

## Introduction

The GUNNER24 Forecasting Method is based on the first impulse of a stock price or any other market and projects precisely the course and the frame of the further price development.

That universally employable technique of forecasting enables you to take trading decision at any time level.

**For best results trading the GUNNER24 Forecasting Technique you should trade with linear charts and candlestick charts in these time frames:**

- **1 Minute**
- **5 Minutes**
- **15 Minutes**
- **1 Hour**
- **4 Hours**
- **Daily**
- **Weekly**
- **Monthly**

You are given precise trading signals by the combination of different time levels, the GUNNER24 Impulse Wave Technique and the price patterns which are repeated over and over again, according to our observations during all those years.

Day traders and swing traders can lance accurate trades by the daily chart and the 15 minute chart, even by the one minute chart.

Investors can judge the possible price data of their stocks for up to 20 years. Banks, financial companies, major investors and financial institutions are able to estimate the developments for decades in advance and schedule their long term purchases and sales with more advantage.

GUNNER24 indicates the possible points and switches where the actual price data can go to. Those tendencies can be followed by your trading without any reservation. You simply see where the market wants to go and you recognize the moment and the finishing line when and where the market turns into a different direction.

## GUNNER24 Definitions

In the following pictures you will find the definition of the GUNNER24 Terminological Concepts:

The two GUNNER24 Setups, the vector of the initial impulse, the Gann Angles, the 1<sup>st</sup> square, the blue arc, the 1<sup>st</sup> to the 5<sup>th</sup> double arc, the color of the 1<sup>st</sup> to the 5<sup>th</sup> double arc according to the GUNNER24 Setup, the horizontal square lines, the diagonal square lines, the four dynamic space zones and the time lines.