



# Cyberscope

## Audit Report

# The ClubHouse

# Staking Tier 1

August 2022

Type        BEP20

Network     BSC

Address     0x93763A9e98C89df44D82Co0966Fd989139A05570

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## Contract Review

<b>Contract Name</b>	Tier1_TCHStaking
<b>Compiler Version</b>	v0.6.12+commit.27d51765
<b>Optimization</b>	200 runs
<b>Licence</b>	None
<b>Explorer</b>	<a href="https://bscscan.com/token/0x93763A9e98C89df44D82Ca0966Fd989139A05570">https://bscscan.com/token/0x93763A9e98C89df44D82Ca0966Fd989139A05570</a>

## Source Files

<b>Filename</b>	<b>SHA256</b>
<b>contract.sol</b>	7150cd711431849302e59e8be5c74ea2b8c1254eed0c4cf140e85e3e54cb0726

## Audit Updates

<b>Initial Audit</b>	20th August 2022
<b>Corrected</b>	

# Contract Diagnostics

● Critical    ● Medium    ● Minor

Severity	Code	Description	Status
●	URUF	Users Receive Unlimited Funds	Unresolved
●	MAL	Diversified State Between Variables	Unresolved
●	DSM	Data Structure Misuse	Unresolved
●	OWCB	Owner Withdraws Contract Balance	Unresolved
●	L01	Public Function could be Declared External	Unresolved
●	L02	State Variables could be Declared Constant	Unresolved
●	L03	Redundant Statements	Unresolved
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L07	Missing Events Arithmetic	Unresolved
●	L09	Dead Code Elimination	Unresolved

## URUF - Users Receive Unlimited Funds

Criticality	critical
Location	contract.sol#L782
Status	Unresolved

### Description

The users have the ability to execute the deposit method with zero amount and zero stake time. If a user has already staked, then he receives the “pending” reward. The contract is not keeping track that the “pending” reward has been transferred to the user. As a result, every time that the user executes the deposit method, he will receive rewards until the contract’s balance decreases to zero.

```
function _deposit(uint256 _amount, uint _stakeUntil) internal {  
  
    PoolInfo storage pool = poolInfo[0];  
    UserInfo storage user = userInfo[0][msg.sender];  
    updatePool(0);  
  
    if ( _stakeUntil != 0 ) {  
        //deposit and relock case  
        if(user.stakeUntil>0)require(_stakeUntil >= user.stakeUntil, "Not  
possible to shorten the lock.");  
        user.stakeUntil = _stakeUntil;  
    }  
}
```

### Recommendation

The contract could update the rewardDebt variable so that the users will not receive the same rewards.

## DSBV - Diversified State Between Variables

<b>Criticality</b>	medium
<b>Location</b>	contract.sol#L795
<b>Status</b>	Unresolved

### Description

The `safeTCHTransfer` transfers the contract's balance instead of the expected amount if the amount is greater than the contract's balance. This flow produces two issues:

1. The caller of `safeTCHTransfer` is not aware of this. As a result, it assumes that the entire amount has been transferred and it updates the corresponding variables. Hence, the contract's variables keep a different state compared to reality.
2. The users will not receive the expected amount.

```
uint256 pending =
user.amount.mul(pool.accTokenPerShare).div(1e12).sub(user.rewardDebt);
if(pending > 0) {
    safeTCHTransfer(msg.sender, pending);
}
fundedBalance = fundedBalance.sub(pending);
```

### Recommendation

The `safeTCHTransfer` should notify the caller about the actual amount that has been transferred.

## DSM - Data Structure Misuse

<b>Criticality</b>	minor
<b>Location</b>	contract.sol#L679
<b>Status</b>	Unresolved

### Description

The `userInfo` is defined as a mapping but it uses a singleton structure. The `poolInfo` is defined as an array but it uses a singleton structure.

```
mapping (uint256 => mapping (address => UserInfo)) public userInfo;  
PoolInfo[] public poolInfo;
```

### Recommendation

The contract could remove the mapping and array structure since it is redundant.



## OWCB - Owner Withdraws Contract Balance

Criticality	minor
Location	contract.sol#L738
Status	Unresolved

### Description

The contract owner has the authority to withdraw the funds that are indented to operate as the staking rewards. As a result, the users will not be able to unstake.

```
function withdrawTeam(uint256 _amount) public onlyOwner{
    require(_amount<=fundedBalance, 'Not enough tokens.');
```

```
    IBEP20(tchToken).safeTransfer(address(msg.sender), _amount);
    fundedBalance = fundedBalance.sub(_amount);
}
```

### Recommendation

The team should carefully manage the private keys of the owner's account. We strongly recommend a powerful security mechanism that will prevent a single user from accessing the contract admin functions.

## L01 - Public Function could be Declared External

<b>Criticality</b>	minor
<b>Location</b>	contract.sol#L587,606,615,728,733,738,767,772,777,814,859,864
<b>Status</b>	Unresolved

### Description

Public functions that are never called by the contract should be declared external to save gas.

```
owner
renounceOwnership
transferOwnership
setTokenPerBlock
depositTeam
withdrawTeam
deposit
reDeposit
reLock
...
```

### Recommendation

Use the external attribute for functions never called from the contract.

## L02 - State Variables could be Declared Constant

<b>Criticality</b>	minor
<b>Location</b>	contract.sol#L704,705,701,706
<b>Status</b>	Unresolved

### Description

Constant state variables should be declared constant to save gas.

```
minimumLockPeriod  
poolLimit  
tchToken  
userLimit
```

### Recommendation

Add the constant attribute to state variables that never change.

## L03 - Redundant Statements

<b>Criticality</b>	minor
<b>Location</b>	contract.sol#L546
<b>Status</b>	Unresolved

### Description

The contract contains statements that are not used and have no effect. As a result, those segments increase the code size of the contract unnecessarily.

Context

### Recommendation

Remove the redundant statements in order to decrease the code size.

## L04 - Conformance to Solidity Naming Conventions

<b>Criticality</b>	minor
<b>Location</b>	contract.sol#L669,728,733,738,745,750,767,772,777,814,843,868
<b>Status</b>	Unresolved

### Description

Solidity defines a naming convention that should be followed. Rule exceptions:

- Allow constant variable name/symbol/decimals to be lowercase.
- Allow `_` at the beginning of the `mixed_case` match for private variables and unused parameters.

```
Tier1_TCHStaking
_tokenPerBlock
_amount
_from
_to
_pid
_stakeUntil
_user
...
```

### Recommendation

Follow the Solidity naming convention.

<https://docs.soliditylang.org/en/v0.4.25/style-guide.html#naming-conventions>.

## L07 - Missing Events Arithmetic

<b>Criticality</b>	minor
<b>Location</b>	contract.sol#L728,733,738
<b>Status</b>	Unresolved

### Description

Detected missing events for critical arithmetic parameters. There are functions that have no event emitted, so it is difficult to track off-chain changes.

```
tokenPerBlock = _tokenPerBlock
fundedBalance = fundedBalance.add(_amount * (10 ** 9))
fundedBalance = fundedBalance.sub(_amount)
```

### Recommendation

Emit an event for critical parameter changes.

## L09 - Dead Code Elimination

<b>Criticality</b>	minor
<b>Location</b>	contract.sol#L360,389,403,334,478,503,494,171,176,631,662,651
<b>Status</b>	Unresolved

### Description

Functions that are not used in the contract, and make the code's size bigger.

```
functionCall  
functionCallWithValue  
sendValue  
safeApprove  
safeDecreaseAllowance  
safeIncreaseAllowance  
min  
sqrt  
safeTransferBNB  
...
```

### Recommendation

Remove unused functions.

# Contract Functions

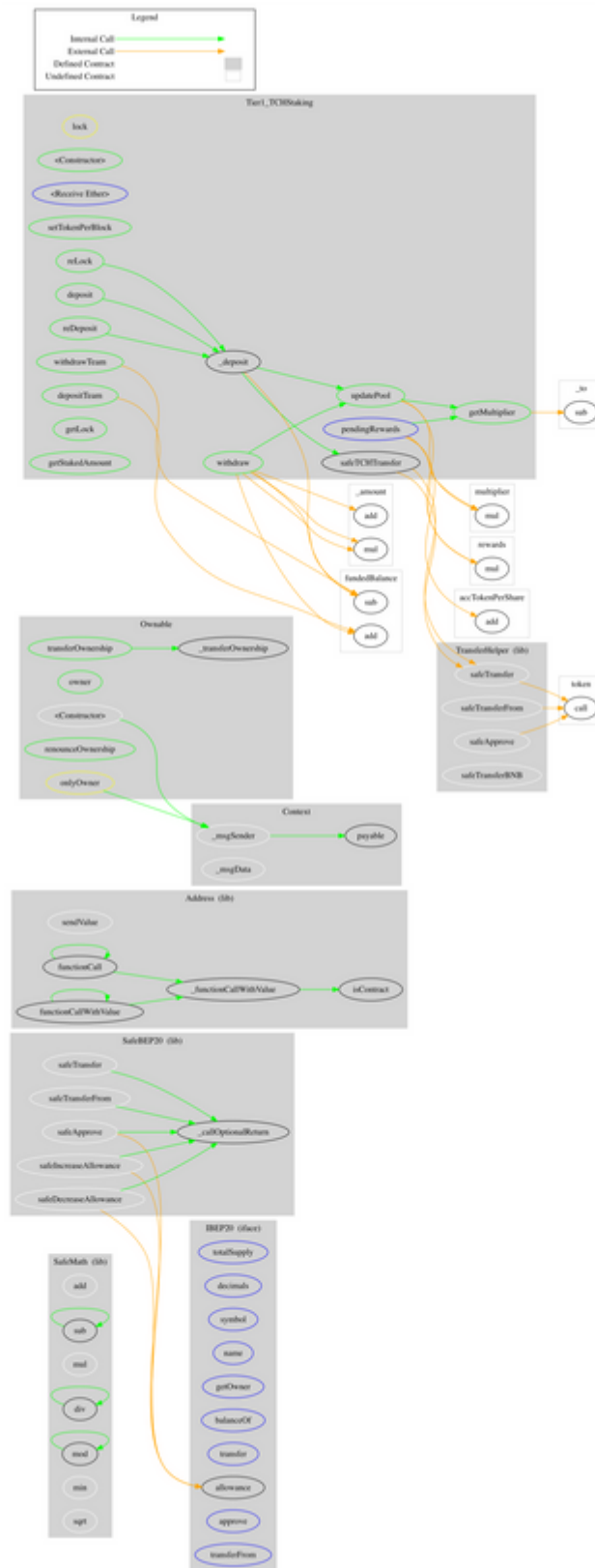
Contract	Type	Bases		
	Function Name	Visibility	Mutability	Modifiers
<b>SafeMath</b>	Library			
	add	Internal		
	sub	Internal		
	sub	Internal		
	mul	Internal		
	div	Internal		
	div	Internal		
	mod	Internal		
	mod	Internal		
	min	Internal		
	sqrt	Internal		
<b>IBEP20</b>	Interface			
	totalSupply	External		-
	decimals	External		-
	symbol	External		-
	name	External		-
	getOwner	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
<b>Address</b>	Library			
	isContract	Internal		
	sendValue	Internal	✓	
	functionCall	Internal	✓	
	functionCall	Internal	✓	



	functionCallWithValue	Internal	✓	
	functionCallWithValue	Internal	✓	
	_functionCallWithValue	Private	✓	
<b>SafeBEP20</b>	Library			
	safeTransfer	Internal	✓	
	safeTransferFrom	Internal	✓	
	safeApprove	Internal	✓	
	safeIncreaseAllowance	Internal	✓	
	safeDecreaseAllowance	Internal	✓	
	_callOptionalReturn	Private	✓	
<b>Context</b>	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
<b>Ownable</b>	Implementation	Context		
	<Constructor>	Internal	✓	
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
	_transferOwnership	Internal	✓	
<b>TransferHelper</b>	Library			
	safeApprove	Internal	✓	
	safeTransfer	Internal	✓	
	safeTransferFrom	Internal	✓	
	safeTransferBNB	Internal	✓	
<b>Tier1_TCHStaking</b>	Implementation	Ownable		
	<Constructor>	Public	✓	-
	<Receive Ether>	External	Payable	-
	setTokenPerBlock	Public	✓	onlyOwner
	depositTeam	Public	✓	onlyOwner
	withdrawTeam	Public	✓	onlyOwner

	getMultiplier	Public		-
	updatePool	Public	✓	-
	deposit	Public	✓	lock
	reDeposit	Public	✓	lock
	reLock	Public	✓	lock
	_deposit	Internal	✓	
	withdraw	Public	✓	lock
	pendingRewards	External		-
	getLock	Public		-
	getStakedAmount	Public		-
	safeTCHTransfer	Internal	✓	

# Contract Flow



# Summary

The ClubHouse Staking Tier 1 implements a staking functionality. This audit focuses on potential vulnerabilities, business logic concerns and improvements.

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The Cyberscope team

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