

IMPLEMENTATION RULES

Non-Negotiable Rules for AI-Assisted Development

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

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 ≥ 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

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Applies to: All human and AI contributors