

\$VOLUME

VOLUME PROTOCOL

Protocol Whitepaper | Version 5.0 | July 2026

Every trade fills the pot.

Every 6 hours somebody gets paid.

The contract is the law.

volumeprotocol.fun | @VolumeProtocol | Solana

1. Abstract

\$VOLUME — Volume Protocol — is an autonomous on-chain reward protocol deployed on the Solana blockchain, built on top of the pump.fun launchpad. The protocol captures creator fee revenue generated by \$VOLUME token trading and routes it automatically to a frozen smart contract vault. Every six hours, one eligible token holder receives 90% of the accumulated vault balance as a direct SOL transfer — with no claiming required, no human approval, and no possibility of interference from any party including the developer.

The protocol is permanently self-sustaining. The smart contract cannot be upgraded, paused, or modified after deployment. The developer has permanently and verifiably excluded themselves and all launch-related wallets from winning draws. The more volume \$VOLUME generates, the larger and more frequent the payouts become.

This document describes the complete technical architecture, economic model, tier system, security framework, and behavioral dynamics of the \$VOLUME protocol.

2. Protocol Overview

2.1 Core Mechanism

The \$VOLUME protocol operates on a simple, immutable loop:

- pump.fun routes creator fees directly to the protocol vault
- The vault accumulates SOL continuously with every trade on any exchange
- Every 6 hours the keeper bot takes a snapshot of all eligible holders
- Switchboard VRF selects one winner from the eligible pool via provably fair randomness
- The frozen contract executes the payout automatically: 90% to winner, 9% to project, 1% burned

No human approval required at any stage. This loop runs permanently.

2.2 Fee Split — Permanent and Hardcoded

These splits are hardcoded in the frozen contract. They cannot be modified by any party under any circumstance.

Recipient	Percentage	Description
Winner Wallet	90%	Sent instantly and automatically. No claiming needed.
Dev Wallet	9%	Funds infrastructure, operations, and development.
Burn Address	1%	Permanently destroyed every draw. Solana incinerator. Forever.

3. Tokenomics

3.1 Supply & Distribution

100% of \$VOLUME tokens enter circulation through the pump.fun bonding curve. There is no insider access, no whitelist, no presale. Every participant buys at market price.

Field	Detail
Total Supply	1,000,000,000 (1 Billion) — Fixed Forever. No minting possible.
Launch Type	Fair Launch via pump.fun bonding curve. No presale.
Pre-Mine	None. Zero tokens minted before public launch.
Team Allocation	None. Developer purchased on the open market like everyone else.
VC / Investor Allocation	None.
Unlock Schedules	None. Nothing waiting to dump on holders.
Dev-Aligned Holdings	Purchased via two disclosed wallets (Dev2 and Promo) in the same atomic launch bundle. Both wallets are publicly disclosed and permanently blacklisted from winning any draw. No third-party bundling service is used — the launch executes via a custom script combining the pump.fun API with Jito's atomic bundling infrastructure.

3.2 Deflationary Mechanics

\$VOLUME is permanently deflationary. Every draw event is also a burn event:

- 1% of every pot is automatically burned to the Solana incinerator on every draw
- Community members may also burn tokens voluntarily at any time
- Total burned tracked live on the protocol website
- Supply can only decrease — never increase
- More draws = more burns = smaller supply = each token represents a larger share of the total

4. Tier System

4.1 Overview

The \$VOLUME tier system rewards loyalty and accumulation with enhanced draw odds through share multipliers. The foundational rule: purchase history only counts toward tier advancement when made at or above that tier's token threshold. Buying small amounts early provides no tier benefit.

4.2 Tier Table

Tier	Threshold	Purchase Requirement	Multiplier	Unlocks
Base 	10,000+	Hold 1hr before snapshot. Nothing else.	1x	Day 1
Diamond 	50,000+	Never sold any tokens. No purchase count needed.	1.25x	Day 3
Accumulator 	250,000+	Never sold + 3 purchases made	1.5x	Day 3

		while holding 250,000+		
Conviction 🏰	500,000+	Never sold + 6 purchases made while holding 500,000+	2x	Day 7

4.3 How Multipliers Work

- Base shares = token balance divided by 10,000 (1 share per 10,000 tokens)
- Tier multiplier is applied to base shares — not a flat bonus on top
- Example: 100,000 tokens = 10 base shares. At Conviction (2x) = 20 total shares
- 5% cap applies to all tiers — no wallet can exceed 5% of total pool shares
- Conviction advantage: reach the 5% cap with half the tokens a Base holder needs

4.4 Critical Purchase Counting Rule

Purchases only count toward Accumulator or Conviction when made while the wallet balance is at or above that tier's threshold:

- Purchases below 250,000 tokens do NOT count toward Accumulator tier
- Purchases below 500,000 tokens do NOT count toward Conviction tier
- Accumulate to 250,000+ first — then 3 qualifying purchases at that level
- Accumulate to 500,000+ first — then 6 qualifying purchases at that level
- Each qualifying purchase must be a separate transaction at least 1 hour apart
- First purchase at threshold counts as purchase #1

This design prevents gaming the tier system through wash trading at low balances and ensures tier status reflects genuine, on-chain verified conviction.

4.5 Sell Consequences & Two-Wallet Strategy

- Sell even one token and that wallet permanently loses all tier status above Base
- No path to tier recovery from a wallet that has sold — ever
- The wallet still earns draw entries as long as it holds 10,000+ tokens
- Optimal path after selling: keep original wallet active for draw entries, open a fresh wallet for tier accumulation
- Two active wallets = two draw entries per snapshot — a genuine strategic advantage

5. Draw Mechanics

5.1 Draw Schedule

- Draws fire every 6 hours
- First draw fires 3 hours after launch — captures peak launch momentum
- Days 1-3: every 6 hours with no minimum pot requirement (hype phase)
- Day 4+: minimum 0.25 SOL required in vault before draw fires
- Below minimum: draw rolls over, pot accumulates for next cycle
- Low volume periods build larger pots — creating bigger drops when trading resumes

5.2 Snapshot Cutoff

The snapshot cutoff is one of the most important mechanics to understand:

- Snapshot taken exactly 1 hour before each draw fires
- Any purchase made after snapshot does NOT count toward the current draw
- Post-snapshot purchases are valid for the next draw only
- Must hold 10,000+ tokens for at least 1 hour before snapshot time to be eligible
- Tier-qualifying purchases must also land 1 hour before snapshot to count for that draw

This creates natural 6-hour buying cycles as strategic holders time their accumulation to land before each snapshot window. It also generates predictable volume spikes throughout each day.

5.3 Winner Selection Process

- Snapshot of all eligible wallets committed on-chain as a hash
- Switchboard VRF requested after hash commitment — cannot be manipulated retroactively
- VRF output cryptographically bound to committed snapshot hash
- Winner selected from eligible pool weighted by capped share count
- Full cryptographic proof recorded on-chain — verifiable by anyone
- Mathematically impossible to predict or manipulate the outcome

6. Self-Correcting Behavioral Dynamics

6.1 The Sell Trap

The most powerful emergent property of the \$VOLUME protocol is what happens when holders sell. The system creates compounding buy pressure through a behavioral loop:

- Seller loses tier status permanently from that wallet
- Price may dip — creating an apparent buying opportunity for new entrants
- Seller observes drop announcements and realizes their odds have permanently degraded
- Seller desires tier recovery — must buy back from a new wallet at current market price
- Must accumulate to threshold again (potentially at a higher price than they sold at)
- Must make 6 qualifying purchases while holding 500,000+ for Conviction

Every seller becomes a future buyer — typically at a higher price and for a larger position. This creates self-sustaining organic buy pressure that requires no marketing to maintain.

6.2 Why the Protocol Never Dies

Three self-correcting mechanisms ensure protocol longevity regardless of market conditions:

- Volume drops: Draws roll over. Pot accumulates. When threshold is hit a larger-than-normal drop fires. This creates attention. Attention creates volume.
- Whales try to dominate: 5% share cap activates automatically. Whale cannot exceed 5% of draw odds. Regular holders retain meaningful probability.
- Price drops: Tokens look cheap. New buyers enter. Volume increases. Fees fill pot faster. Bigger drops attract more attention. Price recovers.

The rules themselves are the correction mechanism. The protocol responds to whatever the market throws at it and moves back toward health automatically.

7. Security Architecture

7.1 Contract Security

- Upgrade authority retained for a short verification window after launch, then permanently revoked — verifiable on Solscan
- Launch-related wallets hardcoded in blacklist — cannot be changed after contract freeze
- Developer cannot win, cannot change rules, cannot access vault funds
- No pause function — protocol cannot be stopped by any party
- Pot vault is a Program Derived Address (PDA) owned by contract, not any user
- All arithmetic uses Rust checked math — no integer overflow possible

7.1.1 Verification Window & Independent Proof

Upon mainnet deployment, upgrade authority is retained for a short verification window — typically the first few hours after launch — during which the developer confirms all systems (draw execution, RPC connectivity, keeper automation) are functioning correctly under real, live conditions. This window exists to catch and correct any deployment-specific issue before immutability is finalized.

Once verified, upgrade authority is permanently revoked via an on-chain transaction, freezing the contract forever. After this point, the contract's logic cannot be changed, paused, or controlled by anyone, including the developer.

This is independently verifiable, not a claim requiring trust. Every Solana program upgrade requires a specific, distinct on-chain instruction type, permanently recorded and visible on Solscan. Anyone can check the program's full transaction history between deployment and the final authority-revoke transaction — if no "Upgrade" instruction appears in that window, that is direct, cryptographic proof the code was never modified. The program's GitHub repository further reflects that no source changes were made during this period, though the on-chain transaction record is the definitive proof.

7.2 Payout Precision

The winner/dev/burn split is calculated entirely in lamports ($1 \text{ SOL} = 1,000,000,000 \text{ lamports}$) — nothing is rounded to whole SOL at any step. The burn amount is calculated as the exact remainder after the winner and dev shares are subtracted from the pot, guaranteeing the three amounts always sum to precisely the pot balance with zero lamports ever left unaccounted for, regardless of the pot's exact size at draw time. This was directly verified through testing against deliberately irregular, non-round pot amounts prior to launch.

7.3 Randomness Security

- Switchboard VRF — decentralized oracle network, independent of Solana validators
- Snapshot hash committed on-chain before VRF is requested — snapshot cannot be swapped after
- VRF output cryptographically bound to snapshot hash — tampered data rejected at contract level
- Full proof recorded on-chain — anyone can independently verify draw fairness

7.4 Infrastructure Security

- Dual RPC: Helius primary + QuickNode fallback with auto-failover
- Solana on-chain clock used for timing — server time cannot be manipulated
- Priority fees auto-set based on network congestion — draws always execute
- Idempotency check prevents double-draw if keeper bot crashes mid-transaction
- DNSSEC and domain lock on `volumeprotocol.fun` — DNS hijacking prevented

	of personal \$VOLUME supply as a demonstration of conviction. Unannounced, not guaranteed.
Significant sustained growth	Long-term aspiration: keeper bot open-sourced, community-run backup keeper instances, developer role reduced toward a fully community-driven protocol.
Beyond that	Under evaluation, not committed: IPFS-based website hosting for added permanence; decentralized keeper automation alternatives.

10. Launch Parameters

Parameter	Detail
Platform	pump.fun — Solana token launchpad
Launch Method	Custom script combining the pump.fun API with Jito atomic bundling — no third-party bundling service
CA Activation	Developer activates the contract address via private command immediately after mint
First Buy	Dev2 and Promo wallets buy in the same atomic block as token creation — both disclosed
First Draw	3 hours after launch — captures peak launch momentum
Blacklisted Wallets	Main Dev, Dev2, Promo, and Pot Vault wallets (4 total, publicly disclosed at launch). Keeper wallet is gas-only and not a holder wallet.
Minimum Pot (Day 4+)	0.25 SOL before draw fires
Draw Frequency	Every 6 hours, adaptive based on volume

11. Technical Stack

Component	Detail
Blockchain	Solana
Smart Contract	Rust + Anchor Framework — frozen, non-upgradeable
Randomness	Switchboard VRF — decentralized, verifiable on-chain
Fee Source	pump.fun creator fee routing
Wallet Indexing	Helius API
Backup RPC	QuickNode — dual verification, auto-failover
Frontend	Netlify hosting
Keeper Bot	Node.js
AI Monitoring	Read-only pre/post draw health checks
Community Agent	Autonomous Telegram community management

12. Final Statement

The contract is the law.

Nobody can override it. Not the developer. Not anyone.

Volume pumps the mechanism.

The mechanism runs itself.