

OFFLINE EBAY SILVER MONITOR — PATCH DESIGN SPECIFICATION

1. SYSTEM PURPOSE

This patch refines parsing, classification, and routing logic so that bulk and multi-coin listings are evaluated strictly as metal.

2. END-TO-END PIPELINE

1. Load saved HTML
2. Parse title and content
3. Normalize identity
4. Detect quantity
5. Route single vs bulk
6. Compute HIT math
7. Check EMA eligibility
8. Update EMA (if allowed)
9. Evaluate PROS
10. Apply email gates
11. Render console
12. Send email

3. BULK / QUANTITY KEYWORDS

lot, lots, roll, estate, collection, mixed, bundle, qty, x, pcs

4. DAMAGE KEYWORDS

holed, cleaned, bent, polished, damaged, scratched

5. REPLICA / EXCLUSION KEYWORDS

replica, copy, plated, token, reproduction

6. HYPE KEYWORDS (EMA EXCLUSION)

wow, rare!!!, gem, monster, elite, pcgs?

7. GRADE SIGNAL KEYWORDS

g, vg, f, vf, xf, au, ms, ms63, ms64, ms65

8. CANONICAL MATH

```
melt_value = total_oz * spot_price  
dealer_payout = melt_value * dealer_payout_pct  
profit = dealer_payout - total_price  
margin_pct = profit / dealer_payout  
recommended_max_total = dealer_payout * (1 - target_margin_pct)  
recommended_max_bid = recommended_max_total - shipping_cost
```

9. HIT RULES

- Applies to all listings
- Melt or dealer floor only
- Ignores grade language

10. EMA RULES

- Single coin only
- No bulk, damage, or hype terms

11. PROS RULES

- Single coin only

- Uses EMA or static default
- Scored, never inflates math

12. PIPELINE ISOLATION

- HIT never reads PROS
- PROS never modifies EMA
- EMA never ingests bulk

13. EMAIL PRODUCT RULES

- Email only if new HITs or PROS exist
- Ordered by time left
- No email if empty

14. ACCEPTANCE

- No EMA contamination
- No UX drift