the same time (market, open time and minutes of overlap), the currencies they share (for example USD: 2 short) and their **summed stop risk**; that sum is not an estimate of a correlated loss, since positions sharing a currency in the same direction tend to move together and opposite ones offset. Good sign: compliant trades with a clean checklist, whatever their result. Warning sign: repeated breaches of the same item.

Example. Trade #37, a –1.03R loss: 14 of 14 items passed, no breach. A good trade that lost, which is normal 4 times in 10.

Notes on trades (v69.9)

The first column of every trade table is ✎: click it to write your own note on that trade, in the same notepad as card notes. The day you wrote it is logged. A trade with a note shows a dot on its ✎, and pointing at it shows the start of the note and its tags. The trade card (click the row) shows the note with its dates and an **Edit note** button, or **Add a note to this trade**. In the trade log, ✎ **With my notes** shows only the trades you have written on, and the search box also finds words and tag names in your notes. Once any trade note has a tag, a 🏷 **Any tag** drop-down beside it shows only the trades whose note carries the tag you pick, and the count line names it. Once the trader's journal has entries, a 🧭 **Trader felt** drop-down beside it shows only the trades matching the trader's own journal: steady or difficult feelings, one feeling word, any or one of the trader's own mistake tags, or intent kept (a trade without its own word takes the session's emotions). It works together with the tag drop-down, ✎ **With my notes** and the search, which also finds the trader's words: for example, trades the trader called rushed that you tagged Disagree with the grade. Opening a trade from another page clears these filters so its card shows. Every trade note is listed in ★ **My dashboard › My Notebook**, where its name (for example *Trade #12 · EURUSD · Mon 7 Dec · T1*) is a link that opens the trade log with that trade's card. If a later correction renumbers the record so that no trade has that number and date, the note is kept and marked *Trade no longer in the record*. Notes stay in this browser only and are never sent anywhere.

The 1R receipt (v65). Each of the last 30, 60 or 120 trades against its plan: a tick at the planned exit (+1R or –1R at 1:1), an orange bar from the gross result to the net result (its length is the cost) and a dot for the net result. Tiles give the average gross winner and loser against plan, how many winners closed under 90% of target, how many losers went past –1.1R, and the average cost.

Records › Week stories ● Level 1 Open this page ›

What it shows. One short story per finished week, written by fixed rules from the record: the week's result, trades, and its best and worst trade. A **week heartbeat** strip draws one beat per trade (up for a win, down for a loss, flat for breakeven, a dot between days).

How to read it. Each story names the week's **trade of the week**, picked by execution (the best quality grade with a compliance pass), not by profit. A card **Copy this week's update** gives the same week as short or long

text, ready to paste, written by the same fixed rules and linking back to the page.

Good sign. A week's story that matches the week stripe: green weeks with clean process, red weeks with good process (that is variance). **Warning sign.** A string of red weeks whose stories also name breaches: process, not luck, is the issue.

Records › Timeline ● Level 1 Open this page ›

What it shows. The story of the test in events, plus a picture of the whole cycle.

How to read it. The **Season spiral** winds the 78 weeks into a spiral, one dot per trading day, starting at the centre on Monday 7 December 2026 and turning once every quarter (13 weeks); green = a winning day, red = a losing day, stronger colour = a bigger day, hollow dots = days still to come. The **Timeline** card has two tabs, **Events** (go-live, trade milestones and the reviews they trigger, gate changes, badges and the trader's own notes, newest first, filterable by All, Notes, Gates, Milestones, Badges and Lessons) and **On the R curve** (the cumulative R chart with ▼ markers; hover a marker's column to read its event; **Mark news trades** marks every trade opened within an hour of high-impact news for its market). Notes are published as written; everything else is automatic.

Good sign. A spiral that turns green on the outer rings; events that match the curve. **Warning sign.** Several red turns in a row after a gate change.

Records › Journal ● Level 2 Open this page ›

What it shows. One tile with three tabs; Trader's journal opens first. **Trader's journal**: the trader's own words for each trading day, newest first; the newest day is open and every other day opens with a click. Filters above the list narrow the days: mood before the session, a feeling (steady, difficult or one word), the trader's own mistakes (any, one, or none), intent kept, a date range and a search of the trader's words; *Clear filters* resets them, and a line shows how many days are listed. With the site's ⚲ Filters on, only days with a matching trade are listed, and each still shows all its trades. Each day shows the plan written before the session (the time it was written, in New York time, the mood from 1 to 5, the intent, any focus and the watchlist), each trade with its result, quality grade and compliance next to the trader's feeling words, own mistake tags and note (*recalled later* when it was written at the end of the day, not right after the trade), the recap after the session (went well, to fix, emotions, mistakes and whether the intent was kept) and the day's review summary. A line on top counts the days journaled, plans, recaps and trades with a feeling logged. Sleep and energy scores are kept private. **Mind and results**: trades, win rate (decided trades only), EV, net, compliance and average grade by mood before the session, by feeling (steady, difficult and each feeling word; a trade without its own word takes the session's emotions), by the trader's own mistake tags and by intent kept. Groups under 20 trades are marked *early*, and the tab shows what goes together, not what causes what. It follows the site's ⚲ Filters and 🗓 Dates, with a chip saying what it is filtered to. **Reviews**: every review, from a single trade to the full run, with its short public summary and the lessons or focus it set; click a review (or *Read the full review ›*) to open it in full. Each trade's card in the trade log also shows the trader's plan and feeling for that trade, with a link that opens that day in the Trader's journal tab. The Trader's journal fills in from Mon 7 Dec 2026.

How to read it. Entries run from a single trade up to the full run. In the Reviews tab each entry names its level (Trade review, Daily review, Weekly review, Monthly review, Quarterly review, Half-year review, Annual review or Full-run review), and the buttons show one level at a time (Trade reviews, Daily reviews, Weekly reviews,

Monthly reviews, or Quarterly and up). Each entry is what the trader wrote after reviewing the trades, graded against Sniper Pro.

The full review opens in three layers. First, at once: chips for the quality grade, compliance (items met of items visible, and the band), the cost grade and the market climate with its fit; the summary; the two after charts (click one to enlarge it; sample trades show a placeholder instead); the top went-well and didn't-go-well points; and a link to the trade's card in the Trade log. Then folded sections that open one at a time: Verdict, Story of the trade, the 14-item checklist (met, missed or not visible, with what was seen), the charts (each chart's grade and why, by template name; the before screenshots stay private), Market climate, Went well and didn't go well, Cost, Before vs after and What this trade teaches. A daily or weekly review opens the same way with its own text (verdict, analysis or practice, market climate and what it teaches, where the review holds them) and lists its trades, each opening that trade's review; ‹ Back returns. The text is the trader's review filtered sentence by sentence: any sentence with a price, an indicator setting, a dollar amount or a ticket number is left out, so some sections read shorter than the private report. To keep that loss small, each trade review also carries a visitor version of the price-heavy parts (verdict, story, what was seen per item, each chart's reason, before vs after and the went-well lists), rewritten in R, ATR and pips; the site shows it where it exists, and the trader's own report is unchanged. The 14 checklist items carry the Risk Charter's names here and everywhere on the site: Alert arrow, Multi-timeframe trend aligned, Band touch, Trend panel, Close across the 55 EMA, Oscillator colour, Oscillator mid-line, Candle arrows, Candle fill, Volume confirmation, Right side of the 233 EMA, Trend candle colour, Structure columns and Trend-continuation reading. Results are in R and %, never dollars.

Good sign. Lessons that repeat and then stop appearing: the habit was fixed. **Warning sign.** The same lesson in every week: it is not being fixed. Check Execution › Mistake library.

Records › Week report ● Level 2 Open this page ›

What it shows. One week on one page, ready to print or save as a PDF: the story, the numbers, the lesson and every trade.

How to read it. Pick the week with the selector. A **Play this week in 90 seconds** button runs a six-slide show (headline, day by day, trade by trade, best and worst trade, execution, story and lesson), 15 seconds a slide, Esc to close. Week-end grades appear in the report.

Each week has its own link (for example `#records/weekreport/7`), so one link can be shared every week. The report opens with a **one-minute summary** in three parts: **What happened** (net R, the account's change that week, win rate, and the drawdown from the peak at the start and end of the week; weekly figures, kept apart from the cumulative tiles), **What drove it** (one or two facts, shown only when the ledger supports them: most of the result on one day, net R and the account moving in opposite directions because the losing days carried more risk, a losing run of four or more, costs above 0.05R; otherwise “no single driver”) and **What it changes** (the next gate, tier and risk, and the rule that set them). Buttons: **Replay this week**, **Inspect the trades** (opens the Trade log filtered to that week), **Try this week's decision** (Rail Cockpit) and **Copy this week's link**.

Dated corrections. If a figure in a finished week's summary changes later (net R, the account's change, win rate, drawdown or counted trades), the week keeps its link, the figure shows its current value, and its label carries ✎ **corrected** with the date. A note underneath gives the old value, the new value and why. Corrections

are kept in a list that is only added to, and every one also appears on Records › What we got wrong. The practice record never shows them.

Good sign. A week report you can read in two minutes and agree with. **Warning sign.** A report that the numbers elsewhere contradict (they should not).

Records › Replay a week ● Level 2 Open this page ›

What it shows. Step through one week trade by trade: the account line, the gate and the tier the rail used. From site version 89 the week opens on the **Train journey** (stations = trades, carriages = tier, lamp = gate; **Line** is the original chart, and both follow R | %), and **Luck of the draw** opens on **Dealt hands** (every order of the week's days as a row of cards, sorted by the week's return; **Scatter** is the original).

How to read it. Use ◀ ▶ or Play. Each step shows the account line, the gate and the tier the rail used. It is the best way to see the rail working in real time, including how a red day lowers the next day's tier.

Same trades, different order. A second card replays the chosen week's days in another order (worst day first, best day first, or shuffled), from the account's real state at the start of the week. The trades inside a day stay together, because a day is sized from the morning's account. Guess which order ends higher, then see both paths, the risk on each day and the first day the rail sizes differently. Total net R is the same both ways; the gap is **sequence risk**. Reordered paths are hypothetical.

Good sign. A replay where each risk step follows from the last day's result. **Warning sign.** A step where the risk seems wrong: Risk › Tomorrow explains the rule that set it.

Luck of the draw (v65). Runs the chosen week's days in every possible order through the same simplified rail (24 orders for four days, 120 for five). Each dot is one order: across = the deepest close below the peak, up = the week's return; the real order is gold. The headline says how many orders were smoother or ended higher. Click a dot to replay that order against the real one. Other orders are hypothetical.

Records › Time Machine ● Level 2 Open this page ›

What it shows. Drag back through the record. Everything below shows only what was knowable at that trade: the EV and its range, the win rate, drawdown, RAER, RAPF and the verdict. At each checkpoint, call it (edge, no edge or too early) and see how early calls hold up. The verdict then and today's verdict stay hidden until you make the checkpoint's call, and only your **first call** is scored; later presses are practice.

How to read it. It needs 10 counted trades. It teaches one lesson: early in a record almost nothing is knowable, so the honest call is usually “too early”. The verdict and the score use the site's evidence rule: before 30 trades the verdict reads Provisional and only “too early” scores; from 30 trades a 95% range wholly above zero is Edge proven and wholly below is No edge. With no decided trades the win rate shows “—”.

You run the quarterly review: the quarterly challenge (v64). Below the checkpoints, one challenge per closed 13-week quarter (the first opens once the published figures are dated after Quarter 1 closes, Week 13, Fri 5 Mar 2027, so a quarter never opens before its last trading day is published; with the practice record on, a practice quarter opens after 8 sample weeks). The quarter's evidence is frozen and split into **five packets**. Each packet shows several statistics from that quarter, and the right answer only comes from reading them together:

1. **Is the edge real yet?** EV, its 95% range, the t statistic and the trades needed to prove the EV (the Student t count of Edge statistics, if the EV and spread hold). Proven needs at least 30 trades and the whole range above zero, as on the Edge-proof meter; with fewer trades, or with every trade the same so that there is no range, the answer is *Not enough evidence to judge*.
2. **Is the win rate doing its job?** The win rate, the low end of its 95% range, the break-even win rate at the quarter's cost ((1 + cost) ÷ 2) and the average win and loss. Clearly enough needs even the low end above break-even; a win rate exactly at break-even counts as *At or below break-even*.
3. **How hard did the rail have to work?** The deepest point below the peak, the longest losing run, the Red days and where the account closed. The answer is the gate the deepest point reached: Growth, Recovery or Buffer, or Floor and below.
4. **Where did the edge go: costs or trading?** EV before costs, the average cost, the share of the edge costs took and EV after costs. A third of the edge is the line between a small and a big bite. The cost and the break-even win rate need a recorded cost on every trade of the quarter: EV after costs covers every trade, so an average cost from only some of them cannot be added to it, and the packet shows how many trades carry a cost.
5. **Did the rail's sizing help?** The account's change against the same trades at one fixed (average) risk, averaged over the quarter's trades (the account's change runs from the last weekly figure before the quarter to the last one inside it): the quarter's own days replayed, each day's equity × (1 + risk × that day's net R), with the average risk, EV and profit factor. Five points either way is the line. A quarter without account figures asks instead whether the routine ran as planned (trades taken against the 208 planned).

Each packet has three choices (the edge, win-rate, rail and cost packets add a fourth, *Not enough evidence to judge*, the right answer only when their key evidence is missing: under 30 trades or no range for the edge, no cost recorded or costs on only some of the quarter's trades, no decided trades, or a traded day with no drawdown reading); after you answer, it explains how the figures fit together. The rules for the right answers were fixed on 18 November 2026 and amended on 23 November 2026 (the fourth answer, the day-by-day fixed-risk replay and the Student t count of trades needed) and on 24 November 2026 (the 30-trade rule for Proven, risk averaged over trades and one boundary rule for the quarter's change) and again on 24 November 2026 (a cost on every trade for the cost and break-even, At or below break-even, and opening from the published figures), before any quarter closed, and are the same for every reader. Your first answer to each packet is kept on your device with the mark it was given: if a later publication changes a packet's figures, the mark stands and a note says so. **3 of 5 right earns that quarter's MARS Analyst certificate**: one per quarter, six in the run, collected in My certificates. Practice quarters are scored but not saved and award nothing. Aaron's own dated assessment of the quarter, when published, shows after the five answers.

Good sign. Calls of “too early” early on, and calls of “edge” only when the range is above zero. **Warning sign.** Calling an edge or no edge at trade 20.

Records › Hall of fame and seasons ● Level 1 Open this page ›

What it shows. The record board first, then the seasons from the big picture down to each season, and the monthly case studies at the end (site version 94). On a wide screen the page uses two columns; on a phone every card is one column, in the same order.

- **Hall of fame.** Thirteen records: best week, best day, best period (the cycle's 4- or 5-week months), best season (by its Net R percentile), longest winning run, longest green-week run (calendar weeks in a row: a week without trades ends it), perfect 4–0 days, highest cone rank, highest return, best-graded trade, longest compliant run (an unreviewed trade ends it), fastest gate recovery (from a fall below the Growth gate back to a new equity high, in trading days) and fastest winner. Each record carries a chip that says how rare it is at plan: *1 in 5* means the plan itself (60% wins, +0.95R / −1.05R) sets a record at least this good over the same weeks, days, periods, seasons or trades about once in five. The chance is exact: one minus the chance that every played block, each with its own trade count, stays below the record (binomial), with a week, day or period record judged by its own win count on the plan's grid (a 4–0 day is the plan's 4–0 day, +3.80R); runs by a small Markov chain on the run length; perfect days at 0.6^4, about 13% of full days. The cone rank's chip comes from the 1:1 benchmark (an outlined chip). Grade, compliance, recovery and timing records have no plan odds (grey chip). The biggest winner heads Top 5 trades.
- **Rarity orbit.** Orbit | Dots. The records with plan odds on rings: the centre is “happens every time”, and each ring outward is rarer (1 in 2, 5, 20, 100, 1,000). Solid pins are exact, the hollow pin is the cone rank. On a phone the pins are numbered, with a key underneath. **Dots** lines the same records up on a log scale, rarest first. ▦ gives each record's chance and 1 in N, and its Data history rebuilds the board for each period.
- **Top 5 trades, Top 5 days and Top 5 weeks.** Three small tables side by side, by net R.
- **Season pass: scorecard vs the plan.** Pick S1 to S6. Chips: the verdict (Ahead from the 75th percentile, In line from the 25th to the 75th, Behind under the 25th, decided by the season's own Net R and shown from 30 trades), the Monte Carlo cone rank at the season's start and end (start → end; Season 1 starts from its first week), and the tier with its points. The points track (up to 39 points: a green week, net R above +0.10, scores 3, a flat week (net R from −0.10 to +0.10, both included) 1, a red week 0; Bronze 21, Silver 27, Gold 30, Platinum 33) carries a gold line where the plan expects the season to be after the weeks played, and the next-tier chance sits under it. Then the **percentile rail**: one line per measure, with the bottom quarter shaded red, the top quarter green, the plan's middle 80% in blue and the season as a dot (solid = exact, hollow = simulated or fan), and beside it the value, the plan's middle and its 80% range. The eight measures: Net R, win rate (decided trades), green weeks (each week with its own trade count), season points, R profit factor (±0.10R band), longest losing run (shorter ranks higher), deepest R drawdown inside the season (shallower ranks higher; 20,000 seeded plan runs, the same on every visit) and the Monte Carlo cone (return since Week 1). Higher is always better. **Dot plot** draws the same percentiles against the P25, P50 and P75 lines. Under it, three groups with no percentile: averages (win, loss and cost against the plan's +0.95R, −1.05R and 0.05R, risk a trade, trades a trading day, EV), risk efficiency and growth (RAER and EV, risk timing = RAER − EV, RAPF, season return, weekly growth, drawdown since Week 1 against the benchmark's middle half, acceleration since Week 1) and process (grade, compliance, breaches, cost and trades taken, with the v93 marks).
- **Season vs plan.** Lines | Dials. The picked season's Net R so far at each week's close (beads coloured by the week's result) through the plan's 10th, 25th, 50th, 75th and 90th percentile lines for the same number of trades, each line named at its end; weeks still to come extend the lines at 16 trades a week. **Dials** gives each week a dial whose needle is the season's percentile at that week's close.
- **Points lattice.** Lattice | 100 seasons | Bars, with a slider that replays the odds at any played week's close. From the points so far, every way the remaining weeks can go: each week green (+3) or red (0) at the green-week chance named in the subtitle (the plan's until 30 trades are measured), line thickness and dot size showing the chance, final dots coloured by the tier they reach and each tier's chance at the right. **100**

seasons shows the same chances as 100 replays; **Bars** as bars, with a tick for the chance at the season's start.

- **Season splits.** The picked season's trades by weekday, by slot (T1 to T4) and by session: trades, win rate, EV and net R. Performance › Breakdowns cuts the whole record the same way.
- **Quarter seasons.** Tiles | Table. Each played season's tile is its full recap, two per row on a wide screen: the grade (the average quality grade of its trades, execution only, at season end; pending until every trade is reviewed), the verdict, cone (start → end) and tier chips, 13 week bricks, three groups (cumulative or so far, averages, risk and process, with the v93 ▲ ● ▼ badges, whose own 50th / 10th lines are unchanged), all eight percentiles from 30 trades, the best and worst week and the trade of the season, the quarterly review's public summary once it is published, a fold-out table of its weeks, and **Full scorecard ›**, which opens the Season pass on that season. Seasons not yet played stay small. The Table adds Net R percentile and verdict columns.
- **Season awards** (the picked season) and the **Season table: beat last season?** side by side. The table ranks the seasons by points above expected and adds the Net R percentile, the verdict and the cone rank (start → end) to the five core metrics, each with ▲ / ▼ against the season before.
- **Season matrix.** Matrix | Bars. Every season's percentile on the eight measures, from 30 trades: colour = zone (Behind, In line, Ahead), fill height = the percentile. **Bars** groups them by measure against the P25, P50 and P75 lines.
- **Case studies by month.** For each month, the best and the worst trade by net R with what the trade review said: grade, compliance, climate and lessons. Results come from the record; the words from the published reviews. The worst trade is often a well-executed loss: at a 60% win rate four in ten trades lose by design, so the lesson is in the grade and the review, not the result.

How to read it. A percentile is where the season sits among the plan's own outcomes for the same trades: the 50th is the plan's middle, so a season at the 57th is an ordinary plan season. Exact percentiles come from the plan's odds with no randomness; the R drawdown is simulated (about ±1 percentile point); the cone uses the frozen 50,000-path benchmark, exact on its published lines and read between them. Season-only % return and % drawdown have no benchmark for a 13-week window, so they are shown as values only. Records update automatically, and every record is open until the first counted trade.

Good sign. Seasons In line or Ahead on Net R with the process marks green; records set by consistent weeks, not by one outlier. **Warning sign.** Two seasons in a row Behind, or a record board dominated by a single huge trade: the edge is concentrated.

More on the record board and the seasons

Points are for fun: at a 60% win rate about 28% of full weeks still finish red, and 13 weeks swing with luck, which is why the scorecard shows the plan's 80% range beside every measure. The verdict judges one season on its own Net R; the cone rank beside it carries the luck of the seasons before. **Season awards** name the best week, the trade of the season (best grade), compliance and the most improved metric. Badges: Above-expected season, Top-10% season and Comeback season. The Season recap slideshow of earlier versions is retired: each season's tile is its recap.

Records › Achievements ● Level 1 Open this page ›

What it shows. About 90 badges in 12 families, earned automatically from the record. Tiles: **Earned**, **Process badges**, **Next badge** and **Gold earned**. Filter by family.

How to read it. Process families come first and are drawn larger, because they are what the trader controls: Discipline (compliant trades in a row, zero-breach weeks, periods and seasons, A-grade trades and days), Resilience (new highs after 7% and 13% drawdowns, bounce-back days and weeks, a losing run traded fully by the rules) and Consistency (full 16-trade weeks, runs of them, a season with no missed day). Then Sample, Growth (multiples of the start, up to the ×110 goal), Streaks, Perfect days, Rail (each risk tier reached, the Growth gate held), Evidence (edge proven, edge confirmed on the sequential test, EV on plan at 100 and 300 trades, ahead of the benchmark), Cost and Integrity and seasons. The twelfth family, Bingo, is just for fun. A bronze, silver or gold ring marks the harder levels; locked badges are gray with a progress bar; earned ones show the date.

Good sign. Process badges accumulating steadily. **Warning sign.** There is no warning sign. No badge rewards trading more than the plan's 4 a day, and badges are not rules.

Records › Rule-change impact ● Level 5 Open this page ›

What it shows. For each entry in the rule-change ledger: trades and EV before the change against on or after it, and the change in win rate.

How to read it. The record is split at the change date. Changes made before go-live (7 December 2026) have no “before” trades. A before/after gap only means something with 30 or more trades on each side, and even then other things changed at the same time (markets, season, the trader's experience). No rule changes before 30 trades.

Good sign. “Comparable” samples with no big swing after a change. **Warning sign.** Drawing conclusions from “Too few trades on one side”.

Example. A cost change in week 10: 144 trades before at +0.10R, 96 after at +0.13R, win rate +2 points. Promising, but not proof.

Records › Hypothesis register ● Level 2 Open this page ›

What it shows. Questions about the strategy published before the trades that answer them (pre-registration). Each entry has an id, the question, the date it was registered, the qualifying trades, the measure, the minimum sample, the review point and, later, the result, including “inconclusive”.

How to read it. The first four were registered on 17 November 2026, before go-live: **H1** does the win rate hold at or above 60% (100 trades); **H2** is the all-in cost at or below 0.05R (30 trades); **H3** do London trades keep more net R than New York trades (40 in each); **H4** do the day's first two trades earn more than the last two (60 in each). Each is reviewed at a milestone. Registering a question changes no rule; rule changes still wait for 30 trades and go in the rule-change ledger.

Good sign. Results added on the same entries, whatever they show. **Warning sign.** A question that appears after the trades that answer it: that is the filter trap, not a test.

Records › Statements ● Level 2 Open this page ›

What it shows. One statement per calendar month, as a PDF: summary, equity curve, weeks, every trade, compliance and breaches, gate and tier by day, the Monte Carlo benchmark and the integrity checks. R and % only. From site version 89 **Withdrawals: banked, not lost** opens on the **Granary** (one stalk per trading day, each withdrawal carried into the granary; **Area** is the original chart), and the **Withdrawal log** keeps its **Drip line** and gains **Bars + line**.

How to read it. A month's **final statement** is made after the month ends, is never rebuilt, and its fingerprint is time-stamped in Bitcoin. Tiles: **Final statements**, **In Bitcoin** and **Month to date** (the current month so far). To check a final statement, work out the SHA-256 of the PDF you downloaded and compare it with the fingerprint shown.

Withdrawals (site version 69.21). Two cards below the statements show money taken out of the account, in % only. **Withdrawals: banked, not lost** has five tiles (trading growth, account vs start, banked, total value created and compounding given up) and one chart: the blue area is the account, the gold band on top is the money banked, and the dashed line is trading growth with nothing taken out (flow-neutral). The space between the gold edge and the dashed line is the compounding given up, because money taken out stops growing; a gold droplet marks each withdrawal with its size. **Withdrawal log** counts the withdrawals and deposits, gives their average size, draws each one on a drip line and lists it with its share of the balance, the account before and after, and the trading growth at the time. Each cash flow is worked out from the statement balances (the previous close against the next day's start), the same rule the tracker and the replication kit use. Until the first withdrawal the cards say no money has been taken out; with sample data on they show two illustrative withdrawals. **Good sign.** Trading growth unchanged by a withdrawal, and total value created close to it. **Warning sign.** A drop in Return since start on the day of a withdrawal: report it.

Good sign. A final statement whose fingerprint you can reproduce. **Warning sign.** A fingerprint that does not match: report it. It means the file is not the one that was sealed.

What is in a statement

Each PDF has: summary (trades, net R, EV, win rate, return, drawdown, RAER, profit factor, cost, quality grade), equity curve, weeks, every trade, compliance and breaches with their fixes, gate and tier by day, the Monte Carlo benchmark and the integrity checks. The current month is a provisional month-to-date copy, rebuilt at every update. A month’s final statement is made once, after the month ends, and is never rebuilt. To verify one: hash the file you downloaded, compare it with the fingerprint listed on the page, then check its .ots proof at opentimestamps.org.

Records › What we got wrong ● Level 2 Open this page ›

What it shows. Every mistake stays here for good, with the fix for each one. A losing trade is not a mistake: at a 60% plan about four trades in ten lose even when everything is done right.

- **Checklist breaches.** A mandatory Sniper Pro item missing on a Before chart, newest first, with the fix written in that trade's review. Added automatically from the reviews.
- **Figure corrections.** Published week figures that changed later: date, week (linked), figure, was, now and why, newest first. The same note sits beside the figure in that week's report.

- **System errors.** Mistakes in the data, this page, the reviews or the process, newest first: what happened, what it affected, how it was fixed, **Found by** (an outside review, the trader or an internal check) and **Fixed in** (the site update or document version that corrected it). Logged by hand and never edited afterwards; a correction is a new entry.

How to read it. Tiles: **Checklist breaches**, **Fixes holding**, **System errors** and **Entries changed later**. The R cost of each kind of breach is on Execution › Discipline cost.

Good sign. Few entries, each with a fix that holds. **Warning sign.** The same entry type again and again.

How the counters work

Fixes holding counts breaches whose item has not been missed again on a later reviewed trade. The list is add-only: only an entry’s status may change, and any other edit after publishing is counted in red under **Entries changed later**. Losing trades are never listed: a loss under the plan is not a mistake.

Corrections policy. Any error a reader could see in a published figure, a verdict, a rule statement, a tool's result or a game's score is logged under System errors, whoever found it, with the update that fixed it; display glitches such as layout or flicker are listed in What's new only. Found by and Fixed in were added to every row on 21 November 2026 and are not part of the fingerprint, so filling them in does not count as a change. The rows go back to 12 November 2026; the outside reviews and fixes of 17 to 21 November were added on 21 November.

Records › Audit the report ● Level 2 Open this page ›

What it shows. Sixteen short, fictional reports in three levels, each with four claims. One claim in each does not follow from the report's own numbers; pick it. **Spot it**: the wrong claim contradicts a number in plain sight. **Do the sum**: one step of arithmetic shows it. **Read the method**: the mistake is in how the number was measured. The first pick is scored and saved in your browser; later picks are practice. Each answer names the trick behind it and how to catch it, and the score is shown by level. New in v72.1: nine new reports (a cherry-picked month, costs left out, an 80% win rate with no edge, percent vs points, a bigger return from bigger bets, an overfitted backtest, an average of averages, a drawdown read only at weekly closes, and correlation taken as cause) and two new cards.

Tricks caught. One tile for each of the 15 tricks, counting your first picks on the fixed reports and the practice reports: green at 80% or more right, amber at 50% or more, red under half. Hover or tap for how to catch it; pick a tile to open its next fixed report and set Practice reports to drill it.

Practice reports (new in v72.2). Endless practice: 45 report templates, three for each trick (survivorship, for example, comes up as a fund line-up, a newsletter's picks or a copy-trading leaderboard), each drawing new figures every time, so no two reports are the same. Choose any trick, one trick, or **My weakest trick**, and a level. The three true claims are computed from the rounded figures the report shows. Figures are fictional.

Scores and badges (new in v72.2). A right first pick on a fixed report, a practice report or a claim check counts as one correct audit. Every 25 correct earns the next of ten Audit badges, each with its own emblem: Fact Checker, Number Sleuth, Red Pen, Footnote Hunter, Denominator Detective, Spin Breaker, Cherry-Pick Spotter, Lie Detector, Chief Auditor and The Incorruptible (250). A strip of the ten emblems sits on the Practice reports card; the full set is in My dashboard › My badges, and the totals are in My profile. Scores are saved in this browser only; with sample data on, nothing is saved.

Check a claim on this record. Four claims built from the record's own trades (the sample trades while sample data is on): three are true, such as the trade count, net R after costs, EV with its 95% range or the longest losing run, and one is a common misreading of the same numbers. There are eight kinds: net R before costs; the best 10 trades in a row passed off as the strategy; a small group called proven; an average of group averages; the typical or average trade taken from the winners only; a gap in percentage points called percent (new in v72.3); a drawdown measured from where the record started instead of from its peak (new in v72.3); and a win rate read as an edge, such as a group winning over half its trades with a negative EV, or the highest win rate called the best (new in v72.3). Each set uses the next kind this record can show, so a kind appears only once the trades allow it. After your pick it shows how each claim was checked; New set builds another. It needs 12 trades.

How to read it. The original seven reports cover a median of only the accounts that recovered, a deposit counted as return, an average of only the surviving strategies, a lock risk checked only at the day's close, odds of reaching a target that ignore the System Lock, a slice called proven on six trades, and tomorrow's risk set from an intraday high. Four of them were real mistakes on this site, found by outside reviewers and fixed in v58.4; the page says which. Amounts in USD are teaching examples, not this account.

Good sign. You catch the denominator questions (what is this an average of?) before the arithmetic ones.
Warning sign. None: a wrong first pick is how the lesson sticks.

Records › Integrity ● Level I Open this page ›

What it shows. Can the record be trusted? A set of checks, and the tools to verify the page yourself.

- **Statement match.** Every closed position in the broker statement from go-live matched to a trade on the page, in counts and R only: matched, in the statement but not on the page, on the page but not in the statement, partial fills grouped into one trade, positions still open, positions before go-live (demo, excluded), and the net difference in R (for example “42 of 42 matched · 0.00R”). Deposits and withdrawals are balance entries, not trades. This is **reconciliation**; the daily health check does the same to the cent in private. **Matched** (and the Integrity tile's **Match**) certifies three things at once: every closed position in the statement is matched to a trade on the page, no page trade is missing from the statement, and the net results agree: the net difference, in units of the average risk per trade, rounds to 0.00R (under 0.005R; a difference of exactly 0.01R already counts). Three states, three examples. **Match**: 10 of 10 matched, nothing left over, net difference 0.00R. **Differs** (**Check** on the card): 10 of 10 matched with a +0.50R difference, or 9 of 10 matched; the difference needs a look. **Pending**: 10 of 10 matched but the net difference could not be worked out (for example no risk amount on the matched trades), or there is nothing to match yet. Pending is never shown as a match, and the trust chip does not count it as a failure. If the statement list cannot be downloaded, Records › Statements says so and offers Try again; it never reads as an empty history.
- **Verification chain.** The numbered blocks and their Bitcoin time-stamps. Each block can be checked against its OpenTimestamps proof.
- **Replication kit.** Download the trade list (CSV) and a ready-made Excel file that recomputes the headline numbers offline. If your answer differs from the page's, first check you are comparing like with like: the build time on the Headline tab, the same trades, the ±0.10R breakeven band, the t-based 95% range and the rounding tolerance. A difference that remains is a reconciliation failure worth reporting.

- **Fingerprint ledger.** One row each time new trades are published, newest first. Unchanged = the first N trades still produce the same fingerprint today.
- **Self-test history.** The page's own arithmetic checked on every build, with the history of results.
- **Rule-change ledger.** Every rule or setting change to the trading itself, with its date and reason.

How to read it. Six checks: how fresh the figures are, the daily Parity health check, whether every broker-statement trade is on the page, a self-test of the page's own arithmetic, a fingerprint of the trade log so past rows cannot be changed quietly, and a chain of sealed blocks time-stamped in Bitcoin. The **fingerprint** is the SHA-256 of the trade log, one line per trade (number, date, open time, pair, direction, net R and all-in cost to 4 decimals, and the risk per trade, joined by new lines). Each build stores the fingerprint of all trades so far and re-checks every earlier one against today's rows; a ✗ means an earlier trade's row changed after it was published. New trades are sealed into numbered blocks, and each block is time-stamped in the Bitcoin blockchain through OpenTimestamps.

Good sign. Every check ticked; “Unchanged” in every row of the ledger. **Warning sign.** A ✗ anywhere. The page says which row changed.

The details of each check

- **The six checks.** When the figures were last refreshed; the latest daily Parity health check (PASS, WARN or FAIL); the closed trades in the broker statement against the trades on this page; a fingerprint (SHA-256) of the trade log (each update stores the fingerprint of all trades so far and re-checks every earlier one, and your browser also recomputes today’s: ✓ Unchanged and Matches mean no published trade has been edited since); the self-test; and the verification chain.
- **Verification chain.** Each time new trades are published they are sealed into a numbered block: a small text file with the trade numbers, a SHA-256 fingerprint of those trades, a fingerprint of the broker statement at that moment (the statement itself stays private) and the previous block’s fingerprint. The block is time-stamped in the Bitcoin blockchain through OpenTimestamps. Per trading day the page shows the last close, the block that sealed it, the Bitcoin time and the next day’s first open. Your browser re-checks every block, and anyone can download a block and its proof and check both at opentimestamps.org. “Chain Intact” and days “Proven before next open” mean no trade was added, changed or back-dated after the fact (the seal covers each trade's number, date, open time, pair, direction, net R, all-in cost and risk per trade; exit reasons and grades are shown but not sealed). A day counts as proven only if its Bitcoin time plus two hours comes before the next day’s first trade (Bitcoin clocks can run fast). “Awaiting Bitcoin” is normal for the newest day; “Broken” or a red ✗ names the block that differs.
- **Self-test.** The page re-checks its own numbers every time it opens: the trade count agrees everywhere, cumulative R adds up trade by trade, every win, loss and breakeven label fits the ±0.10R band, the win/loss/BE counts add up, and the EV and win-rate tiles match the trade log (hard checks); every breakdown, the weekly table and the daily rows each cover every trade (soft checks). The update script runs the same checks and refuses to publish a page that fails a hard check. A red ✗ turns the header chip to “! Integrity: see checks”. It checks consistency, not whether the trading is good.
- **Self-test history.** One mark per published build: green = every check passed, amber = a soft check warned. Hard failures never publish, so they cannot appear. Hover a mark for its date, trade count and warnings.
- **Replication kit.** Two downloads: an Excel file and a CSV with every published trade (net R, all-in cost, and P&L and risk as % of that day’s equity; no dollars). The Excel file’s own formulas rebuild the headline numbers (EV, the win rate both ways (decided trades, the headline figure, and all trades), max drawdown,

RAER, R profit factor, RAPF (R profit factor × 3.5% ÷ the average of each trade's day rail risk, as Equilibrium), acceleration, cost and return, flow-neutral as on the page; the kit also shows account vs start for comparison); its Headline tab sets each one beside the page's value with ✓ or ✗ (∞ for wins with no losses agrees only with ∞; a value missing on either side reads Pending, never ✓), and the card also shows an independent rebuild run at every update ("Rebuilt independently 11 of 11" means every headline number can be reproduced from the trade list alone). Change the breakeven band on the kit's Config tab to see how the result labels move the numbers. The chain shows the list was not changed; the kit shows the numbers come from it.

- **Rule-change ledger.** A dated list of every change to the trading rules, settings, grading or this page, with "rules frozen since" and the days and trades since the last rule change. Rules cannot change before 30 trades. A long frozen stretch is good: a strategy that keeps changing cannot be measured.

Which Records page first?

- **What actually happened?** Trade log, Week stories.
- **What was the trader thinking?** Journal.
- **Can I trust it?** Integrity, then Statements.
- **What went wrong?** What we got wrong.
- **For fun:** Achievements, Hall of fame and seasons, Replay a week.

11 · Play and Education

Theme. *Learn and play. Understand the game by doing it, on real price history.*

The site teaches as well as reports. **Education** is a free course; **Play** is seven games on real price history (Trading Desk Tycoon's five starter systems are illustrative profiles; a system locked in Strategy Forge brings its own back-test). Both live on the website only (marstrackrecord.com), both appear from level 2, and both keep your progress in your own browser, never on a server. None of it uses the live record: no figure in a game comes from Aaron's trades.

Records › Education: the free course ● Level 2 Open this page ›

What it is. A course of **100 modules** in **12 stations**, from “what is forex?” to the MARS capstone, with **25 quizzes** and a **Final exam** of 100 questions (the “Trading school”). Every completed station earns a certificate, and the course ends with a Graduate certificate. Your progress is kept on this device and shown in your profile on ★ My dashboard.

On a wide screen the lesson sits between the course rail and the study panel, about 1,000 px wide, with a little space on each side.

Deep modules (new in site version 96). All twelve stations (modules 1 to 100) are full deep lessons of at least 30 minutes each; every module in these stations keeps its original lesson text word for word and builds on it. Inside the lesson, in reading order, they have numbered **Try this** tools (four or five in every module, each a different kind: calculators that show their working, a position-size planner, drills, flashcards, simulations, a practice order ticket with moving made-up prices, a news-spread replay, a mock account panel and a margin-call replay), each with a **Challenge** to do with it; numbered figures; **Quick check** questions where every option explains itself; a step-by-step **Walk-through** (Back, Next, Show all); **Go deeper** sections that open on a tap; and a **Key idea**. The header shows how many tools, diagrams and quick checks the module has. The reading time is worked out the same way for every deep module: words at 200 a minute, plus time for each tool, check, walk-through and figure. Each module ends with a **See it live in the MARS record** panel: two to four links to the live pages that measure what the module teaches, each with a line on what to look for (sample data until the live test starts). On a phone, wide drawings scroll sideways inside their own box.

Module notes. Each module has a **My notes** box in the study panel (under the lesson on a narrow screen). It saves as you type (or press **Save** to save at once; on a phone or tablet Save also puts the keyboard away and docks a floating notes window), on this device only, and records the day the note was first written and last edited. ⧉ **Detach** lifts it into a floating window: move it by its title bar, resize it in any direction from its bottom-right corner, press ⤢ to make it almost full screen (⤡ shrinks it back) and **Dock** ⧈ to put it back in the panel. The window remembers its size and closes when you leave the module. Every module note is also listed in ★ My dashboard › My Notebook.

#	Station	Modules	Quizzes	First topics
1	Preschool	12	3	What is forex? Currency pairs, pips and lots, who trades the market.

#	Station	Modules	Quizzes	First topics
2	Kindergarten	8	2	Brokers and how they make money; accounts and regulation; order types; three ways to analyse a market.
3	Elementary	12	3	Support and resistance, zones, trends and channels, candlestick anatomy.
4	Middle school	8	2	Oscillators and RSI, stochastic, MACD, combining indicators without double counting.
5	Summer school	4	1	Heikin Ashi, Elliott Wave basics, harmonic patterns with caveats, divergence.
6	High school	8	2	Price action and market structure, breakouts and retests, fakeouts, market environment.
7	Undergraduate: Freshman	8	2	What moves currencies, central banks and rates, economic data, reading a release.
8	Undergraduate: Sophomore	4	1	The dollar index, intermarket relationships, country profiles, liquidity and narratives.
9	Undergraduate: Junior	8	2	Why a trading plan, trader types, building a rules-based system, backtesting and overfitting.
10	Undergraduate: Senior	12	3	Risk first, risk per trade, position sizing, stop placement and stop size vs cost.
11	Graduation	4	1	Prop firms, scams and red flags, common mistakes, a first-year roadmap.
12	MARS capstone	12	3	Expectancy, R multiples, win rate, payoff and break-even, and MARS's own method.

How to use it. Read a station, take its quizzes, and the Final exam sections open station by station as each station is read. Some stations have bonus modules. The course is for learning: it does not change any rule, and it never touches the record.

Good sign. Stations completed in order, with quiz misses re-read. **Warning sign.** Skipping to the exam: the questions assume the modules.

Quizzes, badges and the Final exam

After every four modules there is a 10-question quiz. Each quiz earns a Copper, Silver, Teal, Sapphire or Diamond badge for a score of 6 to 10 (under 6 means repeat the series); a badge shows your best score, and a retake can raise it but never lower it. Each completed station (every quiz in it passed) gives a printable station certificate on the station’s page, and passing all 25 quizzes opens the Graduate screen and its certificate. The **Final exam** has 100 multiple-choice questions in five sections of 20 (variance and probability; risk and position sizing; expectancy and statistics; trading psychology; costs and market sense). Each section opens once its own stations are read: trading psychology after stations 9 and 11, risk after 1 and 10, variance after 10 and 12, expectancy after 9 and 12, costs after 1, 2 and 10. 16 of 20 passes a section, 20 earns gold,

passing all five makes an Exam master, and section honours reward an 8 or better quiz average across a group of stations. Every answer shows a short explanation. Unlimited retakes; the best score counts. It is teaching only and uses no figures from the live record.

Share (new in v63). A ⤴ **Share** button sits on each module (in the reading controls), on every quiz result, on the Final exam result, on each station certificate and on the Graduate screen. It makes a picture of that result (the score, its badge colour, your attempts and course progress) to send or post. It is made on your device; nothing is uploaded.

New in v72. On large screens (1,700 px and wider) the two side panels grow with the screen, the course list most, so there are no empty margins beside the lesson.

Play: seven games on real price history ● Level 2

What it is. A hub of seven trading games (Chart Pilot, Funded Challenge, Strategy Forge, Rail Week, Market Scanner, Drawdown Escape and Trading Desk Tycoon) on real, anonymised price history (the market and date are revealed when a round ends). The hub shows your level and XP, your latest badges and a daily challenge; scores live in this browser only. Games are for learning concepts, not predicting results: no score predicts real trading, and each game has its own full **How to play**. They need no live figures, so they work from day one.

Game	What you do	What it teaches
Chart Pilot	Trade a hidden market session bar by bar, 8 trades a round, five levels (from Quiet Asia to New York and beyond), with an order ticket, a stop and a target. A **MARS Day** mode plays 4 trades at 1:1 with a day colour (a round with no trades gets no day colour, only the points for unused trades). After each round a replay shows every trade's excursions, the session's biggest move and how a plain 1:1 trade fared on every bar.	The controls, costs (the MARS cost tier is on every ticket) and how much a plain 1:1 rule would have done.
Funded Challenge	A made-up two-phase evaluation (no real firm), then a funded account with payouts. One rule break ends the run: the daily loss limit (5%), the maximum loss (10%), session count and minimum days apply. Progress is saved, so a career can be continued; leaving a session counts it. A Skip to the bell button, the MARS gate ladder beside the prop limits (with the straight losses left before the 10% floor, counted from the current balance and sized as the game sizes them), and a phase report against a 1:1 Monte Carlo fan.	How prop-firm rules shape behaviour, and how MARS's gates differ from them.

Game	What you do	What it teaches
Strategy Forge	Build a rule-based system from blocks (moving averages, RSI, MACD, breakouts, Bollinger, Stochastic, candles; filters; exits), test it on training history, then lock it and run it once on history it has never seen. A training-window consistency check (the training run cut into four windows in time order; nothing is refitted, so it is not a walk-forward test) and a one-click 1:1 exit (1.5 ATR stop, 1R target: a mechanical stand-in, not the live MARS stop placement). The swing stop looks at exactly the last N bars, the signal bar included; changing a rule clears the last result. With longs only (or shorts only) and the exit *on the opposite signal*, the builder shows an **Exit signal** block: it closes the trade and never opens one the other way. The consistency check says how many of its four training windows have trades, gives no verdict when fewer than three do, and says so plainly when none is profitable; with under 30 out-of-sample trades the score is 5 points per net R and no overfitting charge applies. With no out-of-sample trades at all, the out-of-sample EV and t-statistic are shown as unavailable, and a t-statistic that cannot be worked out (fewer than two trades, or no spread) reads “—”, never 0.00.	Overfitting. The score rewards what holds up out of sample and charges for many tweaks, many rules, a big training-versus-out-of-sample gap and every extra look at that market's hidden data (looks stay with the market, even after New system).
Rail Week	Run one full MARS week: 4 days × 4 trades at 1:1, with risk from the MARS rail. Each morning pick a market and session from three day cards (spread, cost tier and liveliness; hidden at higher levels, with traps such as the rollover window (17:00–19:00 New York, as on the record's session clock)), then trade it on real history. The stop and target are locked once a trade is confirmed. On Friday the week is graded on game versions of the five core metrics (EV, drawdown, RAER, money profit factor and a days 3–4 vs 1–2 acceleration; table below) against 2,000 simulated plan weeks: *Alpha week*, *On the rail* or *Below the ruler*. A day without trades keeps the last traded day's colour, as on the record (its unused slots still cost points).	The whole MARS week in miniature. Not trading never pays.

Game	What you do	What it teaches
Market Scanner	Trade one MARS day (4 trades, 1:1 hard stop) across 4, 6 or 9 hidden real markets on one 15-minute clock. Scan the board (trend, volatility, cost tier, setup readings), pick the market for each trade, and score on net R, how your market ranked against the same trade on every other market, cost tier and day colour. Three levels and a daily challenge.	Choosing which market deserves the next trade, not just how to trade it. Unused trades cost points, so not trading never pays.
Drawdown Escape	Take over a MARS account 10%, 20% or 30% below its peak and trade it back (4 trades a day, 1:1 hard stop, a new hidden real market each day) within 10, 15 or 20 days, while the MARS rail sets your risk from the drawdown and your last results, exactly as on this site. System Lock at −40% ends the run. After the run: your equity against the gates and against the same trades at frozen risk, plus a day-by-day table. As on the record, all four trades of a day risk the same cash, set from the day's opening balance; a day without trades keeps the last colour, and a week without trades gives no weekly status (unused trades still cost points).	How the rail behaves in a hole, and why deeper holes take much longer to climb out of. Points come only from equity won back.
Trading Desk Tycoon	Run a small trading firm for 60 months. Hire systems (five starter profiles, or the ones you locked in Strategy Forge), give each capital and a risk level, survive drawdowns, attract investors and grow from a garage desk to a fund. Monthly events (a volatility storm, wider spreads, quiet or busy months) shake it. A 12-month risk check and a five-metric report card.	Position sizing, diversification and fading edges: a system behaves like its history, not like a promise.

- **After-action review and rematch.** Chart Pilot, Rail Week, Market Scanner and Drawdown Escape end with three lines built from the run: **what you did**, **what it cost or earned** (in Market Scanner, the trade that lost most against the same idea on another market, both results side by side) and **what to try on a rematch** (keep stops where they were set, avoid costly entries, use every slot, then smaller changes). ↻ **Same luck rematch** replays the same hidden market and price history, so only your decisions change; the review then compares the two scores. Daily challenges already share one luck, so they have no rematch.
- **Your debrief and drills** (on the Play page). Each run records mistakes from a short fixed list (a stop moved further away; an entry whose costs took 0.10R or more of a 1:1 trade). A mistake seen in 2 or more of your last 8 runs is marked recurring and its drill comes first. Three drills, each three fresh examples: **cost against the stop**, **the hard stop**, and **closing vs intraday drawdown** (which drawdown sets tomorrow's gate). Only the first answer to each example counts; the card shows first-attempt accuracy per drill.

- **Compare two setups** (Market Scanner). Two hidden markets frozen at the same moment and one named rule (costs under 0.05R at the default stop, or price and both trend lines lined up). Answer Setup A, Setup B, **both** or **neither**. The rule's grade comes first; **Show what happened next** then draws the next 24 bars and a 1:1 result. Passing on both is often right, and the round does not change the day score.
- **XP, levels, badges.** Every game earns XP and badges; the hub shows your level and recent badges. There is also a daily challenge.
- **Keyboard.** Most games have key shortcuts, listed in each game's How to play; they only work while the game is on screen and focus is not in a form field.
- **On a phone.** While a game is running it goes edge to edge, the bottom menu steps aside and the Buy, Sell and Close buttons stay pinned at the bottom of the screen.
- **Not MARS rules.** Chart Pilot and Funded Challenge keep draggable stops with penalties; the MARS games (Market Scanner, Drawdown Escape, Rail Week) lock stops once a trade is confirmed, as a true hard stop does.

Good sign. Scores that come from process (cost tier, rank, sizing), not from one lucky round. **Warning sign.** Treating a game score as evidence about real trading: a game is not advice, and no score predicts real results.

After-action review in every game (v63.1). Funded Challenge, Strategy Forge and Trading Desk Tycoon now end with the same three-line review as Chart Pilot, Rail Week, Market Scanner and Drawdown Escape: **what you did**, **what it cost or earned** and **what to try next**. In Funded Challenge it names the limit that ended the run and how few losses reach it at your risk. In Strategy Forge it compares the edge in training with the edge on the hidden data and names the overfitting charges. In Trading Desk Tycoon it gives the deepest fall on the return index (investor money in and out does not count) and how often investors pulled money. These three have no same-luck rematch, so the third line reads **Try next**.

How the games execute trades (audit 10). Every game that steps a trade bar by bar (Session, Chart Pilot, Strategy Forge, Rail Week, Market Scanner, Drawdown Escape) uses the same rules. A bar that opens beyond the target or the stop fills at that opening price: a long with its target at 101 that opens at 102 is a +2R win before costs, and one that opens below its stop loses more than 1R. When the open sits between the two levels and the bar touches both, the order inside the bar is unknown and the stop wins (the cautious choice). In **Strategy Forge** the trade viewer stops at the last training bar (the 60% cut) until the system is locked, so the hidden 40% is never seen while refining rules; a profit factor with no losing trades reads ∞; the breakeven move never loosens a stop (a trailing stop already past entry stays where it is). In **Trading Desk Tycoon** the 12-month risk check (near the end of the five years, only the months left) runs the game's own month: the overhead of 200 USD plus 100 USD for each system hired, market events and capacity, before fees and investor money. A desk with every system at 0% capital therefore forecasts a small loss, not 0%. **Money profit factor (audit 11).** Tycoon adds up the money won and lost each month at that month's capital: a 10% gain on 100 then a 10% loss on 110 is 10 won against 11 lost, 0.91, not 1.00; with no losses it reads ∞. Systems are hired by identity, so two Forge systems with the same name, or one named like a starter, get a number and the desk trades the one you picked. **Scratch trades in Strategy Forge.** Forge uses the record's ±0.10R band: +1R, −1R and a +0.10R scratch give net +0.10R and an EV of about +0.033R over 3 trades, but a profit factor of 1.00 (the scratch sits outside both sums) and a win rate of 50% of 2 decided trades; a run of only scratches shows a dash for the win rate, not 0%.

Rail Week: Guess the gate (v65). A practice round in the Rail Week menu. Ten day closes appear one at a time, each with the day's four trades, its lowest point and its close; before each new morning you call the gate the rail sets. The answer explains the band the close fell in, why a touch during the day does not count, and tomorrow's tier and risk. It awards no points, so it can never reward not trading; a summary table lists every call.

Rail Week's Friday scorecard next to the record (audit 12). The game sizes trades as the record does: all four trades of a day risk the same cash, set from that day's opening balance. At 5% risk, +0.95R then −1.05R on the same day is −0.50%, not the −0.75% of compounding trade by trade; Drawdown Escape works the same way. One week cannot hold the record's two-week acceleration, and 16 trades are not the record's RAPF, so the game keeps its own versions under their own names:

Friday line	In the game (one week)	On the record
EV per trade	Average net R of the week's trades	The same, over every counted trade
Max drawdown	Deepest fall from the week's peak, trade by trade	Deepest fall from the Equity Peak High at day close
RAER	Week return ÷ Σ (risk × the day's opening balance)	The same formula over the whole record

Friday line	In the game (one week)	On the record
Money profit factor	Money won ÷ money lost	RAPF: R profit factor × 3.5% ÷ average risk
Acceleration (days 3–4 vs 1–2)	Gain on days 3–4 minus gain on days 1–2	Equity acceleration: this week's growth rate minus last week's, when both weeks traded

12 · Site pages: About, Charter, Methodology, Legal and Quad

Theme. *Trust. The rules, the method and the proofs that the record is honest.*

Besides the track record itself, the website has a small set of fixed pages. They are linked from the footer of every page. This chapter says what each one is for and what to look for in it. They are the pages that hold the **rules**, the **method** and the **small print**, so they matter most when you want to check that the record is honest.

Page	Version	What it is
About the test	unversioned	One page on what the test is and why to trust it.
Trading Plan and Risk Charter	v1.4.1, 7 Dec 2026	The rules the record is traded under, written down before the first counted trade.
Methodology	v1.3, 23 Nov 2026	A plain-language white paper: how the system works from start to finish, where every number comes from and what the models leave out.
Disclaimer and privacy	unversioned	The legal page: not advice, the risk warning, how results are labelled and what is stored.
MARS Quad	inactive	A separate design in the MARS family. It is not traded.
Quick start, **Reader's Guide**, **Guide (PDF)**	edition numbers	The beginner start and this guide, on the web and as a PDF.

The footer and the system switch • Footer

Every page ends with the same footer: the line “Turning Expectancy into Alpha”, a one-line description (“A 78-week 1:1 trading test, published trade by trade”), links to the track record, Quick start, the Reader's Guide and its PDF, MARS Quad, the About, Charter, Methodology and Disclaimer pages, and a copyright and provisional-results line (“Results are provisional under 300 trades; models and projections are hypothetical. Not investment advice.”). At the top of every page a switch moves between **MARS Equilibrium** (live) and **MARS Quad** (inactive). Equilibrium is the only system being traded and published; Quad is shown so the family is complete.

About the test • About

What it shows. A short factsheet and a trust section.

- **The test.** Dates Monday 7 December 2026 to Friday 2 June 2028 (78 weeks); 4 trades a day, 4 days a week, the same risk on all four; exits 1:1 (a hard stop and a target the same distance away); goal: grow the account about 110-fold by week 78. Entries are chosen by the trader; everything around them is rules. Risk is set by the account's drawdown: as it falls below its highest point, risk steps down through gates (Growth down to System Lock), and it recovers as the account does. A 60% win rate is the plan's assumption until enough trades measure the real one.
- **How it is measured.** R, not dollars; after all costs (spread, commission and swap are taken out of every result); expectancy first (EV is the master number, then drawdown, risk efficiency, profit quality and growth speed); against a Monte Carlo ruler (thousands of simulated runs of the plan give the normal range, and the aim is to beat it without a deeper drawdown); provisional under 300 trades, with no rule changes before 30 trades.
- **Inside the record.** The ledger (every counted trade, from the broker's statement, in R), the risk vault (gates and tiers), the Monte Carlo ruler and the proof wall (is there an edge yet? EV, its range and trades still needed). The images are illustrations only: no image shows real results.
- **Why you can trust it.** Every trade comes from the broker's own statement. Each build checks that the numbers agree with each other and refuses to publish if they do not. A fingerprint of the full trade log is stored every day, so any later change to past trades shows as a broken check on Records › Integrity. Rule and setting changes are listed with their dates. Position sizes, dollar balances and the account number are never published.

Trading Plan and Risk Charter • Charter

What it is. The rules this record is traded under, written down before the first counted trade so anyone can hold the results to them. **Version 1.4.1, dated 23 November 2026, in force from Monday 7 December 2026 (week 1).** Status: provisional (every number on the site is provisional until 300 counted trades). Versions 1.4 (sealed 23 November), 1.3 (sealed 20 November), 1.2 (sealed 18 November), 1.1 (sealed 15 November) and 1.0 (sealed 13 November) are kept, each with its PDF, seal and OpenTimestamps proof. v1.4.1 is wording only: section 4 gives the weekly-status thresholds exactly as the tracking workbook uses them (+0.3319171875R and +0.063140625R, where v1.4 rounded them to +0.33R and +0.06R); no rule and no number changed. v1.4 moves go-live two weeks, from 23 November to 7 December, and changes the day-colour wording: every day with trades gets a colour, however many trades it had (v1.3 said each full day), and the starting tier holds until the first day with trades; no other rule and no number changed. v1.3 describes the risk rail exactly as the tracking workbook runs it: Balanced reaches T6 (5.75% a trade) after an Above-plan week in Growth; the five modes, the caution lock, the day-1 tier and the trader's manual overrides are written down, and every override is shown on the record. v1.2 changes one sentence: the markets are stated as forex pairs (majors and crosses), US stock indices and commodities, where v1.1 said major and cross currency pairs. v1.1 moved go-live one week, from 16 to 23 November. Every week before 7 December is demo practice and is not counted. Any change is dated in the rule-change log and gets a new version of the page.

The ten sections.

1. **The strategy in plain words.** A discretionary trend-pullback strategy on forex pairs (majors and crosses), US stock indices (US30, US500 and US100) and commodities (gold, silver and oil), the markets Charter §1 names (the Play games use their own market lists): wait for a trend on the higher timeframe, let price pull back against it, enter on the trigger timeframe when momentum turns back with the trend. Entries are judged by a person; risk is set by rules. Every trade is 1:1. The plan assumes a 60% win rate, which is an assumption until the record measures it. Expectancy is the master metric; the order is EV, drawdown, risk efficiency (RAER), profit quality (RAPF), then equity acceleration.

2. **The trading routine.** Four trades a day, four days a week: 16 planned trades a week, for 78 weeks. All four trades of a day risk the same percentage, set the evening before by the rail. A trade counts once it closes. A breakeven is any result within ±0.10R. Fewer than four trades in a day are judged on the trades taken.

3. **The risk rail: gates, tiers and risk per trade.** The gate caps the tier, the tier picks the daily pool, and each trade risks a quarter of it. The gate table and the rules are stated once, in chapter 5 (Risk). The live test runs in the Balanced mode, capped at tier T5.

4. **Day colour and weekly status.** The day's average net R sets the next day's starting tier, and last week's average moves it. Both tables are in chapter 5, under Day colours and the weekly-status table.

5. **System Lock and the stop rule.** At 40% below the Equity Peak High, risk becomes zero. The stop rule is judgment, not a number: if the drawdown shows the strategy is no longer worth continuing, the trader stops the test early and says so in the record. No verdict level on the site stops trading by itself.

6. **The 30-trade no-change rule.** No rule, mode or risk setting changes before 30 counted trades. After that, any change must be supported by the record, dated in the rule-change log and given a new version of the charter. The verdict stays provisional until 300 trades.

7. **Warning signs.** A day losing more than 2R or 10%, a week losing more than 8%, repeated Red days, slipping compliance and two open trades in one currency. They call for a pause and a review, never an automatic stop. The full list is in chapter 5.

8. **The 14-item entry checklist.** Every trade must show all 14 items on the before charts; a missing item is a plan breach, reported on its own line and never averaged away. The Charter names the items so the record can be checked; chapter 13 explains each one, and how they are scored is in chapter 7.

9 **Compliance bands and grades.** Each trade gets two separate results, a quality grade and a compliance line, with a score and a band (Full, Near, Partial, Off-plan). The bands and what they mean are in chapter 7. Market climate is reported with each review but is never part of the grade or compliance.

10 **Versions and verification.** Every version is published before it takes effect, and its PDF and page source are sealed: their SHA-256 fingerprints are listed in a seal file (v1.4.1, v1.4, v1.3, v1.2, v1.1, v1.0) stamped with OpenTimestamps, which anchors it in the Bitcoin blockchain. Anyone can check the seal and its proof at opentimestamps.org and re-hash the PDF.

How to read it. Use the Charter as the answer key for every rule on the site. If any page of the track record seems to disagree with it, the Charter wins and the page is the one to question.

Methodology • Methodology

What it is. A plain-language white paper, version 1.3, dated 23 November 2026 (covering site version 89.2), sealed with its own SHA-256 seal and OpenTimestamps proof, with a PDF download. Versions 1.2 (sealed 23 November, which spelt the name Mon / Tex), 1.1 (sealed 20 November) and 1.0 (sealed 13 November) are kept with their PDFs, seals and proofs. v1.3 corrects the name and adds a short 1:1 definition; v1.2 added the opening overview; neither changes a rule or a number; v1.1 brought the paper up to date with the site and the tracking workbook. Status: provisional under 300 counted trades.

How MARS works, start to finish. The overview the paper opens with, and the first link of Home › Where to start › Learn the system. The name lists the method: Mont is Monte Carlo (the ruler), Ex is expectancy (the grade of the live record), Alpha is beating the ruler without a worse drawdown, efficiency or compliance, and the Rail is the risk rules that make it possible. Six steps, in the order they happen, so the rules and the yardstick exist before the results do: (1) the Charter is written and sealed before the first counted trade; (2) the Monte Carlo ruler, 50,000 paths of the plan itself, is built and frozen before go-live; (3) entries are the trader's judgement, while the rail sets each day's risk the evening before; (4) every trade is recorded, checked and sealed the same day; (5) each week the real return and deepest drawdown are placed against the frozen paths and the five core metrics are judged in order; (6) the evidence builds: no rule changes before 30 trades, milestone reviews at 30, 100 and 300, and every verdict provisional until 300. Then nine sections:

1 **The data path.** The broker statement (saved after the last trade of the day) is the single source of every trade. It is loaded into the MARS tracking workbook, which matches each closed trade to its day and slot and computes its net result in R after spread, commission, swap and slippage. An independent health-check script re-reads the statement and checks the workbook (every trade present once, net results to the cent, equity arithmetic, next-day risk); a failed check stops the end-of-day routine until it is fixed. A build script turns the workbook into the site's data; before anything is published, a self-test of the rail maths, a glossary check and a script check must pass, and a leak check refuses any text that would show an account number, a balance or a dollar amount. Any failure keeps the last good site. Newly published trades are then fingerprinted and stamped in the verification chain.

2 **Units: R, % and the breakeven band.** R is the amount risked; net R = net profit or loss ÷ the amount risked. % is the change in account equity, which depends on the risk the rail set that day (1% to 5.75% a trade; 6% only by a manual tier), so the same R can mean different %. Returns are flow-neutral: money withdrawn or deposited is never counted as a gain or a loss. Breakeven band: −0.10R to +0.10R. Win rate = wins ÷ (wins + losses); breakevens are left out of it but count in every R total. Equilibrium itself reports wins ÷ all trades, which counts breakevens as not won; Home shows that figure under the Win rate tile, and the replication kit gives both. Costs are always inside the numbers.

3 **The five core metrics, in order of authority.** EV, drawdown, RAER, RAPF and equity acceleration, defined once in chapter 3 (Home › Five-metric report card). The order matters: a fast-growing account with no edge, or a drawdown it cannot survive, fails the test whatever its speed.

4 **The Monte Carlo ruler.** A model of the plan, not a target: 50,000 frozen paths of 1:1 trades at a 60% win rate, 0.05R of cost a trade, four trades a day and four days a week, with risk set by the rail's rules for the mode in use (including the caution lock and Balanced's T6), run once before go-live with a fixed seed. Each week the live equity and its deepest drawdown are placed against the 25th, 50th and 75th percentiles of those paths; EV, RAER and RAPF are judged against the plan's +0.15R a trade. The older 7-Tier benchmark is shown as a check, not the grade. Alpha means beating the benchmark without a worse drawdown, worse efficiency or worse compliance; beating it with more risk is not alpha.

5 **Confidence and sample size.** EV is shown with a 95% range, EV ± t × standard deviation ÷ √trades (the workbook's headline range uses 1.96). While the range includes zero, the edge is not proven. Win rates use the Wilson 95% range. Statuses wait for 30 trades; a firm verdict waits for 300.

6 **Verification.** Each update that publishes new trades adds a block file holding fingerprints of the newly published trade rows and the previous block, and the blocks are time-stamped with OpenTimestamps. How the chain, the fingerprint ledger and the replication kit work, and how to check them yourself, is explained once, in chapter 10 (Records › Integrity).

7 **The Alpha Cup scoring.** The 19 statistics, the five groups, their points, the tie rule and the bonus plays are stated once, in chapter 9. A team whose edge before costs is above +0.25R a trade gives the record a 5-point handicap, above +0.40R a 15-point one.

8 **The Filters rules.** The Filters panel narrows 36 trade-level pages and never touches pages built from the whole record. Which pages follow it and which do not is set out once, in chapter 2 (Filters and the date window). A filtered view is a slice, not a different track record.

9 **What is not modelled.** The site's own simulations and replays use the Balanced rail without the caution lock; the lock is modelled only where a risk mode is chosen (Mode comparison and the Lab's mode tools) and in the frozen benchmark. Manually chosen tiers and holiday notes are modelled nowhere. The frozen benchmark checks the System Lock at each day's close, assumes four trades every day and stops a path at the goal. Simulated trades are independent coin flips at the chosen win rate, while real trades can cluster. Costs in simulations are a fixed average, while real costs vary by market, session and stop size. What-if tools replay the record as it happened and cannot know how other choices would have changed later trades.

How to read it. Use it to check where a number comes from. The Methodology is the reason the page can say “every R figure is net” and “no dollar amount appears”.

Disclaimer and privacy • Legal

- **Not investment advice.** The site records one trader's personal test and is published for information and education only. Nothing on it is investment, financial, tax or legal advice, a recommendation to buy or sell anything, or an offer of any service. No one behind the site acts as a licensed financial adviser.
- **Risk warning.** Trading foreign exchange and other leveraged products carries a high risk of loss, and losses can be large and fast. Past results, including those shown, do not predict future results.
- **About the results.** Trades in the live record come from the trader's own live account, in R and %, provisional until at least 300 trades (a reporting milestone, not proof the strategy will stay profitable). The Practice record switch shows invented sample trades, watermarked SAMPLE, with every download and share switched off. Monte Carlo benchmarks, forecasts, simulators, Alpha Cup exhibitions and the games, what-if tools and projections are **hypothetical**: models of what could happen, not records of what did. The account number, dollar balances and position sizes are never published; every published file is checked for them automatically, and statements, once time-stamped, are not withdrawn. The 110-fold target is a personal goal, not a promise or an expected outcome. Figures are produced and checked automatically, but mistakes are possible; they are provided as they are, without warranty.
- **Privacy.** No visitor accounts, cookies, advertising or analytics; the site asks for no personal information. An Alpha Cup fixture link you share carries your score. Quinn's AI provider receives each question as typed (see Quinn above and Legal). Settings (light or dark mode, pinned cards, saved views, quiz progress, watch levels, practice-record switch, games and Education progress) stay in your own browser storage and are never sent; clearing the site's data in your browser removes them. Hosting: Vercel, which may keep standard server logs (IP address and pages requested) for security and operation under its own privacy policy. Fonts load from Google Fonts.
- **Marks.** © Aura Logic Systems. MARS, Montex AlphaRail System and the logo are its marks.

MARS Quad • Quad

What it is. A separate design in the MARS family, built around four branches and a wide set of analytical measurements. **It is not being traded and has no live track record**; no results, statistics or performance figures are published for it, and nothing on its page is a forecast or a claim of performance. The page explains what makes it different: four branches, each holding several structure variations chosen in advance by schedule (never picked after looking at the chart); extra controls that act like an accelerator and brakes on the expectancy environment, beyond Equilibrium's throttle inside a seven-gate matrix; testing by Monte Carlo

simulation; and a design for the intermediate to advanced trader. All of that is design and simulation, not results.

What to do with it. Nothing, for reading the record. Use the system switch at the top of any page to return to Equilibrium. The page links to the MARS Education course for the ideas behind it (expectancy, risk and drawdown in R) and to the separate Montex AlphaRail website, whose content is not part of this track record.

Other pages

- **404.** “That page is not here.” An old or mistyped link; everything starts from the track record's menu.
- **Documents.** The Charter, the Methodology and their seal files (a SHA-256 seal and an OpenTimestamps proof per version) can be downloaded and checked; see Records › Integrity and Records › Statements for the daily and monthly seals.
- **Install app.** On the website only; chapter 2 explains it.

Where to check what

- **Is a rule real?** The Charter.
- **Where does a number come from?** The Methodology.
- **Has anything been changed after the fact?** Records › Integrity, then the seals.
- **May I rely on this for money decisions?** No: see Disclaimer and privacy.

13 · The trading plan behind the record

Theme. *The plan. How every trade is found, graded and held to the rules.*

Every number on the track record comes from one written trading plan. This section explains it in plain words: what the trader is allowed to do, how a trade is found, how much is risked, and how every trade is graded afterwards. Knowing the plan tells you what the numbers **should** look like if it is followed.

The plan on one page

Rule	What it means
One strategy, 1:1	Every trade has a hard stop loss and a take-profit at the **same distance** from entry. No moving the stop, no letting winners run past the target. A clean win ≈ +1R, a clean loss ≈ −1R.
Banked	Money taken out of the account, added up and shown as a share of the starting balance. It is profit kept, not a loss: on Records › Statements it sits as a gold band on top of the account.
Total value created	The account plus everything banked, as a change from the start. It is the record's real progress towards the goal once money has been taken out.
Compounding given up	Trading growth minus total value created, in percentage points: what the money taken out would have earned had it stayed in and kept compounding.
Flow-neutral	Trading growth with money taken out or put in removed: each day's own return, chained from the start. Return since start, drawdown, the gates and every benchmark grade use it, so a withdrawal is never counted as a loss.
Four trades a day	Up to four trades a day (slots T1–T4), four days a week: 16 trades a week. All four trades of a day carry the **same risk**.
Risk comes from the rail, not from feel	The next day's risk is set by the gate and tier ladder (section 4) after each day closes, not by mood. The trader can set a day's tier by hand (only lower than the rail's before 30 trades), never above the gate's cap, and every such day is shown as an override on the record.
Markets	Forex pairs (majors and crosses), US stock indices (US30, US500, US100) and commodities (gold, silver, oil), on a 5-minute or 15-minute trigger chart, checked against higher timeframes up to the 4-hour or daily chart.
Length	78 weeks from Monday 7 December 2026 (the weeks from 2 November to 4 December are demo practice and not counted), or until the trader judges the test is no longer worth continuing.
No rule changes before 30 trades	The rules are frozen for the first 30 trades so early luck, good or bad, can't be used to "tune" the plan.
Plan assumption	A 60% win rate and about +0.15R per trade after costs. Both are assumptions until measured on live trades; the track record is how they get measured.

How a trade is found: the entry routine

Execution is discretionary (a person decides), but every entry must pass the same sequence. In short: wait for price to stretch to an extreme, confirm the bigger trend agrees, and enter only when price turns back in the trend's direction.

1. **The alert.** An indicator flags that price stretched beyond its normal range (outside the outer Bollinger band, with RSI overbought or oversold) and has started to come back inside. The alert only calls the trader to the chart. It is never an entry by itself.

2. **Top-down trend check.** The trader looks up the timeframes. A 5-minute entry needs the 5-minute to 1-hour trends lined up with the trade; a 15-minute entry needs 15-minute to 1-hour. Trading **with** the larger trend, buying pullbacks in uptrends and selling rallies in downtrends, is the core idea.

3. **Price reaches the extreme band.** Price must at least touch the inner line of the extreme band on the trading software: the lower band for buys, the upper band for sells.

4. **Trend panel agrees.** The entry timeframe must show the trend in the trade's direction and in a **pullback**; the higher timeframe must point the same way with at least "Strong" strength.

5. **The trigger: a close across the 55 moving average.** After the band touch, a candle must **close** on the trade side of the 55-period moving average. This is the main "go" signal. The sooner it follows the band touch, the better the trade.

6. **Confirmations line up.** Momentum, candle colour and direction arrows, a volume reading, the 233 moving average, structure and trend-matrix readings must all point the trade's way (the full list is below).

7. **Place the trade at 1:1.** Stop just beyond the recent swing (below the swing low for a buy, above the swing high for a sell), target the same distance away. The trader checks that the stop is big enough that costs don't eat a large share of 1R.

The 14-point checklist

Fourteen items are **mandatory**. If any one of them is visibly missing when the trade was taken, the trade is flagged as a **plan breach**, win or lose.

Alert and trend `items 1–4`

1 · Extreme-reversal alert printed. 2 · Multi-timeframe trend table aligned, with the average in the trade's direction. 3 · Price touched the inner extreme band. 4 · Trend panel: entry timeframe pulling back in the trade's direction, higher timeframe the same way and at least Strong.

Trigger `item 5`

5 · A candle **closed** across the 55 moving average in the trade's direction (closing on the line doesn't count).

Momentum and candles `items 6–10`

6 · Oscillator line in the trade's colour. 7 · Oscillator trend bar in the trade's colour. 8 · Candle arrows in the trade's direction. 9 · Candle fill in the trade's direction. 10 · A volume reading printed on or after the band touch.

Trend and structure `items 11–14`

11 · Price on the trade side of the 233 moving average. 12 · Candle colour on the entry template matches the trade. 13 · Structure histogram in the trade's colour. 14 · Trend matrix: direction and momentum both on the trade side of zero, with momentum sloping the trade's way.

Many optional "boosters" raise the quality of a setup without being required: a quick 55 cross after the band touch, a high indicator scorecard, a pullback into the 38.2–61.8% zone of the last swing, room of 2R or more to the next level, a key price zone, and higher timeframes (4-hour, daily) also aligned. A few **caution** signs, such as a failed higher-trend signal printing near the entry, lower the grade but are never a breach.

The trader's own discretion notes

From history tests, not hard rules: be sceptical of New York-session entries, avoid trend-continuation entries around the daily rollover (17:00–19:00 New York time), avoid two open trades in the same currency at once, and avoid very small stops, because at 1:1 the cost of a tiny stop can take a large share of the win.

How every trade is graded

After each day every trade gets a written review from its before and after chart screenshots. Each trade ends with **two separate results** that are never blended:

Quality grade `A+ to D-`

How good the setup and execution were: each chart graded on what it shows, plus a **cost check** (was the stop big enough for its cost at 1:1?). The grades average into one letter.

Shown under Execution › Grades and compliance (B29–B32) and in each trade card.

Compliance `PASS or BREACH`

Did the trade meet all 14 mandatory items? A breach names the missing item. It is a flag, not a score, so it is never averaged away. Beside it, each trade also gets a **compliance score** (items met ÷ items visible, all 14 equal), a **band** (Full 0 missed · Near 1–2 · Partial 3–6 · Off-plan 7+) and a **confluence** count of grade boosters (since 12 November; Execution › Compliance scoreboard).

Compliance rate = trades without a breach ÷ trades reviewed.

Execution is judged against the plan, **not the outcome**: a compliant A-grade trade that loses is good trading, and a breached trade that wins is still a breach. Daily reviews roll up into weekly, period, quarterly, annual and full-run reviews, so the paper trail runs from the first trade to week 78. Every review is a long written analysis (a minimum length is checked for each section) and ends with a short public summary that appears in Records › Journal.

The daily routine

When	What happens
Sunday	Pull the week's economic news calendar and update volatility baselines for every market.
Before trading	Read the day's risk per trade from the rail. Check the news days.

When	What happens
During the day	Take up to four trades that pass the checklist, saving before and after screenshots of each.
End of day	Save the broker statement, refresh the journal, run a health check on the numbers, sort the screenshots, review and grade every trade, and set the next day's risk. The track record updates from the same journal.

What the plan means for reading the record

- **Results should cluster near +1R and −1R.** Anything else (large wins, deep losses) means a stop or target was changed, and shows in the plan checks.
- **Risk changes by rule only.** The daily record under Risk › Gates and tiers should match the ladder every day.
- **Losing streaks are expected.** A 60% plan still loses 40% of the time, and losses come in runs.
- **Watch compliance as closely as profit.** A record is only a fair test of the plan if the plan was actually followed.

14 · Common questions, glossary and quick reference

Theme. *Questions and words. What readers ask first, and the words the site uses.*

Most tools are empty. Can I see how they work?

Yes. Until the real record has 30 trades, Home › Summary has a **Practice record** card, and most empty tools show a **Try it with sample data** button. Switching it on fills every chart and table with 160 *invented* trades: 1:1 at the plan, about 58% wins, about 0.05R of cost, with sample reviews and logger data. Every card is marked **SAMPLE — not real trades**, the header chip and tab title say SAMPLE, and a SAMPLE button stays on screen to switch it off. While it is on, nothing invented leaves the page: downloads, CSV, copied tables, share cards, statements, the seal, the replication kit and the integrity checks are paused, and nothing is saved in your browser. The switch is yours alone (this browser only) and off by default. Switching it off reloads the real record. The switch disappears for good once the real record reaches 30 trades. The sample shows how the tools work; its numbers say nothing about the real record.

Does the page keep anything about me?

Only conveniences, and only in your own browser: your pinned cards, your saved Explore views, your light / dark choice and what the page looked like on your last visit (for the "since your last visit" strip). None of it leaves your device or reaches the trader.

Why are results in R instead of dollars?

R makes trades comparable when risk changes from day to day. It also keeps the account size private. A +10R month means the same thing whether the account is small or large.

The account is down this week. Is the system failing?

Probably not. Check three things: is the sample still small (under 30, or even 100, trades)? Is the account still inside the benchmark band (chart A1)? Is the cumulative R (chart A2) still rising over the longer run? Losing weeks are built into any 60% strategy.

What counts as "alpha" here?

Beating the Monte Carlo benchmark for the same plan **without** a worse drawdown, worse efficiency or worse rule compliance. Higher return from simply taking more risk doesn't count.

When is the verdict trustworthy?

After 30 trades the statuses start to mean something. After about 170 trades a +0.15R edge becomes statistically clear. The verdict is still called provisional until 300 trades.

Does a bad verdict stop the trading?

No. The verdict informs reviews. The only automatic stop is the **System Lock** at a 40% drawdown, which sets risk to zero. Beyond that, the trader judges whether the test is still worth continuing.

Explore shows a great result for one market. Should the trader only trade that?

Not on its own. Check the trade count and the Provisional chip first. Small slices swing wildly by luck, and choosing the best of many slices after the fact almost always overstates it. A slice earns attention only with many trades and a result that holds as more arrive.

Why don't the Simulator's numbers match the benchmark on Home?

They answer different questions. The benchmark on Home simulates the full MARS rules for the official ruler. The Simulator's Constant risk mode uses one fixed risk and no gates so you can see each setting's effect clearly; its MARS rail mode is closer to the real rules but simplified (no caution lock). Each click of "Run again" also draws new random runs, so its numbers move a little every time.

The finish-line projection says the goal chance is under 50%. Is MARS failing?

No. Growing an account about 110-fold in 78 weeks is an ambitious goal: even at the plan's 60% win rate, about half of the benchmark paths fall short. MARS is judged first on EV and drawdown. A real edge that misses the goal is still a success; a goal reached by luck without an edge is not.

Mode comparison shows Aggressive would have made more. Why not switch?

Because one past order of trades is one draw from many. Aggressive also digs deeper holes, and the next bad run may come early. No rule or mode changes are made before 30 trades, and any change needs the 100- or 300-trade evidence and a proper test, not one replay.

Skip-it shows the record is better without one session. Should that session stop?

Not on this evidence alone. Removing the worst slice after the fact always improves the past. The slice needs 100+ trades, a reason that makes sense before looking at results, and confirmation at a milestone review.

Which decision tool should I open first?

For the day ahead, the **gate distance ladder** (Risk). After a bad patch, the **recovery clock**. To understand why MARS sizes the way it does, **Growth vs risk**, then the Simulator in Constant risk vs MARS rail mode with **A vs B**. For the coming week, the **next-week forecast**.

The what-if shows a better stop or target. Should MARS switch?

No. The what-if is rough by design: it counts trades that touched both levels as losses, and moves after the real exit may not be recorded. It is for research questions only. MARS keeps the 1:1 hard stop for the 78-week test, and any change would need a proper test first.

What does the edge-proof meter need to say "proven"?

The whole 95% range of the EV above zero. With a +0.15R edge and normal 1:1 results that usually takes roughly 170 trades or more. Before 30 trades it always shows Provisional.

Why do some numbers show a dash?

A dash means "not enough data yet". For example, the ghost figures need trades with logger data, and the weekly scorecard starts with week 1.

More questions about the rules and the site

What is the most the live test can risk? On the rail, 5.75% a trade: tier T6 in the Growth gate after an Above-plan week. In a normal week Balanced stops at T5 (5.5% a trade in the Growth gate). Only a manual tier can reach 6%, and the Charter allows a manual tier only below the rail's before 30 counted trades. Some tools teach the full seven-tier ladder of the tracking workbook (T7 needs Ultra Aggressive or a manual tier); Mode comparison shows what each mode would have done. If a page seems to disagree with the Charter, the Charter wins.

Where are the rules the test is traded under? In the Trading Plan and Risk Charter, linked from the footer. It is versioned, dated and sealed; the rule-change log lists every change.

Does the site collect data about me? No visitor accounts, cookies, advertising or analytics. Your settings and scores stay in your browser. The host (Vercel) may keep standard server logs, and fonts load from Google Fonts. Chapter 12 has the full privacy summary.

How can I check the record myself? Download the trade list and the Excel replication kit from Records › Integrity and rebuild the headline numbers; check a monthly statement's SHA-256 against its sealed fingerprint; check a seal at opentimestamps.org. If an answer still differs once you compare like with like (the same build, the same trades, the ±0.10R band, the t-based 95% range and the rounding tolerance), that is a reconciliation failure worth reporting.

Why do so many pages say “Needs N trades”? The record starts on Monday 7 December 2026, and many tools need 5 to 40 trades to say anything honest. The practice record (chapter 2) fills every tool with invented data until the real record reaches 30 trades.

Glossary

The site's own glossary: 346 terms in plain words, covering statistics and probability, risk and performance, trading and markets, and the MARS system. It is the Glossary page in the menu bar; the same definitions appear as a small pop-up when you hover or tap a **?** next to a label. On the site each term also opens into a full entry (a complete definition, worked usage examples and cross references), filed by category and by view level; this guide prints the short definitions only.

Term	Meaning	Example
1:1	A trade whose take-profit is the same distance as its stop-loss. The live strategy: a win earns about what a loss costs.	
1R receipt	Trade log chart of the last 30, 60 or 120 trades: a tick at each trade's planned exit, a bar from gross to net (its length is the cost) and a dot for the net result, with tiles for average gross winner, gross loser and cost.	
80% range	The span from the 10th to the 90th percentile of a forecast or simulation. About 8 results in 10 should land inside it.	
95% range	The range the true value most likely sits in, given the trades so far. It narrows as trades add up.	
Acceleration	This week's % return minus last week's: is compounding speeding up?	
Achievements	Records page of badges earned automatically from the record, process badges first, with bronze, silver and gold rings for harder levels.	
Acquitted	Edge Court's verdict when the record points clearly the other way from the claim, by more than one standard error.	
After-action review	Three lines at the end of a game run: what you did, what it cost or earned, what to try on a same-luck rematch.	
All-in cost	Average total trading cost per trade (spread + commission + slippage), in R.	Plan about 0.05R.
Alpha	MARS defines alpha as growth above the 1:1 benchmark's median, ideally with no deeper drawdown, lower efficiency loss and no worse compliance.	
Alpha Cup	A game in which you build your own trading system and play it against the live record on 19 statistics, with prizes from Bronze to Diamond.	
Asset class	The broad family a market belongs to: Forex (currency pairs), Indices (US30, US500, US100) or Commodities (metals and energy). Set by the site from the symbol; used in Filters, Breakdowns and trade details.	

Term	Meaning	Example
At a glance	The readout beside or under a chart: start, latest, high and low, trend lines, the shape of the values, earlier vs recent, the biggest steps or a ranking, all from the chart's own numbers.	
ATR (average true range)	The average distance a market moves over a set period. MARS uses ATR baselines to judge whether a stop is realistic.	
Audit badges	Ten badges on Records › Audit the report, one for every 25 correct audits, each with its own emblem; shown in My badges and My profile.	
Audit the report	Records page of short reports, each with one claim that its own numbers do not support. Find it.	
Autocorrelation	Whether one trade's result tells you anything about the next. Near zero means each trade is independent of the last.	
Base and quote currency	In EUR/USD, EUR is the base and USD the quote. The price is how much quote currency buys one unit of base.	
Base-rate forecaster	A no-skill forecaster that always backs the more frequent outcome at its long-run frequency. Your calls must beat it to show skill.	Brier 0.371 vs base rate 0.240.
Bayes vs You	Edge page and game: trades are revealed one at a time and you set your belief about the win rate against a perfect Bayesian; shows your distance and over-reaction.	
Bayesian updating	Starting from a prior belief and moving it with each new trade. Evidence pulls the belief toward what the record shows; the more trades, the less the starting belief matters.	
Before and After charts	The two screenshots each trade is reviewed on: Before is the setup and entry as taken, After is the same chart at or after the exit. Compliance is judged on Before only.	
Bell-curve test	A test (Jarque–Bera) of whether returns are shaped like a bell curve, using their skew and fat tails. A small chance means the shape is clearly not a bell.	
Benchmark	The yardstick results are compared with: the Monte Carlo runs of the plain 1:1 plan. It is a ruler, not a target.	
Benchmark arena	Performance page racing you against random entries, a coin on the rail and the Monte Carlo P50 from the same start, plus simple yardsticks.	
Benchmark challenge	Simulator game: the plan's edge for everyone; find the sizing with the highest 26-week median while System Lock stays under 5%, graded on fresh paths.	Rail +557%, 0.9% locked.

Term	Meaning	Example
Benchmark rank	Performance page giving each finished week a rank: the share of simulated 1:1 runs its return was beating, 50% being the benchmark median.	
Beta distribution	The curve used to describe belief about a win rate. With a flat prior, after w wins and l losses it is a Beta(w+1, l+1) curve.	
Binomial distribution	The chances of each possible number of wins in a fixed number of independent trades that share one win chance. It is the natural model for 1:1 trades.	Four trades at 60%: 2 or 3 wins on 69% of days.
Blind chart comparison	Two hidden setups at the same moment and one named rule: A, B, both or neither. The grade comes first, then what happened.	
Booster	An optional item that raises the quality of a setup. Boosters are never required; confluence is boosters present divided by boosters checkable.	
Booster value	Execution page asking which optional boosters from the trade reviews go with better results.	
Bootstrap	Re-drawing the real trades at random many times to see how much results could vary by luck alone.	
Breach	A missing mandatory checklist item on a trade's Before chart. It is a flag (F), not a bad grade, and it is never counted as zero.	
Break-even win rate	The win rate needed for zero profit after costs. At 1:1 with costs it sits a little above 50%.	
Breakdowns	Performance page splitting the record by every field, with lollipops, a noise funnel and a two-way heatmap that show which slices are more than luck.	
Breakeven band	A trade closing between −0.10R and +0.10R counts as breakeven, not a win or a loss.	
Brier score	The average squared gap between a forecast chance and what happened (1 if it did, 0 if not). Lower is better; always saying 50% scores 0.25.	
Broker server time	The clock the broker's platform uses. Trade days and sessions follow it, which is not the same as local time.	
CAGR	Compound annual growth rate: the steady yearly growth that would give the same end result.	

Term	Meaning	Example
Calculators	Lab page with three what-if tools: cost and break-even, risk of ruin, and trades to prove an edge. Nothing on it touches the record.	
Calibration	How well stated chances match what actually happens. A well-calibrated 80% range catches about 8 results in 10; far fewer means overconfidence.	
Caution lock	A temporary tier ceiling the rail applies after a set number of Red days in a row (Balanced: two Reds, cap T2), lifted by a Green or Top Green day.	
Chance spread	How far a total would wander by luck alone: the spread of one result times the square root of the count. The luck dial reads the luck so far in chance spreads (σ).	
Change-point (CUSUM)	A test for the moment a measure such as EV, win rate or cost shifted, using the running sum of each trade's distance from the overall average.	
Climate rating	The rating each trade review gives the market a trade was taken in: Prime, Favourable, Unfavourable or Hostile. Context only; never part of the grade or compliance.	
Clustering index	How much a day's wins and losses bunch together compared with independent trades. 1.00 is like independent coin flips; above 1, days clump.	
Commission	A fee the broker charges per trade, on top of the spread.	
Compare board	The split under Compare by on Performance › Explore: each group's measure with its 95% range, a vs-the-rest luck test and a head-to-head of any two groups.	
Compare periods	Performance page putting any two weeks, months or date ranges side by side, with the change from A to B and a split by any field.	
Compliance	Whether a trade met the 14 mandatory items of the Sniper Pro checklist on its Before chart. It is a separate line from the quality grade and is never averaged into it.	
Compliance band	How many checklist items were missed: Full (0), Near (1–2), Partial (3–6), Off-plan (7 or more). Any miss is still a breach.	
Compounding	Earning returns on earlier returns, because each trade's risk is a share of an account that has already grown or shrunk.	
Conditional median	The middle value of only the cases that meet a condition, such as the accounts that recovered. It leaves the others out.	

Term	Meaning	Example
Confluence	How many independent reasons line up for a trade. Here: boosters present ÷ boosters checkable, from a fixed list.	
Correlation	How closely two things move together, from –1 (opposite) to +1 (in step). Simultaneous trades in related pairs can be correlated.	
Cost	Performance page on how much of the edge goes to the broker: cost in R, the cost-safety card, the Cost X-ray and the cost heatmap by market and hour.	
Cost cushion	How far the win rate sits above the break-even win rate at today's cost: the safety margin before costs erase the edge.	
Cost drag	The share of the gross edge used up by trading costs.	Gross +0.20R, cost 0.05R: a quarter of the edge.
Cost tier	A rating of how heavy a trade's total cost is for its stop size. It feeds the quality grade's cost check and is never a breach.	
Cumulative R	Every trade's net R added up in order: the purest view of the edge.	
Currency exposure	The net bet the open trades place on each single currency: a buy of a pair is long its first currency and short its second.	
Currency pair	Two currencies quoted against each other, such as EUR/USD: how many dollars one euro costs.	
Curve quality	How smooth and straight the cumulative-R climb is: R^2, the K-ratio and smoothness, set against the plan's own runs.	
Customize my view	Questionnaire of 46 one-tap questions that ranks every page for you: a start page, shortcuts on Home, a level suggestion (never applied unless you pick it) and cards for My dashboard. Stored on this device only.	
Data coverage	How many of the trades in a calculation carry the data it needs.	160 of 160 trades with a cost figure.
Day colour	Each traded day's average net R per trade, however many trades it had, sets its colour (Top Green, Green, Yellow, Red), which sets the next day's starting tier.	
Day colours page	Risk page on how each trading day closed (Top Green to Red) and whether one day's colour predicts the next.	
Day paths	Performance page following full four-trade days from T1 to T4, to test whether the next trade's win rate depends on what happened earlier that day.	
Debrief and drills	Play page card: mistakes seen in 2 or more of your last 8 runs get a drill of fresh examples; first answers are scored.	

Term	Meaning	Example
Decoy case	A case at Edge Court's Chief Justice level drawn from the luckiest-looking slices in the record. Six cases in ten are decoys; the verdict says when you judged one.	
Demo account	A practice account with pretend money. The weeks before 7 December 2026 were demo practice and are not counted.	
Discipline cost	The R lost to plan breaches: compliant trades compared with trades that breached, and the cost by compliance band.	
Discipline Dividend	What following the checklist is worth over a whole cycle, found by running 300 simulated 78-week cycles at different breach rates.	
Discipline Dividend cards	Three cards under the Discipline Dividend: The breach slope, Two kinds of trade and Dividend banked.	
Distribution	The pattern of how often each result occurs: many near the middle, fewer far out. Histograms and fans on the page draw distributions.	
Does the edge repeat?	Explore chart: one strip per group with one dot per week at that week's EV per trade (bigger dot = more trades), all on one scale clipped at ±2R, with each group's overall EV and how many of its weeks were up.	
Drawdown	How far the account (or cumulative R) has fallen from its highest point.	Measured from the Equity Peak High.
Drawdown Doctor	Risk page that asks whether a drawdown is normal: it runs 2,000 plan paths and shows how common a dip of that depth is, how long such dips last and the odds from there.	
Drawdown fingerprints	Pain and tail risk chart: every dip below the peak drawn from its own peak, across = trading days since the peak, down = the close's distance below it, with the gate levels and a table of every dip.	
Edge	A real, repeatable advantage: positive expectancy after costs. The first question MARS asks of any record.	
Edge and room	Home card: the edge lens (is there an edge?) and the runway dial (how much room before the rail tightens?).	
Edge Court	A pair of games and tests that train one habit: do not believe a slice of the record until it survives the court.	
Edge decay	Whether the edge is fading: early trades compared with recent ones.	

Term	Meaning	Example
Edge statistics	Edge page with the edge-proof meter (the chance the EV is above zero, judged on the trades alone), EV with its 95% range, trades needed to prove the edge, the cost-safety card, cumulative R and the weekly scorecard.	
Education stations	The free course: 100 modules in stations, 25 quizzes, a final exam and printable certificates.	
Equilibrium	The public name of the live strategy and its track record: a fixed 1:1 stop and target, four trades a day, for 78 weeks.	
Equity and drawdown	Risk page of charts on how the rail behaved: equity with the underwater curve, the gate ribbon, risk against the previous day's result, and tier usage.	
Equity curve	A line of the account's growth trade by trade or day by day.	
Equity Peak High (EPH)	The highest equity the account has reached. Drawdown, gates and System Lock are all measured down from it.	
EV	Expectancy: the average net R per trade. The master metric: above zero means the strategy makes money on average.	Plan about +0.15R.
Evidence ledger	Performance page that tests every slice (asset class, market, session, weekday, timeframe, slot, tier, gate) against all the other trades and corrects for how many were tried; slices read Likely real, Could be luck or Noise.	
Excursions and what-if	Performance page on how far each trade travelled for and against you (MFE and MAE), with a what-if replay at a different stop and target.	
Expected R (xR)	The R a trade should have produced given its grade and conditions. The gap between actual and expected R separates luck from execution.	
Expected shortfall	The average of the worst 5% of days (or weeks): how bad the bad days are, not just the single worst one.	
Explore	Performance page where any mix of filters (asset class, market, session, timeframe, slot, weekday, direction, dates) re-draws every number, chart and calendar for just those trades.	
False alarm (Type I error)	Concluding there is an edge when there is none. Strict thresholds such as t ≥ 2 keep these rare.	
Figure correction	A dated note beside a published week figure that later changed: the old value, the new value and why. Rows are added, never edited.	Net R ✎ corrected: was −4.8R, now −5.0R.

Term	Meaning	Example
Fill gap	A trade's net R minus the perfect bracket (+1R for a winner, −1R for a loser); below zero is R given up on the fill, split into cost and slippage.	
Fill quality	How well exits land on the planned prices: whether winners reach +1R and losers stop at −1R, or slip. Before-cost figures use only trades with a recorded cost, and the card says how many.	
Filter trap	Slice a record enough ways and some slice will look great by luck alone. The Filter-trap meter warns how many slices you have tried.	
Filters	One panel that sets asset class, market, session, timeframe, direction, weekday, slot and dates for every trade-based page at once.	
First passage	The chance that something happens at any point within a horizon, as opposed to where a path ends.	Touching −40% in 64 trades, not ending there.
Five core metrics	The five measures MARS is judged on, in order of authority: EV, drawdown, RAER, RAPF and equity acceleration.	
Five-metric report card	Home page grading the record on the five core metrics week by week against the 1:1 benchmark, with a spectrum, a radar replay and weekly statuses.	
Fixed (flat) risk	Risking the same percentage on every trade whatever happens. The Rail value-added page compares the real record against a flat risk.	
Fixture link	An Alpha Cup link that fixes an exhibition's luck code, so a friend plays the same luck and the scorecards are compared by quarter.	
Flip it	A Lab card that turns chosen losses into wins (or wins into losses) and shows how net R, win rate, EV, return and drawdown would change. Hindsight research, not a claim.	
Forecast	Forward-looking tools in the Lab, played out from today's record: next week's range, the simulator, goal-seek, stress tests, the ETA board and the tier dial. Nothing there changes a rule.	
Forex	The foreign exchange market, where currencies are traded in pairs. It runs around the clock on weekdays and is not on a single exchange.	
Fourth-trade value	Compares three trades a day against four, and a rule such as stop after two losses.	

Term	Meaning	Example
Gain-to-pain ratio	Total return divided by the total of all losses (ignoring the sign). How much was gained for every unit of pain.	
Gambler's fallacy	The false belief that after several losses a win is due. Each trade's odds do not remember the last one.	
Gate	The safety level set by drawdown from the peak: Growth, Recovery, Buffer, Floor, Deep-Floor, Ground-Floor, System Lock. Each caps the risk tier.	Gates at 7 / 13 / 19 / 27 / 34 / 40%.
Gate ladder and recovery	Risk page on the chance of falling to deeper gates over the next 16, 32 and 64 trades and how long a recovery to a new equity high takes.	
Gate replay	Analytics chart: the drawdown after every trade over the gate bands, with the gate in force (set at each day's start) as a strip underneath, and a table of touches, next-day gate changes and the System Lock level.	
Gates and tiers	Risk page with the gate staircase, weather map and tier elevator, and the gate table: drawdown bands, tier caps and pools.	
Geometric vs arithmetic mean	The arithmetic mean averages returns; the geometric mean gives the compounded rate you actually earn. With ups and downs the geometric rate is lower.	
Ghost exit	The same entry replayed with a different target (1:1, 1:2, 1:3) to compare exits.	
Goal-seek	Works backwards from a target growth (up to the ×110 goal) and a week to find the win rate or the constant risk that would reach it. With Real rail on, risk follows the MARS rail and the win rate is solved.	
Gold	XAUUSD: gold priced in US dollars per troy ounce. One lot is 100 ounces in Parity's table.	
Grade this trade	Execution game: mark the 14 Sniper Pro items on a real trade's Before charts, pick a grade and band, and compare with the official review.	
Grades and compliance	Execution page of quality grades A+ to D–, the compliance rate and breaches, weekly medals, a grades calendar and the checklist heatmap.	
Gross edge	EV before costs: net EV plus the all-in cost per trade. What the entries earn before spread, commission and slippage take their share.	
Growth attribution	Splitting the account's growth into gross edge, cost, sizing and compounding, in growth points that add up.	

Term	Meaning	Example
Growth points	A week's log return times 100. Because they add, MARS uses them to say where growth came from (attribution) and to measure alpha.	+10 points ≈ +10.5%.
Growth vs risk	Risk page showing what a fixed risk per trade does over 78 weeks, with the System Lock, so the growth and survival trade-off is visible.	
Guess the gate	Rail Week practice round on the website: up to ten days of four 1:1 trades; from each day's lowest point and close, call tomorrow's gate. Trains the close-not-touch rule. Counts right calls; no XP or badge.	
Half Kelly	Risking half of the Kelly amount. It gives most of the growth with a much smaller drawdown and allows for the edge being overestimated.	
Half-life	In a weighted average, the number of trades after which a trade counts half as much as the latest one. Short = quick but jumpy; long = steady but slow.	
Hall of fame and seasons	Records page of the record's bests, a best and worst trade each month, and the 78 weeks scored as six seasons of 13 weeks.	
Hash (fingerprint)	A short code computed from a file. Change one character in the file and the code changes completely, so it works as a tamper-proof fingerprint.	
High-impact news	Scheduled announcements (such as interest-rate decisions and jobs data) that can move prices sharply. The weekly briefing lists them.	
Hindsight bias	Feeling that an outcome was obvious after the fact. What-if tools here carry a warning because choosing a rule after seeing results always looks smart.	
Histogram	A chart of bars that counts how many results fall in each band, showing the shape of a distribution.	
Hit rate	The share of calls or forecasts that turned out right.	
Holding time	Minutes from a trade's open to its close.	
Hot & Cold	Edge page asking whether the edge comes and goes in hot and cold stretches or the record is a streaky coin, using a two-state model checked against 200 shuffled copies.	
Hot hand	The belief that after several wins the next is more likely to win. It may or may not be real; the Hot & Cold page tests whether the record shows it.	

Term	Meaning	Example
How to play	Alpha Cup rule book: build a team, call the winner, read the scouting report, lock a live match, and how points and prizes work.	
Hypothesis register	Records page of questions registered before the trades that answer them, with each result added later, inconclusive included.	
Ichimoku cloud	A Japanese chart indicator that draws a shaded cloud from averages of highs and lows to show trend, support and resistance at a glance. Covered as a bonus module in Education.	
Independence	Trades are independent when one result does not change the odds of the next. The Day paths page checks this against a full day of four trades.	
Information ratio	Average weekly alpha divided by how much weekly alpha swings: how steadily the record beats the benchmark.	Above 0.5 annualised is good.
Integrity	Records page with six trust checks: freshness, the daily health check, statement match, a self-test, the trade-log fingerprint and the Bitcoin-sealed chain.	
Journal	Records page, one tile with three tabs: Trader's journal (the trader's plan, feelings and recap for each trading day), Mind and results (results by mood, feeling, own mistakes and intent kept) and Reviews (every review from a single trade to the full run, with a short public summary and the lessons each one set).	
K-ratio	The slope of the cumulative curve divided by its uncertainty, scaled by the number of trades: how steadily the record climbs.	
Kelly check	Risk page setting the Kelly risk the edge would justify beside the rail's risk, with the growth hill and lock-odds dials.	
Kelly criterion	A formula for the risk per trade that maximises long-run growth, given the win rate and payoff. At 1:1 it is 2 × win rate − 1 of the account.	The Kelly check page compares it with the rail.
Kurtosis (fat tails)	How heavy a distribution's extremes are. High kurtosis means rare, very large results (both good and bad) are more common than a bell curve predicts.	
Lab console	The Lab page that runs the settings already chosen on Calculators, the Sample-size planner, the Challenge and Mode lab as one projection. It brings no new data.	

Term	Meaning	Example
Lag-1 correlation	The correlation of each trade's R with the R of the trade before it. Near zero means one result says nothing about the next.	
Law of large numbers	The more trades you take, the closer the average result gets to the strategy's true average. It is why one week proves nothing and 300 trades say a lot.	
Leaderboard	Performance page ranking slices by a luck-adjusted EV that pulls small slices toward the overall average.	
Leverage	Trading a position larger than the cash behind it. It magnifies wins and losses alike.	
Liquidity	How easily you can trade without moving the price. Major pairs in busy sessions are very liquid, which keeps spreads small.	
Log return	The natural logarithm of growth. Log returns add up exactly across weeks, which ordinary percentages do not.	100 × log growth = growth points; +10 points is about +10.5%.
Long and short	A long trade profits if the price rises; a short trade profits if it falls.	
Look-ahead bias	Using information that would not have been known at the time of the trade. It makes a test look better than live trading can be.	
Lot	A standard unit of trade size: 100,000 units of the base currency in forex; gold, silver, oil and indices have their own contract sizes.	
Luck of the draw	Replay a week card: the same days of a chosen week run through the rail in every possible order (24 for four days, 120 for five), plotted as week return against the deepest close; click a dot to replay that order.	
Luck tests	Edge page with two checks on luck: the same trades re-ordered 2,000 times (path luck) and a coin-flip rival with no edge who pays your costs.	
MAE	Maximum adverse excursion: the furthest a trade moved against you before closing, in R.	
Major currencies	The eight most traded currencies: USD, EUR, JPY, GBP, CHF, CAD, AUD and NZD. Paired with the US dollar they make the seven major pairs.	
Market climate	A rating of the trading conditions for a trade or day: Prime, Favourable, Unfavourable or Hostile. It is context only and never part of the grade.	

Term	Meaning	Example
Markets and mix	Performance page on which markets carry the edge: trade flow from session to timeframe to result, the market map and the market race.	
MARS	The Montex AlphaRail System: a discretionary-quant framework in which the trader picks each trade by hand and quantitative rules set how much can be risked.	
MARS alpha	Beating the 1:1 benchmark's median without a worse drawdown, efficiency or compliance. Making money alone is not alpha.	
Match centre	Alpha Cup page where your team plays the record's own calendar, scored on 19 statistics in five quarters worth 60 points.	
Maximum drawdown	The deepest fall from a peak to a later low so far. It is the single worst stretch the record has been through.	
Mean (average)	The sum of the values divided by how many there are. EV is the mean net R per trade.	Results +1, −1, +1, +1 have a mean of +0.5R.
Median	The middle value when results are lined up in order: half are higher, half lower. It is less pulled around by one huge win or loss than the mean.	
MFE	Maximum favourable excursion: the furthest a trade moved in your favour before closing, in R.	
Middle half (interquartile range)	The range from the 25th to the 75th percentile: where the middle half of all values lie. The shaded block in shape strips, pillars and lanes.	
Milestone preview	Edge page forecasting what the 30-, 100- and 300-trade reviews will be able to say, from 3,000 played-out futures. A forecast of evidence, not of profit.	
Milestone review	A formal evaluation at the first 30, 100 and 300 trades. No rule or mode changes before 30 trades.	
Minimum detectable effect	The smallest difference a sample of a given size can reliably reveal. Smaller differences are invisible until more trades are taken.	
Minor pairs (crosses)	Pairs of two major currencies without the US dollar: 21 in all, such as EUR/GBP, EUR/JPY or GBP/JPY. Also called crosses.	
Missed edge (Type II error)	Concluding there is no edge when there really is one, usually because too few trades have been taken.	

Term	Meaning	Example
Mix effect	The part of a change in EV that comes from trading a different blend of groups, as opposed to the same groups earning a different EV.	Mix −0.05R + performance +0.17R = +0.12R.
Mode	Conservative, Balanced or Aggressive: how high the rail's risk cap may go. The live test runs in Balanced, capped at tier T5; T6 and T7 belong to Aggressive and are not used.	
Mode comparison	Performance page replaying the same trades under the five risk modes and two flat sizes, with the levers that differ: size multiplier, tier caps and the caution lock.	
Monte Carlo	Thousands of computer-simulated runs of the plan. They show the range of normal outcomes: a ruler, not a target.	
Moving average	The average price over the last N bars, redrawn at each bar. It smooths out noise and helps show the trend.	
Multiple testing	Running many tests at once. Each extra test is another chance for luck to look significant, so the threshold for believing any one result must rise.	
My dashboard	Your own page of pinned cards and a profile of what you have done on this device; stored in this browser only.	
Myth vs data	Edge page testing eleven common trading beliefs on the record's own trades; each is Holds, Inconclusive, Busted or Too early.	
Net R	R after costs (spread, commission, slippage). Every R figure on this page is net.	
Noise and signal	Signal is the real edge; noise is the luck that sits on top of it. Most of what you see in a short record is noise.	
Normal distribution	The bell curve: most results near the average, few far away, balanced on both sides. Real trading results are rarely perfectly bell-shaped.	
Not proven	Edge Court's verdict when a claim is neither proven nor clearly wrong. Most flattering slices end here: too few trades, too small a gap or too many possible claims.	
Not visible	A checklist item the screenshots do not show, so it cannot be judged. It is neither met nor missed, and it is left out of the compliance score.	
Null hypothesis	The default claim a test tries to knock down: here, that the strategy has no edge (true EV is zero).	
Odds	The chance of something, usually shown here as a share of simulated runs or as a ratio of chances for and against.	

Term	Meaning	Example
Oil	OILUSD: US crude oil priced in US dollars per barrel. One lot is 1,000 barrels in Parity's table.	
Omega ratio	Gains above a threshold divided by losses below it, taking in the whole distribution, not just the average.	
OpenTimestamps	A free service that proves a file existed at a given time by anchoring its fingerprint in Bitcoin. Anyone can check the proof without trusting this site.	
Out-of-sample test	Judging a choice on fresh data that played no part in making it, to catch overfitting.	300 practice paths to choose, 2,000 fresh paths to grade.
Outlier	A result far from the rest, such as one unusually large win or loss. A single outlier can swing a small record.	
Overfitting	Tuning a rule until it fits the past perfectly, so it fails on new data. The more rules you try, the easier it is to fool yourself.	
p-value	The chance of seeing a result at least this extreme if there were really no edge. Small values (such as under 0.05) suggest the result is not luck alone.	
P25 / P50 / P75	Percentiles of the simulated runs. P50 is the middle; between P25 and P75 is the normal middle half.	
Pain and tail risk	Risk page on how drawdown feels and how bad the bad days get: time under water, Ulcer and Pain indexes, drawdown anatomy and return shape.	
Pain index	The average drawdown across all days: how far below its peak the account typically sits.	
Path luck	How much the order of the same trades changes the account's path and drawdown. The total stays the same; the journey does not.	
Payoff ratio	Average win ÷ average loss. At 1:1 it should be close to 1.	
Peeking	Checking an ordinary significance test again and again as trades arrive and stopping at the first 'significant' reading. It turns a 5% false-alarm rate into a much larger one.	
Percentile	The value below which a given share of results falls. The 25th percentile is the point 25% of results sit under. In rank tests ties count apart: beat = strictly below you, tied = level with you (to 0.000000001R), at least as well = level or above. At 1:1 many simulated totals land on exactly the same R.	P50 is the median.

Term	Meaning	Example
Permutation test	Shuffles the trade order many times to see how often luck alone makes a pattern (such as a long streak) as striking as the real one.	
Pip	The standard small price step: 0.0001 in most pairs and 0.01 in yen pairs. Indices move in points; gold, silver and oil in price moves.	
Plan pace	The weekly growth rate the plan's benchmark implies, shown next to the pace achieved so far and the pace needed from today to reach the goal.	110-fold in 78 weeks is 6.21% a week.
Pool	Total risk for all four trades of a day, in % of equity.	
Position size	How much is traded, set so that hitting the stop loses exactly the planned amount (1R). Sizes are never shown on this site.	
Posterior	The belief after the prior has been updated with the trades so far.	
Practice record (sample data)	A switch that fills every chart with 160 invented trades, marked SAMPLE, so you can try the tools before the real record reaches 30 trades.	
Practice reports	Card on Records › Audit the report with endless fictional reports from 45 templates, three per trick: find the claim the figures do not support.	
Pre-registration	Publishing a question, its measure and its sample size before the data that answers it exists, so it cannot be fitted to the results.	
Prior	What you believe before seeing the data. The Bayes pages start from a flat prior: every win rate equally likely.	
Pro ratios	Risk page with the professional ratios (Sharpe, Sortino, recovery factor) worked on daily returns and set against the plan's simulated runs.	
Probability	How likely something is, from 0 (never) to 1 (certain), often shown as a percentage.	
Profit factor	R won on winners ÷ R lost on losers. Below 1 loses money; 1.5 is the 1:1 plan at 60% before costs.	
Proven	Edge Court's strongest verdict: the gap points the claimed way, survives the correction for every claim that could have been made, and points that way in at least two in three walk-forward blocks.	

Term	Meaning	Example
Provisional	Too few trades to judge: under 30 trades every status is provisional; the verdict stays provisional until 300.	
Pullback	A short move against the trend before it resumes. The strategy waits for the pullback, then enters when momentum turns back with the trend.	
Quad	The public name of the sister MARS design. It is inactive and not traded.	
Quality grade	How well a trade followed the Sniper Pro method, A+ to D-. Compliance (pass / breach) is a separate line and is never averaged in.	
Quarterly review checkpoint	Time Machine card: at each 13-week quarter's close, five evidence packets of statistics; read each one and pick the conclusion it supports. 3 of 5 right earns that quarter's MARS Analyst certificate.	
Quinn	The track record's educator and data analyst: a chat assistant on every website page that explains pages and terms, gives figures, reports and what-ifs in R and %, with sources. No advice.	
R	One unit of risk: the amount risked on a trade. A full 1:1 win is about +1R and a full loss about −1R.	Risk $10, make $10 = +1R.
R vs %	R measures a trade against its own risk (the strategy); % measures the change in the account (strategy plus sizing). % ≈ R × risk per trade.	+0.95R at 4% risk ≈ +3.8%; at 1% ≈ +0.95%.
RAER	Risk-adjusted efficiency ratio: total profit ÷ total risk put on. How well deployed risk turns into return.	
Rail Cockpit	Risk page that lets you call today's gate and tier each morning, then shows what the record used and the rule step by step.	
Rail value-added	What the rail's day-by-day risk added compared with a flat risk equal to its average, on the same trades in the same order.	
Random-entry benchmark	Simulated traders who enter at random at 1:1, paying the same costs on the same days at the same risk. Beating them shows the entries add something.	

Term	Meaning	Example
RAPF	Risk-adjusted profit factor: the R profit factor (breakevens within ±0.10R left out) × a reference risk of 3.5% ÷ the average risk actually used: profit quality at the plan's reference size. It does not show whether the bigger positions won; RAER, which weights every trade by the money at risk, does. The fourth core metric.	
Reconciliation	Matching each closed position in the broker statement to a trade on the page and explaining every difference.	42 of 42 matched · 0.00R.
Recovery factor	Total profit divided by the maximum drawdown. How many times over the profit has paid for the worst dip.	
Regression to the mean	Unusually good or bad stretches tend to be followed by more ordinary ones, because part of the extreme was luck.	
Replay a week	Records page stepping through one week trade by trade, with the account line and the gate and tier the rail used.	
Replication kit	The trade list (CSV) and a ready-made Excel file that recomputes the headline numbers offline. Compare like with like (build, trades, breakeven band, t-based range, rounding); a difference that remains is a reconciliation failure.	
Result fragility	How much a result rests on a few lucky pieces: the best day or week removed, how many weeks carried the gain, and +0.02R of cost.	EV +0.12R → +0.10R without the best day.
Return-to-drawdown ratio	Return divided by the deepest fall from a peak: how much was earned for each point of drawdown. Used by the mode map, the trades-a-day staircase and the frontier.	
Risk of ruin	The chance that a given risk per trade ends in a drawdown too deep to continue, within a chosen number of trades.	
Risk per trade	The share of the account lost if the stop is hit. On the rail, a quarter of the day's pool.	Live range 1% to 5.5%.
Risk-reward ratio	How much a trade aims to make compared with what it risks. At 1:1 the target is as far as the stop.	
Rolling	Measured over a moving window of the most recent trades, recalculated after each trade.	
Rolling windows	Edge page showing EV, win rate, profit factor and swing over a moving window of the last 10, 20 or 50 trades, with their uncertainty bands.	
Rollover	The daily changeover (about 5 pm New York) when brokers move positions to the next day. Spreads can widen around it.	

Term	Meaning	Example
RSS feed	The site's feed at /feed.xml: finished weeks, corrections and rule changes for a news reader. R and % only.	
Rule-change impact	Records page comparing trades and EV before and after each entry in the rule-change ledger.	
Rule-change ledger	A dated list on Records › Integrity of every change to rules and settings.	
Rule-change window	The point from which trading rules and the mode may be reconsidered: closed for the first 30 trades, open from the 30th. Open allows a change to be considered; it does not call for one.	
Runs test	Checks whether wins and losses arrive in more or fewer streaks than chance would give. Too few runs suggest streaky edge; too many suggest the opposite.	
R^2 (R-squared)	How well a straight line fits the data, from 0 to 1. Used to judge how smooth and straight the cumulative-R curve is.	
Same-day clustering	A test of whether a day's trades win and lose together more than independent trades would, by reshuffling the record's results across its days.	
Sample size	How many trades the numbers are built on. Small samples are noisy: the same strategy can look brilliant or awful over a few trades.	Under 30 trades everything here is provisional.
Sample-size planner	Shows how many trades it takes to tell a real edge from luck at a chosen EV and confidence.	
Season	A block of 13 weeks. Hall of fame and seasons give season recaps, awards and points above expected.	
Seed	The starting number of a pseudo-random simulation. The same seed gives the same simulated runs, so charts do not change between visits.	
Sequence risk	The effect of the order of results on an account whose risk reacts to them: same trades, same total R, a different path.	
Sequential test (SPRT)	Wald's sequential probability ratio test: cumulative R runs between two lines; crossing the top accepts the edge, crossing the bottom accepts no edge. Used on the site as a reading aid for the judgment-based stop rule.	
Session	A part of the trading day named for its main market: Asia, London or New York. Trades are tagged by the session they were opened in.	

Term	Meaning	Example
Share card	Page that puts one week on one image (result, EV, return to date, two story sentences, a bar per trade) to save as a PNG.	
Sharpe ratio	Average return divided by the standard deviation of returns: reward per unit of total bumpiness.	
Show the calculation	Card that rebuilds a core metric from the published trade log: the trades used, the formula, the values put in and the rounding.	19.33R ÷ 160 trades = +0.12R.
Shrinkage	Pulling a small slice's result toward the overall average in proportion to how little evidence it has, so lucky small slices do not top the rankings.	
Silver	XAGUSD: silver priced in US dollars per troy ounce. One lot is 5,000 ounces in Parity's table.	
Skew	Whether a distribution leans to one side. Positive skew has a few big wins; negative skew has a few big losses.	
Skip-it what-if	Shows the record without a chosen session, market, slot or weekday. Beware hindsight: the answer always looks obvious afterwards.	
Slippage	The difference between the planned price and the fill.	
Slot	The trade's position in the day: T1 is the first of the four daily trades.	
Sniper Pro	The trader's entry method: read the trend on a higher timeframe, let price pull back, then enter on the trigger timeframe when momentum turns back with the trend. Every trade is graded against it.	
Sortino ratio	Like Sharpe, but only downside swings count as risk, so big wins do not penalise it.	
Spread	The gap between the buying and selling price. It is a cost paid on every trade.	
SQN	System quality number: t statistic scaled to 100 trades. A rough grade of edge quality.	
Stability	Edge page asking whether the record behaves as one steady process: a change-point detector, weekly ridges of the EV estimate, streak odds and an independence check.	
Stacked trades	Trades that overlapped in time and shared a currency on the same side, so one view was risked twice.	Buy EURUSD and buy GBPUSD: both short the dollar.
Standard deviation	How spread out results are around their mean. A bigger number means a bumpier ride for the same average.	

Term	Meaning	Example
Standard error	How uncertain an average is. It is the standard deviation divided by the square root of the number of trades, so it shrinks as trades pile up.	
Statbook	Alpha Cup page explaining the 19 statistics that decide a match: what each measures, its formula, how it judges the record and how to win it.	
Statement	The broker's report of every closed trade. The record is built from it, and every number traces back to it.	
Statements	Records page with one statement per calendar month, each sealed with a SHA-256 fingerprint and time-stamped in Bitcoin.	
Statistical power	The chance a test will spot a real edge when one exists. Low power (too few trades) means a real edge can look like nothing.	
Statistical significance	A result is significant when it would be very unlikely under pure luck. It says the result is probably real, not that it is large or useful.	
Stop loss	A preset price that closes a trade at a loss to cap the damage. A hard stop is set when the trade opens and never moved wider.	
Streak (run)	A run of consecutive wins or losses. Long losing streaks are normal over 78 weeks even for a good strategy.	Streaks under about 6 are normal at a 60% win rate.
Stress test	Replays the plan under worse conditions (a lower win rate or higher cost) to see how it copes.	
Structural cap	The highest tier the rail uses in normal conditions (Balanced: T5), whatever the gate and recent results would allow.	
Survivorship bias	Judging from the winners that are still around and forgetting the ones that failed, which makes things look better than they were.	
Swap (rollover interest)	A small charge or credit for holding a position past the daily cut-off, based on interest-rate differences.	
System Lock	At or beyond 40% below the Equity Peak High, risk is set to zero: no trading.	
t statistic	EV divided by its uncertainty. About 2 or more means the edge is unlikely to be luck.	

Term	Meaning	Example
Tail ratio	Size of the best results (the top 5%) divided by size of the worst (the bottom 5%). Above 1 means big wins outweigh big losses.	
Take profit	A preset price that closes a trade at a gain.	
Team builder	Alpha Cup page for setting a team's win rate, payoff, cost and sizing, with pre-match analytics, a quick look, a scouting report and live-match locking.	
The rail	The set of rules that decides risk each day: gate from drawdown, tier from the previous day's colour, weekly modifier and structural cap. It spends edge on survival first.	
Tier	A step on the risk ladder. The tier sets the pool of risk shared by the day's four trades.	In the live test risk per trade runs from 1% to 5.5% (tiers T1 to T5).
Tier forecast	Risk page forecasting the share of paths in each tier and gate after 4, 8 and 13 more weeks, from today's state.	
Tilt	Emotional trading after a loss. The Tilt detector looks at what happens to the wait, the result and the grade of the next trade after a win against after a loss.	
Tilt detector	Execution page asking whether a loss changes what happens next: results, the wait before the next entry and the grade, after a win against after a loss.	
Time and rhythm	Performance page on when the edge shows up: the Edge river by session, EV by hour, month by month, and fast against slow trades.	
Time Machine	A tool that replays the record as it stood on an earlier date.	
Time to recover	How long (in trades or weeks) the account took to get back to a previous peak after a drawdown.	
Time under water	The share of days the account spends below its previous peak.	
Timeframe	How much time each price bar covers (M5 = 5 minutes, M15, H1 = 1 hour). Traders read the trend on a higher timeframe and enter on a lower one.	
Timeline	Records page of the run's events (go-live, milestones, gate changes, badges, notes) and the season spiral of daily results.	

Term	Meaning	Example
Tomorrow	Risk page showing the possible days ahead (4-0 to 0-4, plus any day the System Lock would stop early) with their chances, results, colours and the gate and tier that would follow.	
Tracking error	How much the weekly alpha swings: the standard deviation of the gap between the account's weekly growth and the benchmark median's, in growth points.	
Trade log	Records page listing every counted trade with search, filters, a full trade card and a CSV download.	
Trade review	A written review of one trade against the Sniper Pro method, with a quality grade, a compliance line, a before-versus-after look and upgrades.	
Trades to prove the edge	Roughly how many trades it takes before an edge of a given size stands clearly above luck: about $(2 \times SD \div EV)^2$.	At the plan's +0.15R: about 178 trades.
Trading Plan and Risk Charter	The written rules the record is traded under, dated and in force from 7 December 2026. Where any figure disagrees, the Charter's tables win.	
Trap level	The Filter-trap meter's Low, Medium or High warning that a slice of trades looks good through luck alone. Slices under 30 trades are always High.	
Trend	A sustained move in one direction: higher highs and higher lows for an uptrend, the reverse for a downtrend.	
Tricks caught	Card on Records › Audit the report with one tile per trick (15), coloured by how often your first picks catch it; a tile opens that trick's next report.	
Trophy room	Alpha Cup page with the 76-prize cabinet won on real weeks, plus badges, locked live matches and your calibration (Brier score).	
Two-state model	A model that assumes the strategy is sometimes in a hot state and sometimes in a cold one, and reads the win/loss sequence to estimate each state's win rate. Used on the Hot & Cold page.	
Ulcer index	The square root of the average squared drawdown over daily closes. It grows with both the depth and the length of drawdowns.	
Underwater curve	A chart of how far below its last peak the account is at each point. It is flat at zero at new highs and dips during drawdowns.	

Term	Meaning	Example
Unit switch (R | %)	The small R | % control above 30 charts, from view level 3: shows that chart in R (the edge, sizing taken out) or in % of the account (sizing included).	
US100	The Nasdaq-100 (USTEC100 on the MARS feed): the 100 largest non-financial Nasdaq companies, weighted by value. Traded in index points.	
US30	The broker symbol for the Dow Jones Industrial Average: 30 large US companies, weighted by share price. MARS trades it in index points.	
US500	The broker symbol for the S&P 500: about 500 large US companies, weighted by market value. MARS trades it in index points.	
Variance	The standard deviation squared. It measures the same spread and is the form the maths uses; the page mostly shows standard deviation.	
Verdict	The headline reading of the evidence so far. It says COLLECT DATA until enough trades exist and stays provisional until 300 trades.	
Verification chain	Each batch of trades is sealed into a numbered block, and each block is time-stamped in the Bitcoin blockchain. No trade can be added, changed or back-dated without it showing.	
View level	How many pages the menu shows, from level 1 (Essentials) to level 5 (Professional). Nothing is locked: Search and links still reach every page.	
Volatility	How much price moves. Higher volatility means bigger swings and, often, wider stops and costs relative to the move.	
Volatility drag	Compounding loses a little growth to swings: a +10% then −10% leaves you below where you started. The bigger the swings, the bigger the drag.	
Volatility regime	How big the market's moves were when a trade opened: its ATR ranked against the same market's last 180 readings in the same session, from Very Low (bottom 20%) to Extreme (top 20%).	
Walk forward	Splitting the record into three to six blocks in time order and checking each block on its own. An edge that is real should point the same way in most blocks, not only in one lucky stretch.	

Term	Meaning	Example
Warning signs	Six signals read against limits the page already uses, each shown as OK, Watch or Act. None of them stops trading.	
Watch level	A threshold you set yourself (drawdown, EV or losses in a row) that raises a banner when crossed. Kept in your browser only; it changes nothing in the rail.	
Week bingo	A game played with the real record: three 5×5 cards a week with squares such as a 4–0 day or a fully compliant day.	
Week report	Records page putting one week on one printable page (or a 90-second slideshow): story, numbers, lesson and every trade.	
Week stories	Records page giving each week a three-to-four-sentence story written by fixed rules from the record.	
Weekly scorecard	The week-by-week table of the record: trades, wins, losses, net R, win rate, maximum drawdown, the gate at week's end and four status columns.	
Weekly status	How last week's average R per trade compares with plan (Above plan, On plan, Below plan, Weak positive, Negative). It moves the next week's tier by +1, 0, 0, −1 or −2.	
Welch's t-test	A t-test for the gap between two groups' averages that allows them different sizes and spreads, such as early versus recent trades.	
What changed EV?	Compare periods waterfall from period A's net EV per trade to B's: win rate, winner size, loss rate, loss size, scratches and costs, adding up exactly, with a 95% noise range and the cost coverage of each period.	
What we got wrong	Records page listing every mistake with its fix: checklist breaches from the reviews and system errors logged by hand.	
What would change the verdict	Home card: the evidence behind the verdict, what would change it, and what counts as alpha here.	
What would MARS do?	A quiz of 100 made-up situations in four sections of 25, built from the Trading Plan and Risk Charter, plus an endless tomorrow's-risk mode. 20 right in a section earns its badge.	
Where to start	Home card with six ways in (learn, follow the results, trading and risk, dig into the numbers, run a what-if, play or replay), each with follow-up links; returning visitors can resume their last page.	

Term	Meaning	Example
Who carried the result?	Explore chart: for each group in the Compare by field, its total net R (a bar, left) and its EV per trade with a 95% range (a dot and line, right), each on its own scale.	
Wilson range	A confidence range for a win rate that stays sensible even with few trades. It never runs below 0% or above 100%.	
Win rate	Share of trades that won. Breakevens (inside ±0.10R) are left out.	Plan 60%.
Win-rate belief	Edge page that updates what the true win rate probably is after every decided trade, from the plan's 60% or from no opinion, with the chance it beats break-even.	
Z-score	How many standard deviations a result sits from the average. About 2 or more is unusual enough to start suspecting it is not chance.	

Quick reference card

Question	Where to look	Healthy reading
Is there an edge?	EV tile · Edge › Edge statistics (Cumulative R)	EV > 0, near +0.15R; cumulative R rising
Is it real or luck?	EV 95% range · t statistic	Low end of range > 0; t ≥ 2
Can it survive?	Max drawdown · Risk › Equity and drawdown · gate	Growth or Recovery gate; dips recover
Is risk used well?	RAER · RAPF · Edge › RAER and RAPF	Inside or above the benchmark P25–P75
On schedule?	Home › Summary (Return vs the 1:1 benchmark) · Five core metrics	Inside or above the violet band
Is cost eating the edge?	All-in cost · Performance › Cost	Cost well under a third of the gross edge
What changed since I last looked?	Home › Since your last visit	New trades listed; EV and drawdown moving the right way
Which trade was best executed?	Home › Trade of the week · Records › Week stories	Grade and compliance first; profit only breaks ties
What did the best and worst trades teach?	Records › Hall of fame and seasons (Case studies by month)	Grade, compliance and the review's words, not just R
How did one week go?	Records › Week stories · Share card	Read the story, judge the trend across weeks
What can tomorrow do?	Risk › Tomorrow	Most of the chance on the green branches; the next gate several losses away
Is the rail worth it?	Risk › Rail value-added	Shallower drawdown and far lower lock chance than flat risk
Is the edge proven yet?	Edge › Sequential test · Milestone preview	Cumulative R near or above the confirm line; a high chance of proof at the next milestone
What do breaches cost?	Execution › Discipline cost	High compliance; breached trades no better than compliant ones
Can the record be trusted?	Records › Integrity (with the rule-change ledger)	Health check passed, statement matches, fingerprints unchanged, rules frozen
Does market climate matter?	Performance › Market climate › Climate edge map	Positive climate gap; most trades in Prime or Favourable
Where does this number come from?	The ⓘ beside a tile's label (on a phone, a quick tap on the tile)	The sum with today's figures, checked against the card

Question	Where to look	Healthy reading
Where does a tile or Home card lead?	Click any tile, At a glance box or glowing Home card (on a phone, press and hold)	The card that explains it (on its own topic page, its glossary entry)
Just one month or week?	🗓 Dates	Explore recalculates; every time chart on the trade pages zooms to the same dates (account, benchmark, gate, simulation and Alpha Cup pages keep the whole record)
⚲ Filters	Asset class, market, session, timeframe, direction, weekday and slot for every trade chart at once	
How did a month go?	Records › Statements	The month's PDF; finals fingerprinted and time-stamped in Bitcoin
What went wrong, and was it fixed?	Records › What we got wrong	Fixes holding; no entries changed later
How was a core metric calculated?	Home › Five-metric report card › Show the calculation	Trades, formula, values and rounding shown; “matches this calculation”
What is being tested, and was it fixed in advance?	Records › Hypothesis register	Questions dated before the trades; results added, inconclusive included
Can I check the numbers myself?	Records › Integrity › Replication kit	Download the Excel kit; the Headline tab shows ✓ on every row
Was anything back-dated?	Records › Integrity › Verification chain	Chain intact; days proven before the next open
What appears next, and when?	Home › What unlocks when	Ticks moving down the list; nothing blank without a reason
Is this slice big enough to read?	The *n* label · faded rows	30+ trades before comparing; faded rows are mostly luck
Do the page's numbers agree?	Records › Integrity › Self-test	All checks green; header chip shows ✓
How many losses to the next gate?	Risk › Gate ladder and recovery	Several losses to the next gate; many more to System Lock
How much can costs rise?	Performance › Cost › Cost safety margin	Cushion of 5+ points; edge-erasing cost far above today's
Anything to worry about?	Risk › Warning signs	Six chips; Act = review now, never stop
Just the basics, please	◐ Level (menu) › 1 · Essentials	12 pages; level 5 shows all 91; switch any time
Tell someone how the week went	Share card › Copy this week's update	Short text with the link; R and % only

Question	Where to look	Healthy reading
What does normal bad luck look like?	Edge › Stability (streak odds) · Edge › Myth vs data · Lab › Forecast › Simulator	Losing streaks of 5–7 and roughly 1 red week in 4 are normal at 60%
Where is the edge strongest?	Explore · Compare by	Differences that hold with 100+ trades per slice
How lucky or unlucky so far?	Lab › Forecast › Simulator · Your rank	Anywhere from about 25% to 75% is normal
Is the edge proven yet?	Edge-proof meter · Edge › Edge statistics	Needle in green, 95% range above 0
Is execution improving?	Execution › Grades and compliance	Grade average at B or better; full compliance
Ahead of schedule?	Road to week 78 (Home)	Blue dot at or past the orange plan marker
How close is the next gate?	Risk › Gate ladder and recovery	Floor and deeper gates unlikely within 32 trades
How long to recover a dip?	Risk › Gate ladder and recovery (Recovery clock)	Median a few weeks; low System Lock share
Does the rail earn its keep?	Lab › Forecast › Simulator (MARS rail mode, A vs B)	Rail: far lower System Lock share than constant risk
Is the trader disciplined?	Plan checks (Edge › Edge statistics) · Trade log	Exits at TP / SL; no over-risk trades
Is a losing run normal?	Edge › Stability · Streak odds	Expected or Normal; no shift in the change-point table
Is this week normal?	Home › Pace and finish line	Inside the normal range; red weeks about 1 in 4
Is the goal on track?	Home › Pace and finish line (Required pace, Finish line)	Achieved pace at or above needed; EV range above 0
Is the edge fading?	Edge › Edge decay	Steady or Improving; t above −1
Is risk sensible?	Risk › Kelly check · Lab › Mode comparison	Rail's risk at or below half Kelly
What if a rule were different?	Lab › Skip-it · Fourth-trade value	No change on fewer than 100 trades
File or print a week	Records › Week report · Replay a week	Story and lesson match the week
Are fills clean?	Execution › Fill quality	80%+ within ±0.05R of ±1R; no drift
How is this number calculated?	ⓘ on any card · ▦ for the table	Formula in words, the inputs and the sample size

Question	Where to look	Healthy reading
Which mistakes repeat?	Execution › Discipline cost (mistake library) · checklist heatmap	No item breached on more than 1 trade in 20; low not-visible rates
Beating the benchmark?	Performance › Benchmark rank · Benchmark arena · Frozen forecasts	Rank near or above 50%; about 8 to 9 in 10 forecasts inside
How far from the plan are trades?	Execution › Compliance scoreboard · Daily grades calendar	Most trades Full; pooled score near 100%; mostly A and B days
Inside the benchmark cone?	Home › Pace (Monte Carlo cone) · Edge › Alpha vs benchmark	Inside or above the darker band; positive alpha with a steady information ratio
Is any slice really different?	Performance › Evidence ledger	Few slices survive the correction
What did each review teach?	Records › Journal	Lessons that change as old ones are fixed

Important. This guide and the MARS Equilibrium Track Record are published for education and transparency only. They're not investment advice, a recommendation to trade, or an offer of any financial product. Trading leveraged products such as forex and CFDs carries a high risk of loss, and you can lose more than you expect. Past results, simulated benchmarks and statistical ranges do not guarantee future results. The 60% win rate is a planning assumption until it's measured on live trades.

Appendix A · The core charts, one by one

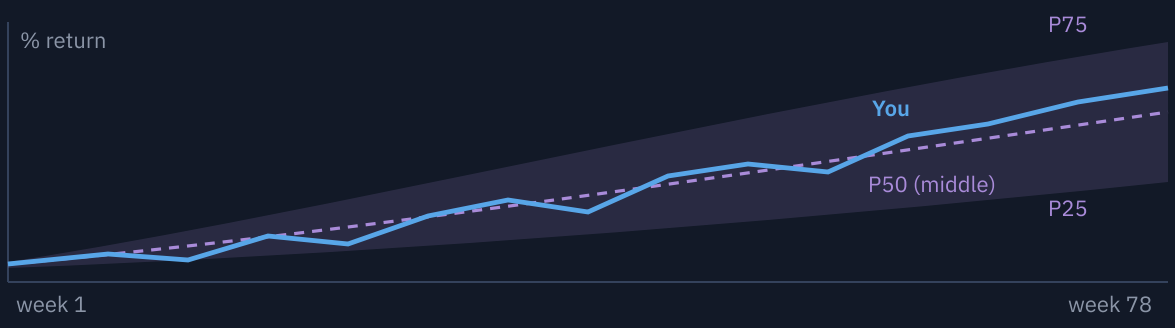
Theme. *Reading each chart, one at a time.*

Appendices A to C explain how to read each chart one by one, with its good sign and its warning sign. Every chart sits on the topic page named in chapters 3 to 11; some of the numbering below (A1 to A20 in Appendix A, B1 to B34 in Appendix B) replaces the older numbering (1 to 20 and A2 to A39). Appendix A keeps its old numbers with an A in front, and each Appendix B chart says "was A#" beside its title, so older notes still match.

Until 16 Nov 2026 these charts sat together on a *Charts 1–20* page. From version 48 each one lives on the page whose question it answers, so you meet it where you need it; six were twins of richer charts and were dropped. Every chart card shows a small **filter chip**: *All n trades* (or *Filtered:* and the active ⚲ Filters, with an Edit button) on pages that follow the Filters panel, or *Whole record: not filtered*. Since version 67.2 every other card on those pages shows the same chip while a filter is on. The descriptions below still explain each chart; the table says where it now lives. Results are always net of costs.

#	Chart	Where it lives now
A1	Return vs the 1:1 benchmark	Dropped: Home › Pace and finish line › Monte Carlo cone shows the same, with 50% and 80% bands
A2	Cumulative R	Dropped: Edge › Edge statistics and Performance › Explore (filtered)
A3	Rolling EV, last 20 trades	Dropped: Edge › Rolling windows (B4–B7, with an uncertainty band)
A4	Actual exits vs ghost exits	Performance › Excursions and what-if
A5	Underwater: drawdown from peak	Dropped: Risk › Equity and drawdown › B20 (equity, drawdown and gates)
A6	Risk per trade by day	Dropped: Risk › Equity and drawdown › B21 (risk taken vs day result)
A7	Net R by week	Performance › Compare periods
A8	Win rate by week	Edge › Rolling windows
A9	Wins per full day: actual vs theory	Edge › Luck tests
A10	Day colours	Risk › Day colours
A11	Trade results	Edge › Edge statistics
A12	Exit choice: expectancy	Performance › Excursions and what-if
A13	Excursions: how far each trade travelled	Dropped: Performance › Excursions › Excursion map (same axes, with tiles)
A14–A19	By session, Trade mix by session, By weekday, By timeframe, By direction and exit, By symbol	Performance › Breakdowns (Trade mix: Markets and mix)

#	Chart	Where it lives now
A20	Cost per trade against the edge	Performance › Cost
B1–B3	EV confidence funnel, Bootstrap, Trades to prove the edge	Edge › Edge statistics (the old Proof charts page)



How to read chart A1. The violet band is where the middle half of simulated 1:1 runs land. The line is the real account. Above the dashed middle line is ahead of schedule; inside the band is normal.

GROUP A Growth and edge over time

A1 Return vs the 1:1 benchmark

The account's % return week by week, drawn over the Monte Carlo fan for a 1:1 strategy at plan. It's zoomed in on the weeks so far.

GOOD SIGN
Line at or above the middle of the band, with drawdowns no worse than the band suggests.

WARNING
Line below the band for several weeks in a row, and the gap widening.

A2 Cumulative R

Every trade's net R added up in order. This is the purest view of the edge, because it ignores position size and compounding.

GOOD SIGN
A line that rises from lower left to upper right, with dips that recover.

WARNING
A flat or falling line over 50+ trades: the edge isn't showing up.

A3 Rolling EV, last 20 trades

Average net R of the most recent 20 trades, recalculated after each trade. It shows whether the edge is holding up *recently*, not just over the whole test. The plan line is about +0.15R.

GOOD SIGN
Swings around a positive level, mostly above zero.

WARNING
A long stretch below zero. (Short dips are normal: 20 trades is a small window.)

A4 Actual exits vs ghost exits

Cumulative R of the real trades beside three "ghost" versions of the **same entries**: what would have happened with fixed 1:1, 1:2 and 1:3 targets. The ghosts come from a price logger that keeps watching each trade after it closes.

GOOD SIGN
The actual line keeps up with or beats the ghost lines. The chosen exit is fair.

WARNING
A ghost line pulls clearly ahead over 100+ trades: a different target might suit these entries better.

GROUP B Risk and survival

A5 Underwater: drawdown from peak

How far below its highest point the account was at the end of each day. Zero means a new high. Dashed lines mark the gates where risk steps down (7, 13, 19, 27, 34, 40%).

GOOD SIGN
Shallow, short dips that return to zero (new highs).

WARNING
Long time underwater, or a slide through several gate lines.

A6 Risk per trade by day

The % of the account risked on each trade, day by day, as set by the gate, the tier and the last day's colour. It shows the risk rail working.

GOOD SIGN
Risk rises after strong days and drops quickly after weak days or deeper drawdown.

WARNING
Risk staying high while drawdown deepens (that would mean the rules weren't followed).

GROUP C Consistency

A7 Net R by week

One bar per week: the total net R made (green) or lost (red) that week. Where it is drawn as **Week bricks** (one brick per trade), the second button **Bars** gives each week's net with a trailing 4-week average and, in R, the plan's +0.15R a trade and its 10th-to-90th percentile range.

GOOD SIGN
More green than red, and green bars at least as tall as red ones.

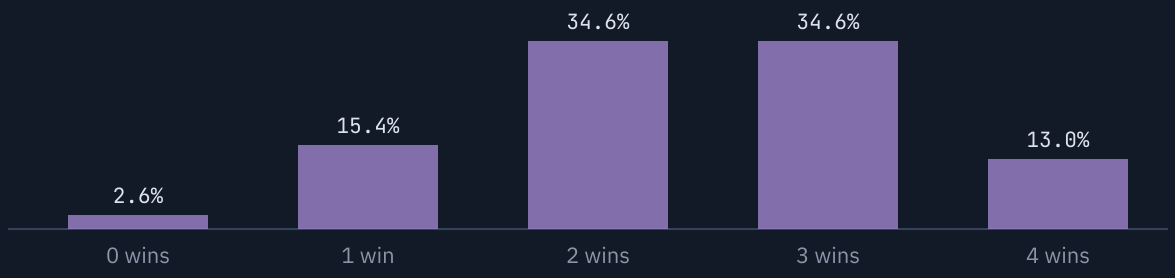
WARNING
Red weeks bunching together, or red bars much taller than green.

A8 Win rate by week

Each week's win rate against the 60% plan assumption. Breakevens (within ±0.10R) don't count as wins. Second button **Bars** (beside the Waffles): each week's win rate as a bar against the plan's 60% and the break-even win rate, the last four weeks pooled as a line, and the shaded range where weeks land at a true 60% (exact binomial). Third button **Spread** (from version 89.1): how many weeks fell in each 10-point win-rate band against 1,000 shuffles of the same wins and losses across the same weeks, with a spread ratio; well above 1 means wins bunch into good and bad weeks.

GOOD SIGN
Weeks scattered around 60%. Weekly values from 40% to 80% are normal with 16 trades.

WARNING
Most weeks below the break-even win rate (about 52–53% at typical cost).



Theory used by chart A9: the chance of each number of wins in a full 4-trade day at a 60% win rate. Even a sound plan has a 0- or 1-win day about 18% of the time, and a perfect 4-win day only about 13% of the time.

A9 Wins per full day: actual vs theory

For full 4-trade days, the share of days with 0, 1, 2, 3 and 4 wins, against the binomial theory above. It tests whether days behave the way a 60% coin would.

GOOD SIGN
Real bars close to the theory bars once there are 20+ full days.

WARNING
Too many 0-win days: losses may be linked (e.g. one bad market read hitting all four trades).

A10 Day colours

How many trading days ended Top Green, Green, Yellow or Red under the MARS day-colour rule (section 4). The colours drive the next day's risk.

GOOD SIGN
Green and Top Green days outnumber Red days over time.

WARNING
Red as the most common colour over many weeks: risk will stay pinned at the bottom tiers.

GROUP D Trade quality and exits

A11 Trade results

A histogram: how many trades closed at each net R value. With a 1:1 hard stop and target, results should cluster in two heaps near +1R and -1R.

GOOD SIGN
Two clean heaps, with the right-hand (+1R) heap the taller one.

WARNING
Many results well beyond −1R (stops slipping or being moved), or lots of small manual exits in the middle.

A12 Exit choice: expectancy

The EV per trade for the actual exit beside each ghost target (1:1, 1:2, 1:3). Chart A4 shows the running total; this one shows the bottom line per trade.

GOOD SIGN
The actual exit has the highest, or close to the highest, EV.

WARNING
A ghost target clearly higher after a large sample. (Under 100 trades, differences are mostly noise.)

A13 Excursions: how far each trade travelled

One dot per trade. **Up** = the best move in the trade's favour (MFE). **Right** = the worst move against it (MAE), both in R. Dots past the green line reached +1R; dots past the red line hit the stop.

GOOD SIGN
Winners sit high and to the left: they went the right way without coming close to the stop.

WARNING
Many losers that first went well into profit (high MFE), or winners that nearly hit the stop: entries or exits may need work.

GROUP E Where the edge comes from

Charts A14 to A19 slice the same trades in different ways. Each bar shows the slice's EV, and hovering on the live page shows trades, win rate and net R. **Rule of thumb: ignore any slice with fewer than about 30 trades.**

A14 By session

Results split by trading session (Asian, London, London–New York overlap, New York and Rollover), all in New York time.

GOOD SIGN
Positive EV in the sessions where most trades are taken.

WARNING
A busy session with clearly negative EV after a good sample.

A15 Trade mix by session

The share of trades taken in each session: where the trader actually spends time, as opposed to how well each session pays.

GOOD SIGN
Most trades in the sessions that chart A14 shows as strongest.

WARNING
A large share of trades in the weakest session.

A16 By weekday

Results by day of the week (four trading days are planned each week).

GOOD SIGN
No single day doing all the work, or all the damage.

WARNING
One weekday persistently negative over many weeks.

A17 By timeframe

Results by the chart timeframe the trade was taken on (e.g. M5, M15, H1).

GOOD SIGN
Positive EV on the main timeframes used.

WARNING
Small timeframes with negative EV. Smaller stops make costs a bigger share of each R.

A18 By direction and exit

Buys vs sells, and trades closed at the take-profit, at the stop, or by hand.

GOOD SIGN
Both directions positive. Nearly all exits at TP or SL, as a 1:1 hard-stop plan intends.

WARNING
Many manual exits, or one direction clearly losing.

A19 By symbol

Results for the 12 most-traded instruments (currency pairs, gold, indices and so on).

GOOD SIGN
The edge spread across several symbols, not one lucky market.

WARNING
A heavily traded symbol with negative EV over a large sample.

GROUP F Cost

A20 Cost per trade against the edge

The average cost per trade in R, split into fees, spread and slippage, beside the **gross edge** (EV before costs). It shows how much of the edge the market and broker take.

GOOD SIGN
Cost bar small next to the gross-edge bar (cost under about a third of the edge).

WARNING
Cost close to or larger than the gross edge: a real edge can still lose money after costs.

Six new chart forms (version 48)

- **Edge horizon** (Edge › Rolling windows): Swim lanes, each session’s cumulative R against the plan’s pace of +0.15R a trade. Good sign: busy sessions past their pace rings. Warning: a busy session behind its ring with a wake trailing off to the right.
- **Plan vs reality** (Home › Pace): a slopegraph from the plan's assumptions (60% win rate, +0.15R EV, 0.05R cost, 16 trades a week, about 3.5% risk) to the measured values, all indexed to the plan = 100. Green helps the 110-fold goal, red hurts, grey = within 3% of plan.
- **Exposure chord** (Risk › Exposure and clustering): markets round a ring, ribbons between markets traded on the same day, thicker for more shared days, coloured by those days' combined net R per shared day.

Red means the shared days lost R in total: one market's big loss can paint it red even when the other won. The tip and table count the shared days on which both markets lost, and how often each lost on its own, which is the real test of losing together. Second button **Heatmap**: every pair of markets traded on the same day, with days together, net R per shared day and a corner mark where both lost on the same day at least 1.5 times as often as independence predicts.

- **Streak helix** (Edge › Stability › Streak odds): the trade sequence as a double helix, wins on the green strand, losses on the red. Strand switches are compared with chance: far fewer = streaky, far more = choppy.
- **Grade towers** (Execution › Grades, B32): one tower per quality grade, wins stacking up and losses down, EV above each tower, breaches ringed. A better process should show taller tops on the better grades.
- **Mosaic view** (Performance › Breakdowns › Two-way heatmap): the same two fields as the heatmap, but tile area = number of trades, so thin slices look thin however bright.

Appendix B · The analytics charts, one by one

The **Analytics lab** adds 34 numbered charts (**B1–B34**) in eight groups. Earlier editions numbered them A2 to A39, with gaps; each chart now shows its new number and "was A#" beside its title. Five old numbers (A1, A18, A25, A27 and A28) were retired in v47 because other tools show the same thing. Of the rest, B8 and B9 moved to Edge › Stability › Streak odds, B11, B12 and B17 became presets on Performance › Breakdowns › Two-way heatmap, B13 is now a tab in Time in trade and B15 a tab in Day paths. Each group has its own page in the menu (for example Edge › Rolling windows, or Risk › Equity and drawdown); ⌕ Search finds any chart by its name. Every chart uses all counted trades; the Explore filters do not apply here. Hover over or tap a chart for exact numbers. Four of them are the headline tools: the **edge-proof meter** (at the top of Edge › Edge statistics), the **rolling charts** (B4–B7, one card with tabs), the **execution grades** (B29–B32) and the **stop and target what-if** (B33–B34, also at the top of Performance › Excursions and what-if). On Performance the grid adds an **overfitting check**: the best stop and target are picked on the first half of the logged trades, then tested on the second half they never saw. A pick that falls back towards (or below) the real 1:1 shows how much of a backtested improvement is luck.

Read the analytics like a scientist

With 39 charts, something will always look striking. Ask three questions before trusting any pattern: how many trades is it built on, does it hold as more trades arrive, and does it fit the edge-proof meter? Patterns are context for review, not new rules: MARS changes nothing before 30 trades, and the strategy is not changed on chart patterns alone.

LAB 1 Edge proof

Is the edge real, or could it be luck?

B1 EV confidence funnel (was A2)

Running EV from trade 10 on, inside its 95% range. The range is wide at first and narrows as trades add up.

GOOD SIGN
The whole shaded band lifting above zero and staying there.

WARNING
The band settling around or below zero as it narrows.

B2 Bootstrap: 2,000 re-shuffled EVs (was A3)

The real trades re-drawn at random 2,000 times; each re-draw gives one possible EV. The bars show how far luck alone could move the EV.

GOOD SIGN
Almost all bars green or teal (above zero); "share above 0" near 100%.

WARNING
A large red block (many re-draws below zero).

B3 Trades to prove the edge (was A4)

The orange line is how many trades the current EV and spread need for 95% proof; the dashed line is trades done. Where dashed passes orange, the edge is proven if it holds.

GOOD SIGN
The orange line flat or falling, with the dashed line crossing it.

WARNING
The orange line climbing away (EV shrinking or results getting noisier).

LAB 2 Rolling windows

Pick a window of 10, 20 or 50 trades; every chart in this group uses it.

B4 Rolling EV with 95% band (was A5)

Average net R of the latest window of trades, with its uncertainty band.

GOOD SIGN
The line mostly near or above the plan line; dips under zero that recover.

WARNING
The whole band below zero for a long stretch.

B5 Rolling win rate with Wilson band (was A6)

Win rate of the latest window (breakevens left out), with a 95% range. Dashed lines: plan 60% and the break-even win rate at the current cost.

GOOD SIGN
Mostly above the break-even line, around 60%.

WARNING
Stuck below the break-even line.

B6 Rolling profit factor (was A7)

R won ÷ R lost in each window, leaving out breakevens inside ±0.10R as the record's profit factor does, capped at 5. Above 1 makes money; 1.5 is the plan before costs.

GOOD SIGN
Mostly above 1, often near 1.5.

WARNING
Long periods under 1.

B7 Rolling outcome swing (SD of R) (was A8)

How spread out results are. At 1:1 with a 60% win rate the spread is about 0.98R.

GOOD SIGN
Close to the 0.98R line: clean full wins and losses.

WARNING
Well below it (many breakevens or partial exits) or well above it (oversized losses).

B8 Streak sequence (was A9)

Every run of results in order: bars up = wins in a row, down = losses in a row, small gray = breakevens.

GOOD SIGN
A mix of short runs; long losing runs rare and followed by recovery.

WARNING
Losing runs growing longer over time.

B9 Losing runs: actual vs chance at your win rate (was A10)

How many losing streaks of each length happened, next to what pure chance predicts, exactly, for this many trades (a breakeven ends a run in both counts, and a streak longer than the record expects 0) at the measured win rate (the plan's 60% until 30 wins and losses). The odds for each length are on Edge › Stability › Streak odds.

GOOD SIGN
Actual bars roughly matching the expected ones: streaks are just chance.

WARNING
Many more long streaks than expected: results may be clustering (worth a review).

LAB 3 Time and rhythm

When does the edge show up?

B10 The trading clock (was A11)

A 24-hour dial in New York time. Each wedge is an hour: longer = more trades, green made R, red lost R, darker = stronger EV. Second button **Bars**: EV by New York hour with its 95% range and trade count, coloured by session, against the plan's +0.15R and the EV of all hours; Rollover hours (17–19 ET) are shaded. Third button **Before / after cost** (from version 89.1): each hour's EV before costs as a hollow bar and after costs as a solid bar inside it.

GOOD SIGN
Most trades in a few hours, mostly green.

WARNING
Long red wedges in the busiest hours.

B11 Weekday × session: EV (was A12)

A grid of average net R per trade for every weekday and session pair, with trade counts.

GOOD SIGN
Green across the cells with many trades.

WARNING
A busy cell that is deep red. Ignore cells with only a few trades.

B12 Slot × weekday: net R (was A13)

Total R by trade slot (T1 = first trade of the day) and weekday.

GOOD SIGN
Similar colour down the slots: the edge holds all day.

WARNING
T3 and T4 consistently red: later trades may be weaker.

B13 Holding time vs result (was A14)

Every trade as a dot: minutes held (log scale) against net R, coloured by session. The Time in trade card below it groups the same trades into holding-time buckets.

GOOD SIGN
Winners spread across holding times.

WARNING
A cluster of fast losers (quick stop-outs) in one session.

B14 Month by month: R waterfall (was A15)

Each calendar month as a step up (green) or down (red); the last bar is the running total.

GOOD SIGN
More and bigger green steps; the total bar growing.

WARNING
Several red months in a row.

B15 Intraday shape by weekday (was A16)

Average cumulative R through the four slots of a day, one line per weekday.

GOOD SIGN
Lines rising through the day.

WARNING
A weekday whose line falls after T1 or T2.

LAB 4 Markets and mix

Which markets carry the edge, and in which direction?

B16 Market map (was A17)

Each bubble is a market: right = more trades, up = higher EV, bigger = larger total R.

GOOD SIGN
The biggest, right-most bubbles sitting above the plan line.

WARNING
A big, heavily traded market below zero.

B17 Timeframe × session: win rate (was A19)

Win rate for each pairing of trigger timeframe and session. Colour shows distance from the 60% plan.

GOOD SIGN
Green in the busy cells.

WARNING
Red in a busy cell.

B18 Market race: cumulative R (was A20)

Running net R for five markets: the five most traded, or (at the switch) the five with the highest net R. #1 leads only among the five shown. Second button **Lines**: each market's running net R by week with a dashed average of the raced markets; the R | % switch applies to both views.

GOOD SIGN
Most lines rising.

WARNING
One market falling steadily while the others carry it.

B19 Edge fingerprint (was A21)

A radar with six measures against the 1:1 plan after its 0.05R cost: win rate 60%, EV +0.15R, profit factor 1.36, payoff 0.90, green weeks 72% (weeks above +0.10R) and cost efficiency 75%. The bold ring is the plan; a record trading exactly at plan sits on it; outside it is better. Second button **Bars**: the six measures as a share of the plan, with 95% ranges for win rate (Wilson) and EV. **With a filter.** A green week for a filtered slice is a week whose selected trades sum to more than 0R; weeks with no selected trade are left out, and the reading shows its count. Ten gold trades over six weeks that lost every week read 0% (0 of 6 weeks), never the whole record's rate. The 72% plan figure assumes full 16-trade weeks, so a thin slice is not like-for-like. **Cost coverage.** Cost efficiency compares net and gross EV on the trades that carry a recorded cost and says how many, for example 80% (costs on 120 of 160 trades); with no recorded cost it reads **No cost data**, never 100%.

GOOD SIGN
The blue shape on or outside the plan ring all round.

WARNING
A deep dent on one axis: that is the weak spot.

Rebuild the fingerprint from 100 plan trades

At the plan: 60 wins and 40 losses at 1:1 after a 0.05R cost. Every axis of the Edge fingerprint can be worked out by hand:

Measure	Sum	Value	Plan ring
Win rate	60 ÷ (60 + 40)	60%	60%
R won and lost	60 × 0.95R = 57R; 40 × 1.05R = 42R	+15R net	
EV	15R ÷ 100 trades	+0.15R	+0.15R
Profit factor	57R ÷ 42R	1.357	1.36
Payoff	0.95R ÷ 1.05R	0.905	0.90
Cost efficiency	gross edge = +0.15R + 0.05R = +0.20R; 1 − 0.05 ÷ 0.20	75%	75%
Green weeks	16-trade weeks with 9 or more wins (9 × 0.95 − 7 × 1.05 = +1.2R; 8 wins = −0.8R), at a true 60%	71.6%	72%

This record sits exactly on the ring. A profit factor of 1.5 and a payoff of 1.0 are the plan *before* costs, so measuring after-cost results against them would put a plan-perfect record at 90% of plan. When the gross edge is zero or below there is nothing for costs to eat into, and the cost axis reads **No gross edge** instead of a percentage. A record with no losses yet has an endless profit factor: it is drawn at the chart's edge and labelled ∞.

LAB 5 Risk and equity

How the risk rail behaved and how deep the dips went.

B20 Equity with the underwater curve (was A22)

Growth (line) and drawdown from peak (shaded) on one chart. Growth is rebuilt from each day's net R × risk, so it can differ slightly from the account.

GOOD SIGN
Rising growth with shallow, short dips.

WARNING
Deep shading that lasts for weeks.

B21 Risk taken vs day result (was A23)

Bars = each day's net R (left axis); line = risk per trade that day (right axis).

GOOD SIGN
Risk stepping up after good stretches and down after bad ones, as the rail intends.

WARNING
Large risk on days that follow a run of losses (should not happen under the rules).

B22 Gate ribbon (was A24)

One coloured strip per trading day showing the drawdown gate, above the drawdown curve.

GOOD SIGN
Mostly Growth (green).

WARNING
Long spells in Floor or deeper gates.

B23 Tier usage and results (was A26)

Bars = days spent at each risk tier; line = average day net R at that tier.

GOOD SIGN
Time spread across higher tiers with positive results.

WARNING
Most time at the lowest tiers (the rail is holding risk down).

B24 Every result, by session (was A29)

Each dot is one trade, spread sideways so they don't overlap; the black bar is the session's average R. Second button **Box plot**: each session's middle half, median, whiskers and unusual results, with its mean (the EV) and that mean's 95% range, the plan line and the mean of all trades.

GOOD SIGN
Average bars above zero in the busy sessions.

WARNING
A session whose average sits below zero on many trades.

B25 Cost drag over time (was A30)

20-trade averages of the edge before cost (gross), the cost per trade and what is left (net EV).

GOOD SIGN
A wide gap between net EV and cost.

WARNING
Cost creeping up toward the gross edge.

B26 Profit left on the table (was A31)

For winners: how far price kept going in your favour (MFE) beyond the R actually banked. Second button **Bars**: each winner as a stacked bar, the R banked and the rest of its best move, with the +1R target and the median best move.

GOOD SIGN
Most winners in the left bars.

WARNING
Many winners in the right bars: the 1:1 target often cuts runners short (research topic, not a rule change).

B27 Heat taken: winners vs losers (was A32)

How far trades went against you (MAE) before closing, as a share of winners and of losers.

GOOD SIGN
Winners mostly in the low bars.

WARNING
Many winners near 0.9–1.0R: lots of close calls.

B28 **Where the EV comes from** (was A33)

A waterfall per trade: what winners add, what losers take, breakevens and cost, ending at net EV.

GOOD SIGN
A tall winners bar, a smaller losers bar, a short cost bar.

WARNING
Cost taking a large slice of what remains.

LAB 7 Execution grades

From the per-trade reviews against the Sniper Pro method. Quality is graded A+ to D-; compliance is a separate pass / breach line and is never averaged in.

B29 **Quality grade, trade by trade** (was A34)

Each trade's grade with a 10-trade average line; B is a solid professional standard.

GOOD SIGN
The average at B or better and steady.

WARNING
The average sliding toward C.

B30 **Compliance and grade by week** (was A35)

Bars = share of trades that week with full compliance; line = the week's average grade. The Medals picture has a second button, **Bars**: the share with full compliance against a 75% line, the average grade on a second axis against B, and the last four weeks pooled.

GOOD SIGN
Full-height green bars.

WARNING
Amber or red bars: missing mandatory checklist items.

B31 **Grade mix** (was A36)

A donut of how grades spread across the A, B, C and D families.

GOOD SIGN
Mostly A and B.

WARNING
A growing C or D slice.

B32 **Grade vs result: process vs outcome** (was A37)

Each trade's grade against its net R; red dots are compliance breaches. The Towers picture has a second button, **Box plot**: the results of each quality grade, with each grade's EV and its 95% range against the plan. Dashed lines at B- and 0R split it into four boxes, counted in the grid below: **Deserved win** (good process, win), **Good loss** (good process, loss: the cost of the edge), **Lucky win** (bad process, win: the most dangerous box) and **Deserved loss**. Good process = grade B- or better and compliance Full or Near; win / loss use the ±0.10R band. Each box shows trades, share, EV and total R; provisional under 30 graded trades.

GOOD SIGN
Better grades lining up with better results over many trades.

WARNING
No link at all over a large sample (grading may need a review).

LAB 8 Stop and target what-if

Research only: MARS keeps the 1:1 hard stop.

B33 **Excursion what-if** (was A38)

Two sliders replay the logged trades with a different stop (0.5× to 2× the real one) and target (0.5R to 3R). Results are re-scaled to R of the new stop. At 1.00× and 1.00R it reproduces each trade's logged result. The same tool opens Performance › Excursions and what-if.

GOOD SIGN
Seeing which settings are close to the real 1:1 result: the current setup is robust.

WARNING
Reading a better what-if as proof. Trades that touched both levels count as losses, and moves after the real exit may not be recorded, so wider settings can look rosier than they were.

B34 **What-if grid** (was A39)

EV for every stop (rows) and target (columns) combination, replayed on all logged trades.

GOOD SIGN
A broad green area around the real setting (1.00× stop, 1R target).

WARNING
Only one isolated green cell: likely luck, not a better setting.

Appendix C · The advanced statistics in plain words

These figures appear on the Edge statistics, Cost and Excursions pages and in the verdict detail on Home. You don't need them all. Each one answers a specific question.

Is the edge real? (Edge › Edge statistics)

Win rate, 95% range `Wilson`

The likely range of the *true* win rate given the trades so far. With few trades the range is wide; it narrows as trades add up.

e.g. 60% after 50 trades could really be anywhere from about 46% to 72%.

Break-even win rate

The win rate needed just to cover costs at 1:1. It's about `(1 + cost in R) ÷ 2`.

Cost 0.05R → break-even ≈ 52.5%. The plan's 60% leaves a margin of about 7.5 points.

EV, 95% range

The likely range of the true average R per trade. If even the **low end** is above zero, the edge is unlikely to be luck. If even the **high end** is below zero, the strategy is very likely losing.

SD of R `standard deviation`

How spread out the results are. At 1:1 most results are near +1R or −1R, so SD sits close to 1. A higher SD means a bumpier ride.

t statistic

How many "noise units" the EV is above zero. Around 2 or more means the result is unlikely to be chance alone.

Trades needed to prove this EV

How many trades it takes before an EV this size would be statistically convincing.

At EV +0.15R and SD 1.0 it's about 170 trades, roughly 11 weeks at 16 a week. That's why patience is built in.

EV ÷ SD

Edge per unit of bumpiness. It compares strategies with different volatility on a level field.

SQN `system quality number`

EV ÷ SD × √(number of trades, capped at 100). A popular single-number quality score: roughly 1.6–2 is fair, 2–3 good, above 3 excellent.

Average winner / average loser

The typical size of a win and of a loss in R. At 1:1 both should be close to 1R. If losers are clearly bigger, look at stops and slippage.

Longest winning / losing run

The longest streaks so far. At 60%, a run of 5–6 losses will very likely happen in a long test. It's a normal part of the distribution.

Last 20 trades: EV

The recent edge. The same idea as chart A3, shown as one number.

Plan checks

Exits at TP / SL / by hand, true 1:1 plans, over- and under-risk trades, days with more than 4 trades and skipped slots. These measure **discipline**, not luck.

Is risk being used well? (core metrics)

RAER `risk-adjusted efficiency ratio`

Total profit ÷ total amount put at risk. It answers: for every unit of risk deployed, how much came back? Because MARS varies its risk, RAER shows whether bigger bets were placed at the right times.

RAPF `risk-adjusted profit factor`

The R profit factor (R won ÷ R lost), adjusted for the average risk level used. It answers whether profit quality is real or just a product of risk size.

Acceleration

This week's % return minus last week's. Positive means compounding sped up. It's naturally jumpy, so it's judged against the benchmark's normal range, not on its own.

Max drawdown

The deepest fall from a peak, in %. It's the survival metric: an edge is only useful if the account lives long enough to collect it.

What does trading cost? (Performance › Cost)

Fees, spread and slippage (R)

Fees = broker commission. **Spread** = the gap between buy and sell prices. **Slippage** = getting filled at a slightly worse price than the stop or target. All are shown per trade, in R.

All-in cost and gross edge

All-in cost adds the three together. **Gross edge** is the EV before costs. **Share of edge used by cost** = cost ÷ gross edge. Lower is better.

How did trades move? (Performance › Excursions)

MFE `maximum favourable excursion`

The furthest a trade moved in profit before closing, in R.

MAE `maximum adverse excursion`

The furthest a trade moved against it before closing, in R.

Winners near the stop

Winners that came within 0.2R of the stop before winning. A high share means entries are often "just survived".

Losers that reached +0.8R first

Losing trades that were nearly a full win first. A high share suggests a target or trade-management question.

Ghost exits

The same entries replayed with fixed 1:1, 1:2 and 1:3 targets, watched by a price logger. They show what a different exit would have earned, without changing the live plan.

Coverage

The share of trades that have logger data. Excursion and ghost figures only describe the covered trades.

A note on honesty in the numbers

Every figure on the page is computed automatically from the trade journal. Under 30 trades everything is marked Provisional. Ranges (95%) are shown next to estimates so you can see how sure each number is. The rules can't change before 30 trades, so early results can't be "tuned" after the fact.

Appendix D · Quinn in depth

Quinn is the track record's educator and data analyst: a chat assistant on every page of the website that explains the site and answers questions from the published record. Chapter 2 (Ask Quinn) shows how to open it; this appendix covers what it can do, how to ask so the answer is useful, how to read what comes back and where its limits are. Quinn works on the website only, not on the PDF or the printed guide.

How Quinn builds an answer

Every question goes through the same steps. First a set of rules checks it: a request for advice, a signal or a prediction is answered with a polite refusal and a pointer to the page that explains why. Next Quinn works out what kind of question it is (a term, a figure, a slice, a report, a what-if or a page) and runs the site's own calculations on the published record. The figures in the answer are those results, copied exactly. Only then is a short **What this means** written from those figures and the matching site pages, and it is checked before it is shown. If any step fails, Quinn falls back to the plain figures and links, so a question never ends in an error page.

Seven ways to use Quinn

Way to use Quinn	Try asking	What comes back
Information: what a term or rule means	What does EV mean? · What is SQN? · What does System Lock mean? · How are trades graded? · How is compliance scored? · What are MFE and MAE?	A plain explanation drawn from the site's own pages and glossary, with the pages it used as Sources.
Data: one figure from the record	What is the win rate? · What is the EV with its 95% range? · What is the current max drawdown? · What is the longest losing run? · What is the R profit factor? · What's tomorrow's risk per trade? · What is the verdict right now?	The figure exactly as the site shows it, then a short What this means, with the trade count and the small-sample or provisional note.
Analysis: slices and comparisons	Which session is best? · What is the EV by market? · What is the win rate by weekday? · How did trades do by timeframe? · What is the all-in cost per trade? · What is the win rate for gold in London? · EV by session and direction	The record cut the way you asked, the trades in each group, a warning on groups too small to read, and a link that opens Performance › Explore with the same filters set.
Synthesis: reports and summaries	How is the record doing so far? · Report for 7 Dec 2026 · How did week 3 go? · Give me a summary of period 1 · Show the last 5 trades · What were the best trade and the worst trade?	A sectioned report for the day, week or period: trades, net R, win rate, risk and gate, with links to the matching Records pages.
What-ifs: hypothetical questions	What win rate would reach the ×110 goal by week 78? · What if the last 3 losses had been wins? · What if costs were twice as high? · Compare the five modes · How long to climb out of a 15% drawdown? · What if Aaron skipped all Asia trades?	The Lab's own tools (Goal-seek, Flip it, Simulator, stress tests, Mode comparison, Drawdown Doctor, Skip-it) run inside the ranges the pages allow, labelled Hypothetical.

Way to use Quinn	Try asking	What comes back
Site directions: where to find something	Where can I check the broker statements? · What does the Pace and finish line page show? · What does the Time Machine do? · How do I change the view level? · How do I install the app?	Which page or card answers it, the menu path, and the view level that page needs if it is above yours.
General help and games	How does the Alpha Cup work? · How do you win the Alpha Cup trophy? · How do I play Drawdown Escape? · What games can I play on the site? · What does the Glossary contain? · *Ask about my match* (after a game)	How a tool or game works and where to start; after a game, what decided your score, from that match's numbers only.

The example questions are taken from the set Quinn was tested on. Wording does not need to match: "win rate on Fridays" and "what is the win rate by weekday" reach the same answer.

Asking well

- **Name the slice.** Quinn understands markets (with common names such as gold for XAUUSD), sessions, timeframes, direction, weekday, trade slot, result, tier, gate, exit, a date range, a cycle week (1 to 78) or a period (1 to 18). A value that is not in the record is refused, and the answer lists the values that are.
- **One question at a time.** A long question that mixes a figure, a definition and a what-if is answered less well than three short ones.
- **Follow up briefly.** Quinn is sent your last three questions (never its own answers). A short follow-up that starts with and, what about, how about, also or then, such as "and in London?", is read together with the question before it.
- **Use Go deeper.** The suggested follow-ups are questions Quinn is known to answer well.
- **Check the page.** For anything you want to explore further, the Sources and Explore links open the page with the same view.

Reading an answer

Part of an answer	What it tells you
The figures	Worked out by the site's own calculations from the published record, the same as the page shows. Quinn never adds a number of its own.
What this means	A short reading of those figures. It is written separately and checked; if it fails a check it is left out and the figures still stand.
Small sample · Provisional	Under 30 counted trades the answer says the numbers are early evidence only; under 300 it says the verdict is provisional.
Hypothetical	Starts every what-if answer, which lists its assumptions and ends: Research only, not investment advice.
Sources	Up to four pages the answer came from. A page above your view level says which level shows it and what yours is; the link still opens it.
Go deeper · Related	Up to three follow-up questions (tap one to ask it) and up to three related pages.

What Quinn will not do

- No advice on what anyone should do with money, no buy or sell signals, no predictions or promises about future results.
- Nothing about how the strategy's tools are set up beyond the names of the 14 Charter items, the same rule as the rest of the site.
- No dollar amounts: every figure is in R or %.
- No figure outside what the record supports: a what-if outside the page's ranges is refused, with the ranges given, and a slice with very few trades is flagged as too small to read.
- With the practice record on, the page shows invented trades but Quinn answers from the real record, and says so in full view. A question that names the practice record also gets its size, so a question about both records answers both.
- If an answer takes longer than 35 seconds, Quinn stops waiting, puts your question back in the box and lets you ask again.

Privacy

Quinn is sent your question, the page you are on (its tab, the card nearest the top of the screen and any Filters), up to four of your earlier questions and whether the practice record is on; after a game, Ask about my match, or a typed question about the match on an Alpha Cup page, also sends that match's numbers. Each question is logged for improving Quinn without personal details: no IP address, no session id and no browser details, and emails, long numbers and links are removed from the question first. The panel's position is kept in your browser only. See Legal for the full statement.

Edition history

Every edition of this guide, newest first, with what it changed. The site version is the track record page the edition describes.

Edition 42.159 · 25 November 2026 (Records › Education: Station 10 deep lessons. Site version 97.17; see What's new.)

Edition 42.158 · 25 November 2026 (Notes: fuller note templates, 63 in all. Site version 97.16; see What's new.)

Edition 42.157 · 25 November 2026 (Records › Education: Station 12 deep lessons. Site version 97.15; see What's new.)

Edition 42.156 · 25 November 2026 (Records › Education: Station 9 deep lessons. Site version 97.14; see What's new.)

Edition 42.155 · 25 November 2026 (Records › Education: Station 11 deep lessons. Site version 97.13; see What's new.)

Edition 42.154 · 25 November 2026 (Records › Education: Station 8 deep lessons. Site version 97.12; see What's new.)

Edition 42.153 · 25 November 2026 (Records › Education: Station 7 deep lessons. Site version 97.11; see What's new.)

Edition 42.152 · 25 November 2026 (Alpha Cup, Play, Explore, Sequential test. Site version 97.10.1; see What's new.)

Edition 42.151 · 25 November 2026 (Records › Education: Station 6 deep lessons. Site version 97.10; see What's new.)

Edition 42.150 · 25 November 2026 (Records › Education: Station 5 deep lessons. Site version 97.9; see What's new.)

Edition 42.149 · 25 November 2026 (Alpha Cup, Hall of fame, Pain panel. Site version 97.8.1; see What's new.)

Edition 42.148 · 25 November 2026 (Records › Education: Station 4 deep lessons. Site version 97.8; see What's new.)

Edition 42.147 · 25 November 2026 (Guide: Home › Summary, kickoff countdown and Season tracker; chapter 1, View levels. Site details in What's new.)

Edition 42.146 · 25 November 2026 (Records › Education: modules 1 to 32 at least 30 minutes each. Site version 97.7.1; see What's new.)

Edition 42.145 · 25 November 2026 (Calculators, Warning signs, Focus follow-through, Rolling windows. Site version 97.6.1; see What's new.)

Edition 42.144 · 25 November 2026 (Records › Education: Station 3 deep lessons. Site version 97.4; see What's new.)

Edition 42.143 · 25 November 2026 (Records › Education: Station 1 original text restored, modules 25+ minutes. Site version 97.2; see What's new.)

Edition 42.142 · 25 November 2026 (Edge-proof meter, Recovery pulse, Drawdown anatomy. Site version 97.0.3; see What's new.)

Edition 42.141 · 25 November 2026 (Seasons, Hall of fame, Calendar, Funded Challenge, Quinn. Site version 97.0.1; see What's new.)

Edition 42.140 · 25 November 2026 (Records › Education: Station 2 deep lessons. Site version 97; see What's new.)

Edition 42.139 · 25 November 2026 (Hot & Cold, Quinn. Site version 96.3.1; see What's new.)

Edition 42.138 · 25 November 2026 (Records › Journal: Charter names for the 14 checklist items site-wide; visitor version of trade reviews in R and ATR. Site version 96.2; see What's new.)

Edition 42.137 · 25 November 2026 (Records › Journal: Trader's journal filters, Mind and results follows ⚲ Filters; Records › Trade log: the Trader felt drop-down. Site version 96.1; see What's new.)

Edition 42.136 · 25 November 2026 (Records › Education: Station 1’s modules are deep lessons with Try this tools, figures, quick checks, walk-throughs and a See it live panel. Site version 96; see What's new.)

Edition 42.135 · 25 November 2026 (Records › Journal: every review opens in full, filtered for privacy; glossary row Journal. Site version 95; see What's new.)

Edition 42.134 · 25 November 2026 (Performance › Explore: the calendar marks journaled days and links them to the Trader's journal. Site version 94.4; see What's new.)

Edition 42.133 · 25 November 2026 (Integrity: the seal covers cost and risk. Site version 94.3; see What's new.)

Edition 42.132 · 25 November 2026 (Records › Journal: the Trader's journal and Mind and results; the trader's words in each trade's card; glossary row Journal. Site version 94.2; see What's new.)

Edition 42.131 · 25 November 2026 (Integrity, Fill quality, Chart Pilot. Site version 94.1.2; see What's new.)

Edition 42.130 · 25 November 2026 (★ My dashboard: My profile name, Member since and own rows for pins and watch levels; note tags, templates, tag filters and Trade statistics by tag; the trade log's tag filter. Site version 94.1; see What's new.)

Edition 42.129 · 25 November 2026 (Records › Hall of fame and seasons; Home › Summary Season pass; Data history counts and kinds; chart views list. Site version 94; see What's new.)

Edition 42.128 · 25 November 2026 (Alpha Cup, Strategy Forge, Ask Quinn. Site version 93.0.4; see What's new.)

Edition 42.127 · 24 November 2026 (Guide: Home › Summary season tracker; Records › Hall of fame and seasons › Quarter seasons tiles; Season pass tiers move to the tiles. Site version 93; see What's new.)

Edition 42.126 · 24 November 2026 (Guide: My dashboard › My notes is now My Notebook. Site version 92.6.3; see What's new.)

Edition 42.125 · 24 November 2026 (Excursions and what-if, Pro ratios, Curve quality, Alpha Cup. Site version 92.6.1; see What's new.)

Edition 42.124 · 24 November 2026 (Guide: card names in Edge › Rolling windows, Risk › Equity and drawdown, Performance › Cost lose their chart codes. Site version 92.6; see What's new.)

Edition 42.123 · 24 November 2026 (Guide: Home › Summary › Edge and room; Home › Five-metric report card. Site version 92.5.1; see What's new.)

Edition 42.122 · 24 November 2026 (Guide: Display, colour, printing and presenting › Glass cards. Site version 92.5; see What's new.)

Edition 42.121 · 24 November 2026 (charts, Filters and the date window, At a glance, Excursion map, Alpha Cup, Lab › Calculators. Site version 92.4.1; see What's new.)

Edition 42.120 · 24 November 2026 (Lab › Calculators, Home › Edge and room, Records › Time Machine, Alpha Cup, Ask Quinn. Site version 92.3.1; see What's new.)

Edition 42.119 · 24 November 2026 (Alpha Cup › Match centre. Site version 92.2; see What's new.)

Edition 42.118 · 24 November 2026 (Filters, Performance › Cost, Edge statistics, Excursions and what-if, Lab › Calculators. Site version 92.0.1; see What's new.)

Edition 42.117 · 24 November 2026 (Edge statistics, Edge › Rolling windows, Performance › Cost, Five-metric report card, Alpha Cup. Site version 92; see What's new.)

Edition 42.116 · 24 November 2026 (Edge statistics, Performance › Cost, Lab › Forecast, Lab › Calculators, Records, Alpha Cup, Play. Site version 91.3.1; see What's new.)

Edition 42.115 · 24 November 2026 (Home › Summary, Edge statistics, Edge › Curve quality, Execution › Grades and compliance, Performance › Cost, Risk › Equity and drawdown, Five-metric report card, Alpha Cup › Team builder. Site version 91.3; see What's new.)

Edition 42.114 · 24 November 2026 (Home › Summary, Edge statistics, Records › Time Machine. Site version 91.2.4; see What's new.)

Edition 42.113 · 23 November 2026 (Home › Summary, Edge statistics, Records › Time Machine, Play. Site version 91.2.1; see What's new.)

Edition 42.112 · 23 November 2026 (site version 91.2): chapter 1, Start here (R: what 1:1 means); chapter 12, Site pages (Methodology v1.3); Home › Where to start; see What's new.

Edition 42.111 · 23 November 2026 (section Data history (▦): the last sixteen snapshot charts gain a table and history; four cards that read no real trades named. Site version 91.1; see What's new.)

Edition 42.110 · 23 November 2026 (section Data history (▦) rewritten: the time-frame buttons, how each column is rolled up, the four kinds of chart, Within the period and Up to its end, Show, the forecast log; the ▦ row in the card buttons. Guide only; site version 91.)

Edition 42.109 · 23 November 2026 (section Data history (▦): snapshot charts, dated events and forecasts gain history. Site version 91; see What's new.)

Edition 42.108 · 23 November 2026 (site version 90.1): Home › Watch levels, Alpha Cup levels; Road map wording. See What's new.

Edition 42.107 · 23 November 2026 (Lab › Calculators, Lab › Forecast, Edge fingerprint, Quinn. Site version 90.0.1; see What's new.)

Edition 42.106 · 23 November 2026 (chapter on the card buttons: ▦ now opens Data history, new section Data history. Site version 90; see What's new.)

Edition 42.105 · 23 November 2026 (Lab › Forecast and Fourth-trade value; Execution › Discipline cost; chapter 2 Quinn privacy; chapter 12 Legal summary and FAQ. Site version 89.3.2; see What's new.)

Edition 42.104 · 23 November 2026 (site version 89.3): Home › Watch levels, Browser alerts. See What's new.

Edition 42.103 · 23 November 2026 (site version 89.2): chapter 12, Site pages (Methodology v1.2: How MARS works); Home › Where to start; see What's new.

Edition 42.102 · 23 November 2026 (site version 89.1): chapter 1, Creative and basic views; Win rate by week and The trading clock in the chart catalogue; Performance › Time and rhythm; Risk › Gate ladder and recovery; Execution › Grades and compliance; Lab › Fourth-trade value; see What's new.

Edition 42.101 · 23 November 2026 (Guide: chapter 1, How the site is organised and View levels: Lab › Lab console added to the Lab row; page counts 94 in all, levels 12 / 49 / 69 / 83 / 94. Site details in What's new.)

Edition 42.100 · 23 November 2026 (site version 89): chapter 1, Creative and basic views; Home › Summary; Lab › Forecast, Skip-it what-if, Mode comparison and Sample-size planner; Alpha Cup › Match centre and Team builder; Records › Replay a week and Statements; site details in What's new.

Edition 42.99 · 23 November 2026 (Lab › Forecast: a full 16-trade week is scored at once. Site version 88.0.2; see What's new.)

Edition 42.98 · 23 November 2026 (Lab › Forecast; Risk › Kelly check (Growth hill); Alpha Cup › Statbook; Records › Integrity (replication kit); chapter 11 Play (Strategy Forge). Site version 88.0.1; see What's new.)

Edition 42.97 · 23 November 2026 (site version 88): chapter 1, Creative and basic views and the unit switch; Performance › Cost and Excursions and what-if; Execution › Grades and compliance, Discipline cost, Expected R (xR), Booster value and Fill quality; site details in What's new.

Edition 42.96 · 23 November 2026 (Guide: Charter v1.4.1 in the risk rail chapter, What would MARS do, the documents table and the Charter summary. Site version 87.0.1; see What's new.)

Edition 42.95 · 23 November 2026 (site version 87): chapter 1, Creative and basic views and the unit switch; Performance › Explore, Compare periods, Growth attribution, Benchmark rank, Benchmark arena and Markets and mix; site details in What's new.

Edition 42.94 · 23 November 2026 (Guide: simulated paths; Risk › Warning signs; the rail's weekly-status table (exact thresholds); Execution › Expected R; Records › Time Machine; Lab › Forecast; chapter 11 Play (Strategy Forge). Site version 86.0.1; see What's new.)

Edition 42.93 · 23 November 2026 (site version 86): chapter 1, Creative and basic views; Risk › Rail Cockpit, Growth vs risk, Kelly check, Equity and drawdown, Pain and tail risk, Pro ratios, Rail value-added, Exposure and clustering and Day colours; site details in What's new.

Edition 42.92 · 23 November 2026 (Guide: Home › Pace and finish line (Finish-line projection); Risk › Pro ratios; Execution › Discipline Dividend; chapter 11 Play (Rail Week, Strategy Forge, Drawdown Escape). Site version 85.0.2; see What's new.)

Edition 42.91 · 23 November 2026 (Guide: Performance › Benchmark rank (five published lines: P10 and P90 join the quartiles; the crowd; Next week's targets). Site version 85.0.1; site details in What's new.)

Edition 42.90 · 23 November 2026 (site version 85): chapter 1, Creative and basic views; Edge › Stability, Win-rate belief, Luck tests, Sequential test, Bayes vs You, RAER & RAPF, Alpha vs benchmark and Curve quality; site details in What's new.

Edition 42.89 · 23 November 2026 (Guide: Charter summary (v1.4 dates and the strategy's markets); Performance › Benchmark rank (how the rank is worked out, the crowd, Next week's targets); Edge › Stability (losing runs vs chance); Execution › Discipline Dividend; Alpha Cup › Statbook; Records › Integrity (replication kit); chapter 11 Play (Rail Week's scorecard table, Strategy Forge's exit signal, Drawdown Escape's sizing, a link to each game). Site version 84.0.1; site details in What's new.)

Edition 42.88 · 23 November 2026 (site version 84): chapter 1, Creative and basic views; Home › Summary, Five-metric report card and Pace and finish line; Edge › Edge statistics and Rolling windows; Creative view in the colour key; site details in What's new.

Edition 42.87 · 23 November 2026 (site version 83.4.1, audit 11: the statement match has three states (Match needs the net difference to round to 0.00R; Pending when it cannot be worked out); one Student t curve for the gauge, the proof line (97.5% at every sample size) and the Cup's Chance the edge is real; the Edge fingerprint's green weeks follow the filter and cost efficiency shows its coverage; Cup Smoothness pending with no daily swing; Tycoon's money profit factor and systems hired by identity; Strategy Forge's ±0.10R band. Guide: comparing like with like for the replication kit, evidence score vs range vs chance.)

Edition 42.86 · 23 November 2026 (site version 83.2: every page heading in the Guide has a permanent anchor and an Open this page › link (86 pages), and every one of those pages on the site links back to its section of the Guide.)

Edition 42.85 · 23 November 2026 (site version 83.0.1, audit 10: Integrity's Match now needs the net result to agree as well as the counts; Breakdowns use wins ÷ decided trades in every table; a failed statement download says so; Alpha Cup RAER and Risk-weighted PF in money, clean sheets from day closes, the cost cushion waits for a win and a loss; Play games fill a bar that opens beyond a level at the open, Strategy Forge hides the test data until the system is locked, Tycoon's forecast includes overhead, events and capacity; 1R receipt in growth points. Guide: Cup money statistics and bonus plays, how the games execute trades.)

Edition 42.84 · 23 November 2026 (go-live moved to Monday 7 December 2026: start dates, cycle end Friday 2 June 2028 and demo weeks throughout; Charter v1.4 in chapters 5 and 12 and the documents table; Home header: Season 1 kickoff countdown. Site details in What's new.)

Edition 42.83 · 22 November 2026 (site version 82.0.1, audit 9: one proof rule on every Edge card (30 or more trades and the whole t-based 95% range above zero); the Edge-proof meter's proof line and Edge coming into focus follow it; the Edge fingerprint's plan ring is after costs (profit factor 1.36, payoff 0.90, 72% green weeks); coin rivals and path luck count ties apart; Tier elevator and the Five-metric spectrum compare exact horizons; Record weather works at 0% and 100% wins; R | % notes give growth in points of the starting balance; System Lock at or beyond 40%. Guide: Three readings of one record, Rebuild the fingerprint from 100 plan trades, ties defined.)

Edition 42.82 · 21 November 2026 (site version 82): chapter 1, Creative and basic views and the R | % switch list updated; site details in What's new.

Edition 42.81 · 21 November 2026 (Guide only: chapters 3 to 8, each basic view from site versions 77, 78.3, 80 and 81.2 now also described in its chart's own entry; site details in What's new.)

Edition 42.80 · 21 November 2026 (Guide: chapter 14, Glossary, five terms moved into alphabetical order. Site details in What’s new.)

Edition 42.79 · 21 November 2026 (Guide: chapter 14, Glossary, new term R vs %. Site details in What’s new.)

Edition 42.78 · 21 November 2026 (Guide only: chapter 3, Home › Five-metric report card; chapter 8, Lab › Mode comparison. Site details in What’s new.)

Edition 42.77 · 21 November 2026 (Reader's Guide only: each of the ten basic views added in site version 81 is now also described on its own page, next to the chart it belongs to: Explore, Growth attribution, Benchmark rank, Benchmark arena, Markets and mix, Cost, Excursions and the Five-metric report card.)

Edition 42.76 · 21 November 2026 (no site change: each Risk chart from basic views batch 3 now has its second button described in its own entry, the climb back its R | % view, and six site terms join the glossary: Audit badges, Compare board, Discipline Dividend cards, Lab console, Practice reports and Tricks caught.)

Edition 42.75 · 21 November 2026 (site version 81.3: The climb back gains the R | % switch; in % both views show each gate step's gain in % of the account. Chapter 1, Creative and basic views.)

Edition 42.74 · 21 November 2026 (site version 81.2: basic views, batch 6. Eleven more creative charts gain a basic view with overlays: The breach slope, Two kinds of trade, Dividend banked, the Booster constellation, the Fill quality landing strip, the Fill ribbon, the three Parallel universes cards (with a third button, Underwater), Fourth-trade value and the Seven-tier organ. Listed in chapter 1, Creative and basic views.)

Edition 42.72 · 21 November 2026 (site version 81: basic views, batch 5. Ten Performance charts gain a basic view with overlays: Does the edge repeat, Tier coin stacks, A crowd of 1,000 rivals, Next week's targets, Lead ribbons, Trade flow, A20 Market race, A30 Cost drag over time, Excursion comets and the Five-metric radar. A30 and Excursion comets also gain the R | % switch. Listed in chapter 1, Creative and basic views.)

Edition 42.71 · 21 November 2026 (site version 80: basic views, batch 4. Nine more creative charts gain a basic view with overlays: the Edge-proof meter, Edge coming into focus, Fork ahead, The peeking trap, the Alpha beam, the Catch-up ladder, Leaps between highs, How sure is the Sharpe and the Colour ribbon. Listed in chapter 1, Creative and basic views.)

Edition 42.70 · 21 November 2026 (site version 79.1: several notes per card. + New note starts another note on the same card, This card's notes lists them numbered and dated, a card with several notes shows the newest three under its title, and My notes marks Note 2 of 3.)

Edition 42.69 · 21 November 2026 (site version 79: basic views, batch 3. Ten Risk charts gain a basic view with overlays: the Gate staircase, Tier elevator, A26, False alarms, Gate distance ladder, The climb back, Brake test, Volatility drag, Bet-size derby and Lock-odds dials. Listed in chapter 1, Creative and basic views.)

Edition 42.68 · 21 November 2026 (site version 78.3.1, audit 8: the R profit factor tile has its own status; the Session clock counts to the real end of the Asian session; one t value and one trades-to-prove figure on every card; risk per trade to two decimals; plan bands named 10th to 90th percentile with their real coverage; the weekly story and the sample's Gate at end use the gate after the close; the sample follows Equilibrium's rail (elite T6, exact weekly thresholds) and takes its sessions from its opening times; the edge meter's wording. Guide: How strong is the edge?, One week two gates, R profit factor, RAPF and RAER side by side.)

Edition 42.67 · 21 November 2026 (site version 78.3: basic views, batch 2. Ten more creative charts gain a basic view with overlays: Drawdown fingerprints, A31, Cost X-ray, A35, A37, the Gate weather map, the Recovery clock, A21, the Rail piano roll and the Edge horizon. Listed in chapter 1, Creative and basic views.)

Edition 42.66 · 21 November 2026 (site version 78.2: What we got wrong shows who found each system error and the update that fixed it, under a written corrections policy, with the fixes of 17 to 21 November added; What's new marks every version New or Fix and can show new features and fixes apart.)

Edition 42.65 · 21 November 2026 (site version 78.1: the Reader's Guide gains Case books in detail under Edge › Edge Court: what an invented record is, how to play, each tab's answer, reveal and stars, all 24 chapters, progress and how the answers are checked.)

Edition 42.64 · 21 November 2026 (site version 78: Edge › Edge Court case books for Data dredge and Jury of twelve, so all four tabs have 48 rounds each.)

Edition 42.63 · 21 November 2026 (site version 77: basic views. Ten creative charts gain a second button that redraws the same numbers as a standard chart with overlays: bars with the plan's range and a 4-week average, lines with the plan pace, EV bars by hour with 95% ranges, a waterfall with plan ticks, a box plot, a dot plot of milestones, a treemap, histograms with P50, P90 and the gates, and a pair heatmap with an independence check. New section in chapter 1, Creative and basic views, and a glossary entry.)

Edition 42.62 · 21 November 2026 (site version 76.2: glass look on Home › Summary and Records; Home's solid cards are frosted, Records' showcase cards are clear glass.)

Edition 42.61 · 21 November 2026 (site version 76.1, audit 7: sizing analytics count only trades taken before a System Lock; Tomorrow follows all 16 win and loss orders and shows days the Lock would stop early; the elite T6 in Tomorrow, the Tier forecast, the Rail Cockpit, the Rule map and What would MARS do?; the Excursion what-if reproduces the record at 1:1 and uses each trade's cost; Next week's targets use the published quartiles; the Sequential test draws each boundary as it stood; Pro ratios marked whole account; exact t values for small samples. Guide: the rail's decision order with two worked examples, what a filter can and cannot change, a what-if walkthrough, and the two old T5 sentences corrected.)

Edition 42.60 · 21 November 2026 (site version 76: Edge › Edge Court gains Case books, 48 rounds each for the court and the Line-up round.)

Edition 42.59 · 20 November 2026 (Cost heatmap: the Guide now names the scan's lock-on marker on the dearest 3+ trade block, the All markets lane, the lane averages, the rollover band and the colour key, and says the cheapest and dearest cells count only blocks with 3 or more trades.)

Edition 42.58 · 20 November 2026 (site version 75.2: the Daily grades calendar gains a fourth view, Classic, the original calendar in four grade-band colours.)

Edition 42.57 · 20 November 2026 (site version 75: the Daily grades calendar gets three views: Hive, with each trade a wedge and breaches as cracks; River, every trade grade over time with the day's spread; and the Grid calendar, all in one red-to-green grade scale.)

Edition 42.56 · 20 November 2026 (site version 74: Home › Five-metric report card draws its four metric charts as pictures, the Edge Rail for EV, Survival rings for drawdown, Beams and horizon for RAER and RAPF and the Phase orbit for acceleration, each with a readout and a written reading; the Line view stays one click away.)

Edition 42.55 · 20 November 2026 (site version 73.0.1: the Cost heatmap opens as the table again; the Thermal scan is the second view.)

Edition 42.54 · 20 November 2026 (site version 73: the Cost heatmap opens as a Thermal scan, with asset-class groups that fold, a Hottest first sort, a crosshair readout and a mini-map for long market lists; the Table view stays one click away.)

Edition 42.53 · 20 November 2026 (Methodology v1.1: risk 1% to 5.75% a trade, flow-neutral returns, the Monte Carlo ruler as 50,000 frozen paths, and the data path, verification, Alpha Cup handicap and not-modelled notes brought in line with the code; Guide and Quick Start PDFs reprinted.)

Edition 42.52 · 20 November 2026 (Charter v1.3: Balanced reaches T6 after an Above-plan week in Growth; new section Risk modes, tiers and overrides in detail with the full tier table, the five modes and the manual-tier rule; override days shown in the Daily record; base-tier and Typical recovery wording.)

Edition 42.51 · 20 November 2026 (site version 72.5: the site's rail gains Equilibrium's elite T6 after an Above-plan week in Growth; lock-aware ruin calculator and sizing analytics; Milestone proof uses the same t

multiplier as the reached milestone; Myth verdicts Holds / Inconclusive / Busted; the Edge gauge is a one-sided chance, not the proof verdict.)

Edition 42.50 · 20 November 2026 (site version 72.4: replays stop on the trade that reaches System Lock and set the weekly status by cycle week, as Equilibrium; R profit factor leaves out breakevens everywhere; win rate shown both ways (wins ÷ (wins + losses) as the headline, Equilibrium's wins ÷ all trades under it); weekly report card RAER weighted by each day's opening equity; RAPF described as profit factor normalised by average risk; exposure map names every index, counts Brent as oil and shows unknown symbols as unmapped.)

Edition 42.49 · 20 November 2026 (site version 72.3: ⤢ Expand chart on phones; Watch board pinned from laptop width; Check a claim gains three misreadings and a fixed typical-trade one; top bar and footer follow the theme.)

Edition 42.48 · 19 November 2026 (site version 72.2.1: glossary entries for Compare board, Discipline Dividend cards, Practice reports, Audit badges and Tricks caught; the Quick Start points to Practice reports and the Audit badges.)

Edition 42.47 · 19 November 2026 (site version 72.2: Records › Audit the report gains Practice reports from 45 templates, saved scores and ten Audit badges; My profile and My badges show them.)

Edition 42.46 · 19 November 2026 (site version 72.1: docs only. The cover names the current edition again, the web guide's edition history gains 42.44 and 42.45, and the Quick Start says four of the original seven Audit the report exercises are real mistakes this site made.)

Edition 42.45 · 19 November 2026 (site version 72.1: Records › Audit the report expanded to 16 reports in three levels, with Tricks caught and Check a claim on this record.)

Edition 42.44 · 19 November 2026 (site version 72: chart redesigns on Breakdowns, Time and rhythm, Excursions and what-if and Grades and compliance; the Compare board on Explore; three Discipline Dividend cards; Watch levels and Education layouts; gap fix.)

Edition 42.43 · 19 November 2026 (site version 71.0.5: the last booster is now called price beyond the key level, and the Scanner names its bands without settings, so no indicator settings appear in the guide or on the site.)

Edition 42.42 · 19 November 2026 (site version 71.0.4: Filter-trap meter fixes for no matching trades and a stale filter chip; Market follows Asset class in the filters; the forecast card's Net R opens that week's trades; Exposure chord counts days both markets lost; Market race can race the top earners.)

Edition 42.41 · 19 November 2026 (site version 71.0.3: the theme button names the theme that is on now; on a phone or tablet, Save closes a note.)

Edition 42.40 · 19 November 2026 (site version 71.0.2: the edition history moves from the cover to this last section, where the cover had cut it off; Breakdowns names every table; the Market climate card is called Market context, as on the site; the Quick Start adds Split view and Since your last visit.)

Edition 42.39 · 19 November 2026 (site version 70: a new page, Lab › Lab console, and 24 new interactive cards on Lab › Forecast (Tier dial, Challenge), Mode comparison, Sample-size planner, Growth attribution, Benchmark rank, Benchmark arena, Week bingo, Myth vs data and Watch levels; Tier dial fix; larger five-metric radar; full-width Calculators charts.)

Edition 42.38 · 19 November 2026 (site version 69.29: a third theme, Gray; the header button cycles Dark, Gray and Light.)

Edition 42.37 · 19 November 2026 (site version 69.28: the glossary adds Edge Court's words, Walk forward, Proven, Not proven, Acquitted and Decoy case; 346 terms.)

Edition 42.36 · 19 November 2026 (site version 69.27: Edge › Edge Court rebuilt, the court and the Line-up round; sliders on Edge decay and Bayes vs You no longer jitter.)

Edition 42.35 · 19 November 2026 (site version 69.26: two new interactive cards on Execution › Booster value, Booster sieve and Booster constellation.)

Edition 42.34 · 19 November 2026 (site version 69.25: 11 new interactive cards on the Risk pages, Rail Cockpit, Warning signs, Pro ratios, Drawdown Doctor and Growth vs risk; Day colours and the Colour ribbon are frosted glass.)

Edition 42.33 · 19 November 2026 (site version 69.24: on a phone the header stays at the top while you scroll, shrinking to a slim bar; the glossary defines Banked, Total value created and Compounding given up from the Withdrawals card; 341 terms.)

Edition 42.32 · 19 November 2026 (site versions 69.21 to 69.23: a withdrawal is banked profit, not a trading loss; Return since start is flow-neutral, and Records › Statements adds the Withdrawals: banked, not lost and Withdrawal log cards; the replication kit rebuilds the flow-neutral return; Education module notes in My notes have Edit; the glossary adds Flow-neutral; 338 terms.)

Edition 42.31 · 19 November 2026 (site version 69.22: 18 new interactive cards on the Edge pages, Sequential test, Edge Court, Bayes vs You, Hot & Cold, Edge decay, Alpha vs benchmark and Curve quality; the Discipline Dividend updates while its slider is dragged; full glossary entries for Peeking, Half-life and Tracking error; 337 terms.)

Edition 42.30 · 19 November 2026 (site versions 69.12 to 69.20: glass cards, clear, frosted or solid, on every page on a computer or tablet; related cards side by side on wide screens on Edge statistics, Gates and tiers and Tomorrow; a background picture per main menu page; Performance › Breakdowns adds By asset class; the glossary has a full entry for Asset class; 334 terms.)

Edition 42.29 · 19 November 2026 (site version 69.13: the glossary has a full entry for Quinn, the track record's educator and data analyst, with three worked examples; 333 terms.)

Edition 42.28 · 19 November 2026 (new Appendix D, Quinn in depth: how an answer is built, seven ways to use Quinn with example questions (information, data, analysis, synthesis, what-ifs, site directions, general help and games), asking well, reading an answer, limits and privacy.)

Edition 42.27 · 19 November 2026 (chapter 2 has a new section, Ask Quinn: what the track record's educator and data analyst answers, how an answer is built, what it will not do, match questions, moving the panel and privacy. The Quick Start now covers Quinn, notes, the practice record, Rail status and the R | % switch.)

Edition 42.26 · 19 November 2026 (site version 69.11: Return shape has the R | % switch, now on 21 charts; a card's CSV of a trade table no longer has the empty ✎ column or the column-filter row; the MARS Track Record watermark fills about a quarter of the screen in the bottom-left corner; Quinn has a larger panel, a time-of-day greeting, the title Educator and data analyst and twelve starter questions, and can be moved on phones.)

Edition 42.25 · 19 November 2026 (site version 69.9: notes on trades: a ✎ column in every trade table, the note in the trade card, a With my notes filter and note text in the trade log search; My notes filters All, Cards, Trades and Education, and trade notes link to the trade.)

Edition 42.24 · 19 November 2026 (site version 69.8.1: a Save button in the note windows on cards and in Education modules.)

Edition 42.23 · 19 November 2026 (site version 69.8: the original Montex AlphaRail System logo is back in the header; the MARS Track Record mark is a faint watermark in the empty left margin on screens 1,600 px and wider, at the same strength as the gorilla scene.)

Edition 42.22 · 19 November 2026 (site version 69.7: Education module notes can be detached into a floating, resizable window, and are listed in My dashboard › My notes.)

Edition 42.21 · 19 November 2026 (site version 69.6: the notes window has a ⤢ larger / ⤡ smaller button and a resize grip; the profile card on My dashboard is now My profile.)

Edition 42.20 · 19 November 2026 (site version 69.3: Replay the record has the R | % switch; 20 charts.)

Edition 42.19 · 19 November 2026 (site version 69.1.3: the week-by-week benchmark assumes 16 trades every week; a missed week reads as behind there, per-trade measures are not affected.)

Edition 42.18 · 19 November 2026 (site version 69.2: ✎ notes on every card, My notes on My dashboard and a backup file for every browser setting. Rail status is tinted in the gate's colour (69.1.4). The header logo is now the MARS Track Record mark.)

Edition 42.17 · 19 November 2026 (site version 69.1.1: R or %, the unit switch, in chapter 1 and the glossary; 331 entries.)

Edition 42.16 · 19 November 2026 (site version 69.1: Rail status on Home › Summary from the first real trade, in Practice record's old place. Practice record moves to the bottom of Summary until 30 trades.)

Edition 42.15 · 19 November 2026 (site version 68.3: Since your last visit becomes a briefing with the newest four trades, one-line site updates and an inner scroll. The Five-metric report card puts the radar on the left half with five metric tiles on the right. Glass cards in dark mode.)

Edition 42.14 · 18 November 2026 (site version 68.1.3: glossary full entry Edge and room; 330 entries).

Edition 42.13 · 18 November 2026 (site version 68.1: Home › Summary card Edge and room, with the edge lens and the runway dial).

Edition 42.12 · 18 November 2026 (site version 68.0.6: glossary entries US30, US500, US100, Gold, Silver, Oil, Major currencies and Minor pairs (crosses); Pip and Lot cover indices and commodities; 329 entries).

Edition 42.11 · 18 November 2026 (Charter v1.2: markets stated as forex, US stock indices and commodities).

Edition 42.10 · 18 November 2026 (site version 68.0.5: Pair is now Market across the site; Markets and mix, Market map, Market race; the Filters bar has seven drop-downs).

Edition 42.9 · 18 November 2026 (site version 68.0.4: Asset class filter; Saved views; indices and commodities in Currency exposure and news).

Edition 42.8 · 18 November 2026 (site version 68.0.3: every tile's worked sum sits behind the ⓘ beside its label; a click on the number opens the card; sums survive a filter change on Explore).

Edition 42.7 · 18 November 2026 (site version 68.0.2: Verify the trades opens Records › Integrity; sample data never scores the real forecasts; Sample scoreboard).

Edition 42.6 · 18 November 2026 (site version 68: every tile and At a glance box glows in its menu's colour and links to the card that explains it; where the sum now sits; the quick-reference rows).

Edition 42.5 · 18 November 2026 (correction: in sample mode it is Aaron's side of the Alpha Cup that reads “Aaron · sample record”, not yours; new: tapping a week in Expected R's Luck by week highlights it on the chart, for site version 67.3.4).

Edition 42.4 · 18 November 2026 (site versions 67.1 and 67.3: the Trade log summary and CSV follow the column filters; sample-mode labels on the Alpha Cup, a separate Since your last visit memory and no sample prizes; the Win rate tile's n counts decided trades; Latest saved forecast; on phones, drop-downs open as a sheet and messages sit at the top).

Edition 42.3 · 18 November 2026 (new: Clickable tiles and cards, for site version 67: glowing tiles and Home cards open the page that explains them; tap for the definition on a phone, press and hold to go there; ⓘ explains the number).

Edition 42.2 · 18 November 2026 (new: eleven more pages follow ⚲ Filters; chapter 2 lists all 36 pages that do and explains the filter chip that now marks every filtered card).

Edition 42.1 · 18 November 2026 (correction: the glossary rows for Gate replay, Luck of the draw, 1R receipt, Drawdown fingerprints, Who carried the result?, Does the edge repeat?, What changed EV?, Guess the gate and Customize my view were rewritten from the code that draws each card; the Edition 42 rows described some behaviour these tools do not have).

Edition 42 · 18 November 2026 (site v66: Customize my view, with six ways in on Home and the Build my view questionnaire; glossary 321 entries with full entries for the v65 and v66 tools; the Quick Start is now eleven pages).

Edition 41 · 18 November 2026 (site v65: What changed EV? waterfall, gate replay trade by trade, data coverage, five new Explore charts, Luck of the draw, the 1R receipt, drawdown fingerprints, Rail Week's Guess the gate, and a fix to the Filter-trap meter).

Edition 40 · 18 November 2026 (site v64: the quarterly challenge, five evidence packets per quarter and a MARS Analyst certificate for 3 of 5; a new My certificates card with all 20 certificates, locked ones shown; all 25 quiz badges in My badges; the Final exam master certificate).

Edition 39 · 18 November 2026 (site v63 and v63.1: What would MARS do? grows to 100 cards in four sections with a badge each; Grade this trade badges; My profile now shows in-depth statistics for each interactive tool; a new My badges card; Share buttons on the profile, badges and Education; after-action reviews in Funded Challenge, Strategy Forge and Trading Desk Tycoon; Expectancy and edge by week; week labels on the Gate staircase).

Edition 38 · 18 November 2026 (site v62.4 and v62.5: a full guide to At a glance , the readout beside or under every chart that has one, now also on phones and tablets as a fold-out; medium-sized charts; Fill quality redrawn with a landing strip, fill quality by group and a fill ribbon; band waffle on Discipline cost; luck dial on Expected R; grade ladder under Grade mix; a taller Gate staircase; recovery lane; day result by colour; tier odds on the Tier dial; era pillars, a halves table and a fade gauge on Edge decay; practice conditions and a frontier chart on the benchmark challenge; calculators at medium size; the Gate distance ladder flicker fixed; wider Education side panels on very wide screens; a skip board, a trades-a-day staircase and slot ladder, and a mode map in the Lab; glossary 312 entries, with At a glance, Fill gap, Middle half, Return-to-drawdown ratio and Chance spread new).

Edition 37.9 · 17 November 2026 (site v62.2 and v62.3: no gold dots on the practice record; a taller Tier elevator; Day colours and Trade mix by session with companion cards; side panels on Growth attribution and

Benchmark rank; the report card in two columns; drop-down filters under table columns; a wider Education lesson column).

Edition 37.8 · 17 November 2026 (site v61 to v62.1: dated figure corrections, How fragile is the result?, Why did EV change? (mix vs performance), the Alpha Cup base-rate comparison, fixture links and same-luck rematches, You run the quarterly review, the benchmark challenge, Where to start, after-action reviews and drills in Play, Compare two setups in Market Scanner, split view filling each pane, the gold dot fix; glossary 307 entries).

Edition 37.7 · 17 November 2026 (the v58 fixes from four outside reviews: Goal-seek reach without a lock, the recovery clock's two medians, System Lock counted on the trade, Time Machine first call, Alpha Cup daily-close sizing and pick locked at kickoff, planned reward:risk on the trade card; the Quick Start is now eight pages).

Edition 37.6 · 17 November 2026 (site v60: week links and the one-minute week summary, This week's decision, Where performance came from, Statement match, Same trades in a different order, Open alongside this trade; glossary 295 entries).

Edition 37.5 · 17 November 2026 (site v59.1: Show the calculation, What would change the verdict, Cost budget, benchmark notes and the RSS feed; new Records pages Hypothesis register and Audit the report; 93 pages in the menus; glossary 293 entries).

Edition 37.4 · 17 November 2026 (nine menus: Play added to the menu table; Records includes Education; 91 pages in the menus).

Edition 37.3 · 17 November 2026 (glossary section brought up to the site: 283 entries, 233 terms and 50 page guides).

Edition 37.2 · 16 November 2026 (glossary expanded from 31 to 177 terms).

Edition 37.1 · 16 November 2026 (cover links now point to the website; start date 23 November; tour of up to 24 steps).

Edition 37 · 16 November 2026 (rewrite continues: chapter 12 Site pages from the Charter v1.1 and Methodology v1.0, the trading plan renumbered 13, questions renumbered 14 with a glossary; Risk chapter aligned with the Charter: Balanced mode, T5 cap, 1% to 5.5% a trade).

Edition 36 · 16 November 2026 (rewrite continues: chapter 10 Records, chapter 11 Play and Education).

Edition 35 · 16 November 2026 (rewrite continues: chapter 7 Execution, chapter 8 Lab with the six Forecast tabs, chapter 9 The Alpha Cup).

Edition 34 · 16 November 2026 (rewrite continues: chapter 5 Risk and chapter 6 Performance, every page with its level, formulas and examples).

Edition 33 · 16 November 2026 (rewrite continues: chapter 3 Home and new chapter 4 Edge, every page with its level).

Edition 32 · 16 November 2026 (rewrite begins: chapter 1 Start here, with the eight menus, view levels, tour and the 2-minute check; new chapter 2 Using any page; test start corrected to 23 November).

Edition 31 · 16 November 2026 (v48: Charts 1–20 and Proof charts retired; each chart lives on its topic page with a filter chip; six twins dropped; six new chart forms; section 5 rewritten).

Edition 30.6 · 14 November 2026 (v47: ten new interactive tools: Five-metric spectrum, RAER & RAPF playground with the efficiency grid, Milestone preview, Edge Court, Bayes vs You, Hot & Cold, Drawdown

Doctor, Rail Cockpit, Expected R, Discipline Dividend and Time Machine; Mode comparison with all five modes; duplicate charts retired and 14 cards merged into tabs).

Edition 30.5 · 14 November 2026 (Practice record: a sample-data switch on Home › Summary and under empty tools fills every chart with 160 invented trades, marked SAMPLE, until the real record reaches 30 trades).

Edition 30.4 · 14 November 2026 (Lab › Forecast: Simulator, Goal-seek, Stress tests, ETA board, the Tier dial and one Next week tab for the old Next-week forecast and Forecast desk, now one page with tabs; 82 pages; what-if overfitting check; Final exam sections open station by station).

Edition 30.3 · 14 November 2026 (Week bingo: 12 process squares marked P and a Bingo badge family; Seasons: points above expected, season awards and a season table).

Edition 30.2 · 13 November 2026 (Lab › This plan quiz removed; the 100 questions are the Final exam in Education; 87 pages).

Edition 30.1 · 13 November 2026 (new: picture charts on Gates and tiers, Kelly check, Tier forecast, Edge decay, Breakdowns, Tilt detector, ETA board and the Lab what-ifs).

Edition 30 · 13 November 2026 (new: ⚲ Filters for every trade chart, and five picture charts: Edge river, Season spiral, Edge coming into focus, Excursion comets, Trade flow).

Edition 29.1 · 13 November 2026 (new: a guided-tour stop at The Alpha Cup).

Edition 29 · 13 November 2026 (new: The Alpha Cup, a game that plays your own system against the record on 19 statistics, with 76 prizes; You vs the Rail retired).

Edition 28.1 · 13 November 2026 (new: Risk › Warning signs, six signals with OK / Watch / Act).

Edition 28 · 13 November 2026 (new: five view levels, Essentials to Professional, replace Simple view).

Edition 27.6 · 12 November 2026 (new: Week in 90 seconds and the recovery table).

Edition 27.5 · 12 November 2026 (new: Edge › Myth vs data).

Edition 27.4 · 12 November 2026 (new: process vs outcome grid on Grade vs result).

Edition 27.3 · 12 November 2026 (new: report card Latest grades strip and week-end grades in the Week report).

Edition 27.2 · 12 November 2026 (new: Breach cost renamed Discipline cost, with cost by compliance band).

Edition 27.1 · 12 November 2026 (new: Sample-size planner Build the edge and trades-needed chart; header tagline).

Edition 27 · 12 November 2026 (new: Lab › Calculators with Cost and break-even and Risk of ruin).

Edition 26.8 · 12 November 2026 (new: guided tour of 23 steps with a Proof and trust chapter; two-column Growth vs risk on wide screens).

Edition 26.7 · 12 November 2026 (new: Trade of the week, Case studies by month, My profile, Education station certificates).

Edition 26.6 · 12 November 2026 (new: This week vs its forecast, Session clock, Season pass; Required pace in R).

Edition 26.5 · 12 November 2026 (new: ⤓ menu with Copy chart as image; 📲 Install app on the website).

Edition 26.4 · 12 November 2026 (new: Explain this number, a shared date window, glossary on hover).

Edition 26.3 · 12 November 2026 (new: Records › Statements, a monthly statement PDF, final copies time-stamped in Bitcoin).

Edition 26.2 · 12 November 2026 (new: Records › What we got wrong, mistakes and the fix for each, kept for good).

Edition 26.1 · 12 November 2026 (new: Records › Integrity replication kit, an Excel file and trade list that rebuild the headline numbers).

Edition 26 · 12 November 2026 (new: Performance › Market climate, renamed from Volatility and news, with the climate edge map; the two-way heatmap gains climate and grade fields).

Edition 25 · 12 November 2026 (new: Records › Integrity verification chain, time-stamped in Bitcoin, and the self-test history).

Edition 24 · 12 November 2026 (new: Performance › Benchmark arena, which replaces Yardsticks and keeps its table).

Edition 23 · 12 November 2026 (new: 13 deep statistics, the compliance scoreboard and daily grades calendar, Records › Journal).

Edition 22 · 12 November 2026 (Play, Final exam, Week bingo).

Edition 21 · 12 November 2026 (new: Records › Education, the free course with a Graduate certificate).

Edition 20 · 11 November 2026 (menu wording: on the website the menu runs down the left side of a desktop screen; adds the colour key).

Edition 19 · 11 November 2026