

# IMPLEMENTATION RULES

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## Non-Negotiable Rules for AI-Assisted Development

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This document governs all code changes to the V3.1 Whale Hunter system.  
Violations are not “mistakes” — they are system failures.

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### 1. Docs Are Source of Truth

“If code conflicts with docs, docs win.”

- POLICY.md , GATES.md , DATA\_DICTIONARY.md are **authoritative**
  - Code must conform to specifications, not the other way around
  - Never modify docs to match broken code
  - **If unclear, ASK — don’t assume**
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### 2. Fail-Closed: Missing Data → BLOCK

“The default state is **BLOCKED**, not **ALLOWED**.”

- Never assume data is valid
  - Never skip validation because “it’s probably fine”
  - If **any** required field is missing, null, or stale → **BLOCK the trade**
  - Empty response from API → BLOCK
  - Timeout → BLOCK
  - Parse error → BLOCK
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### 3. Assassin Gate: 95% Accuracy, 50 Samples

“Assassin disabled unless Simulator blocker accuracy  $\geq 95\%$  with  $\geq 50$  samples.”

- This is a **hard gate**, not a suggestion
  -  No “just enable it for testing”
  -  No “we’ll fix the accuracy later”
  -  No “it’s close enough at 94%”
  - The **95% threshold is non-negotiable**
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### 4. No Placeholders in Production Paths

“Incomplete code in critical paths = system failure.”

-  No `# TODO: implement later` in safety functions

- **✗** No `pass` statements in veto gates
  - **✗** No mock data in production code
  - **✗** No hardcoded test values that bypass checks
  - **✗** No `if DEBUG: skip_validation()`
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## 5. Every Change Requires Tests + Verification

“No ‘I’ll add tests later.’”

- All changes must include corresponding tests
  - Changes to `POLICY.md` rules require test updates
  - Run `pytest` and verification **before committing**
  - Failed tests = no merge, no exceptions
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## 6. Additional Non-Negotiables

### Never Weaken Safety Gates

- **✗** Never reduce a veto threshold “for convenience”
- **✗** Never convert a hard BLOCK to a soft warning
- **✗** Never add “override” parameters to safety checks

### Never Increase Risk Without Approval

- **✗** Never increase position limits without explicit approval
- **✗** Never raise capital phase without gate verification
- **✗** Never skip the First 50 Trades rules

### Never Disable Kill Switches

- **✗** Never disable kill switches, even temporarily
- **✗** Never add “maintenance mode” that bypasses safety
- **✗** Never comment out kill switch checks

### Never Skip Simulation

- **✗** Never skip simulation “just this once”
- **✗** Never bypass honeypot detection
- **✗** Never assume a token is safe

### Log Everything

- Silence is suspicious
  - Every decision must be logged with reasoning
  - Every veto must include the specific reason
  - Missing logs = audit failure
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## Quick Reference

Rule	Violation Example	Correct Behavior
Docs win	Changing POLICY.md to match buggy code	Fix the code
Fail-closed	<code>if data is None: continue</code>	<code>if data is None: BLOCK</code>
95% gate	Enabling Assassin at 90% accuracy	Wait for 95%
No placeholders	<code>def check_honeypot(): pass</code>	Full implementation
Tests required	“Tests coming in next PR”	Tests in same PR

**Last updated:** 2026-01-25

**Applies to:** All human and AI contributors