Phase Gates + Non-Negotiables

Version: 3.1.0
Purpose: Single-page reference for phase transitions and system invariants

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Phase Progression: Go/No-Go Metrics

Phase 0 → Phase 1 (Paper → Live $500)

Metric	Threshold	Measurement
Signals Tracked	≥ 50	`SELECT COUNT(*) FROM signals`
Paper Win Rate	≥ 55%	Wins / (Wins + Losses) over 3 months
Capital Available	≥ $500	Verified SOL balance
System Uptime	7 consecutive days	No crashes or manual restarts

Phase 1 → Phase 2 ($500-$2K → $2K-$5K)

Metric	Threshold	Measurement
Live Trades	≥ 20	`SELECT COUNT(*) FROM trades WHERE paper=false`
Live Win Rate	≥ 50%	Actual trade outcomes
Max Drawdown	< 20%	Peak-to-trough capital
Capital	≥ $2,000	Current SOL balance in USD
Days Active	≥ 30	Since first live trade

Phase 2 → Phase 3 ($2K-$5K → $5K-$10K)

Metric	Threshold	Measurement
Live Trades	≥ 50	Total live trades
Live Win Rate	≥ 52%	Actual trade outcomes
Simulator Accuracy	≥ 95%	Blocked losers / Total losers
Positive ROI	> 0% after infra	Net profit - infrastructure costs
Capital	≥ $5,000	Current balance
Rust Sidecar	Healthy 30 days	No restarts, <100ms p99 latency

Phase 3 → Phase 4 ($5K-$10K → $10K+)

Metric	Threshold	Measurement
Live Trades	≥ 100	Total live trades
Live Win Rate	≥ 55%	Over last 3 months
Graph Signal ROI	Positive	V3 signals profitable independently
Capital	≥ $10,000	Current balance
Kill Switch	Tested	Manual test within 7 days
Days in Phase 3	≥ 60	Time at current phase

Non-Negotiable Rules

1. 95% Simulator Accuracy (Assassin Unlock)

```
Assassin Enabled = (blocked_losers / total_losers) >= 0.95
```

Calculation:
- Loser = Trade that would have resulted in loss
- Blocked = Simulator correctly vetoed the trade
- Weighted by magnitude: rug (100%), modest (50%), marginal (25%)

Enforcement: V3 features (graph boost, aggressive sizing) locked until achieved.

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2. Infrastructure Cost < 5% Rule

```
annual_infra_cost < capital * 0.05
```

Included Costs:
- VPS hosting
- API subscriptions (Helius, BirdEye, etc.)
- RPC node costs
- Database hosting

Action if Breached: Alert + reduce API tier or pause non-essential services.

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3. V2 Defensive Foundation Never Disabled

Invariant: Core V2.0 safety mechanisms always active:

Component	Status	Override Allowed
Spread veto (3%)	ALWAYS ON	NO
Liquidity minimums	ALWAYS ON	NO
Tax veto (10%)	ALWAYS ON	NO
Time stops	ALWAYS ON	NO
Panic exit	ALWAYS ON	NO
Cooldowns	ALWAYS ON	NO

V3 additions are OPTIONAL layers on top. V2 never bypassed.

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4. Graph Kill Switch

Triggers (ANY activates):

Trigger	Threshold	Detection
Mother Wallet Explosion	>10 new mothers in 24h	`COUNT(*) WHERE discovered_at > now-24h`
Correlated Cluster Emergence	>5 clusters with >80% overlap	Jaccard similarity on wallet sets
Win Rate Collapse	<40% across graph signals	7-day rolling window

Response:

```
if kill_switch_triggered:
    graph_boost = 0.0
    graph_signals_enabled = False
    log_kill_switch_event(trigger, timestamp)
    alert_operator("GRAPH KILL SWITCH ACTIVATED")
    # V2.0 signals continue normally
```

Resume: Manual operator command after investigation.

Capital Thresholds Summary

Phase	Min Capital	Max Capital	Risk Profile
0	$0	Any	Paper only
1	$500	$2,000	Conservative
2	$2,000	$5,000	Moderate
3	$5,000	$10,000	Confident
4	$10,000	Unlimited	Full operation

Quick Reference: Go/No-Go Checklist

```
□ ≥50 signals tracked
□ Simulator blocks ≥95% losers (weighted)
□ Capital ≥ phase minimum
□ Win rate ≥55% over 3 months
□ Positive ROI after infrastructure costs
□ Rust sidecar healthy 30 days (Phase 3+)
□ Graph Kill Switch tested within 7 days (Phase 4)
□ No active kill switch or capital preservation mode
□ All API keys valid and rate limits adequate
□ Database backup < 24 hours old
```