

```
def Rec= 0;
def Valley = low < Lowest(low[1], 3) and low < Lowest(low[-3], 3)
  rec = rec[1] + 1
else
  double.NaN ;

plot y = if rec <= 100 then
  AddChartBubble(Valley, low, rec, if rec > 0 then Color.white
else double.NaN ;
```