Alongside announcing the preliminary result, we will clarify the scope. The statement is attached below.

SCOPE STATEMENT

Important: certain out-of-scope issues will be rewarded separately; these rewards will not be taken from the contest pot. The exact details will follow.

During the judging of the preliminary issue list, it became clear that some Watsons submitted issues that were outside the scope of what Optimism intended for this contest to cover.

The purpose of this contest was: (1) to explicitly ensure the architecture around the game functioned as intended and (2) to protect the game with secure guardrails in the event the game was insecure.

This was made clear in the Contest Handbook:

> Given the relative complexity of the onchain and offchain fault proving software, much care has been taken to create fallbacks and safety nets designed to guarantee safety if these complex components fail. **As a result, the only focus of this particular contest is on these safety nets and on the points where the fault proving system integrates with existing smart contracts.**

It was also emphasized in the README that Watsons should explicitly assume that the game is insecure, and focus only on the implications of that assumption:

> FaultDisputeGame resolution logic is not included in the scope of this contest. Participants should assume that the FaultDisputeGame can resolve incorrectly (i.e.g, can resolve to DEFENDER_WINS when it should resolve to CHALLENGER_WINS or vice versa). Reports that demonstrate an incorrect resolution of the FaultDisputeGame are appreciated but will not be considered valid rewardable findings for this specific contest.

The Sherlock team (along with Optimism) have carefully considered how to draw this line when judging issues. Our decision is as follows, where safeguards are defined as (a) the delay in withdrawal through the Portal to allow off chain software to catch bad actors and (b) the DelayedWETH contract to stop unfair theft of bonds:

- Issues with a root cause in the non-game contracts are IN SCOPE
- Issues with a root cause in the game contract that are NOT handled by the safeguards are IN SCOPE
- Issues with a root cause in the game that ARE handled by the safeguards are OUT OF SCOPE (note that this includes subgame resolution issues and theft of bonds, as both of these issues stem from the game that was assumed to be insecure, so are only valid if they are able to escape the safeguards).

This decision is final, and any escalations that rely on questioning this decision will be rejected.