



**PALADIN**  
BLOCKCHAIN SECURITY

# Smart Contract Security Assessment

Final Report

For Bulls Inc (Farm)

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The audit report has made all reasonable attempts to provide clear and articulate recommendations to the Project team with respect to the rectification, amendment and/or revision of any highlighted issues, vulnerabilities or exploits within the contracts provided. It is the sole responsibility of the Project team to sufficiently test and perform checks, ensuring that the contracts are functioning as intended, specifically that the functions therein contained within said contracts have the desired intended effects, functionalities and outcomes of the Project team.

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# 1 Overview

This report has been prepared for Bulls Inc's farm contracts on the Fantom Opera network. Paladin provides a user-centred examination of the smart contracts to look for vulnerabilities, logic errors or other issues from both an internal and external perspective.

## 1.1 Summary

<b>Project Name</b>	Bulls Inc (Farm contracts)
<b>URL</b>	<a href="https://bulls.inc">https://bulls.inc</a>
<b>Platform</b>	Fantom Opera
<b>Language</b>	Solidity

## 1.2 Contracts Assessed

Name	Contract	Live Code Match
BULLSToken	0x6f945C83f9DDc4EBd9Cad21e7C08Cc3c82A21c90	✓ MATCH
MasterChef	0x04Da1333a9F19321EB9841D421C4528A6b16c31a	✓ MATCH
TimeLock	0xb20D869E1D134026fb32C28B0e246CEB356AECae	✓ MATCH

## 1.3 Findings Summary

Severity	Found	Resolved	Partially Resolved	Acknowledged (no change made)
● High	0	-	-	-
● Medium	1	1	-	-
● Low	4	4	-	-
● Informational	12	7	2	3
<b>Total</b>	<b>17</b>	<b>12</b>	<b>2</b>	<b>3</b>

### Classification of Issues

Severity	Description
● High	Exploits, vulnerabilities or errors that will certainly or probabilistically lead towards loss of funds, control, or impairment of the contract and its functions. Issues under this classification are recommended to be fixed with utmost urgency.
● Medium	Bugs or issues with that may be subject to exploit, though their impact is somewhat limited. Issues under this classification are recommended to be fixed as soon as possible.
● Low	Effects are minimal in isolation and do not pose a significant danger to the project or its users. Issues under this classification are recommended to be fixed nonetheless.
● Informational	Consistency, syntax or style best practices. Generally pose a negligible level of risk, if any.

## 1.3.1 BULLSToken [ BULLS-INC [BULLS] ]

ID	Severity	Summary	Status
01	LOW	mint function can be used to pre-mint large amounts of tokens before ownership is transferred to the Masterchef	RESOLVED
02	INFO	mint and burn can be made external	RESOLVED
03	INFO	The balance check on burn method can be removed	RESOLVED
04	INFO	Unnecessary casting of msg.sender into address	RESOLVED

## 1.3.2 MasterChef

ID	Severity	Summary	Status
05	MEDIUM	Adding an address that does not implement the IERC20 interface will cause massUpdatePools and updatePool to fail	RESOLVED
06	LOW	Lack of non-zero address check in the constructor for fee address	RESOLVED
07	LOW	The pendingReward function will revert if totalAllocPoint is zero	RESOLVED
08	LOW	setEmissionRate does not update pools	RESOLVED
09	INFO	startBlock can be set to a time before deployment time in the constructor	RESOLVED
10	INFO	Pools use the contract balance to figure out the total deposits	ACKNOWLEDGED
11	INFO	Unnecessary casting of msg.sender into address	RESOLVED
12	INFO	Rounding issue due to tokens with a very large supply can cause large supply tokens to receive zero emissions	ACKNOWLEDGED
13	INFO	Unnecessary assignment to 0	PARTIAL
14	INFO	Unused variables/events	PARTIAL
15	INFO	Lack of events for several functions	ACKNOWLEDGED
16	INFO	MAX_EMISSION_RATE can be declared as a constant	RESOLVED
17	INFO	farmToken can be made immutable	RESOLVED

### 1.3.3 Timelock

No issues found.



# 2 Findings

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## 2.1 BULLSToken [ BULLS-INC [BULLS] ]

The BULLS token is an ERC-20 token which will be used as the main reward token for the Masterchef. It allows for BULLS tokens to be minted when the `mint` function is called by the owner of the contract and burned by whoever holds any amount of BULLS.

The owner of the contract at the time of deployment would be the Bulls Inc team. The ownership of the contract should be transferred to the Masterchef after deployment.



## 2.1.1 Token Overview

<b>Address</b>	0x6f945C83f9DDc4EBd9Cad21e7C08Cc3c82A21c90
<b>Token Supply</b>	Unlimited
<b>Decimal Places</b>	18
<b>Transfer Max Size</b>	No maximum
<b>Transfer Min Size</b>	No minimum
<b>Transfer Fees</b>	None
<b>Pre-mints</b>	1 [ to the deployer ]

## 2.1.2 Privileges

The following functions can be called by the owner of the contract:

- mint
- renounceOwnership
- transferOwnership



## 2.1.3 Issues & Recommendations

<b>Issue #01</b>	<b>mint function can be used to pre-mint large amounts of tokens before ownership is transferred to the Masterchef</b>
<b>Severity</b>	 LOW SEVERITY
<b>Description</b>	<p>The mint function could be used to pre-mint tokens for legitimate uses including, but not limited to, the injection of initial liquidity, token presale, or airdrops; however, this function may also be used to pre-mint and dump tokens when the token contract has been deployed but before ownership is set to the Masterchef contract.</p> <p>This risk is prevalent amongst less-reputable projects, and any pre-mints can be prominently seen on the Blockchain.</p>
<b>Recommendation</b>	Consider being forthright if this mint function is to be used by letting your community know how much was minted, where they are currently stored, if a vesting contract was used for token unlocking, and finally the purpose of the mints.
<b>Resolution</b>	 RESOLVED The ownership has been transferred to the Masterchef, 1 BULLS has been minted for the LP.

<b>Issue #02</b>	<b>mint and burn can be made external</b>
<b>Severity</b>	 INFORMATIONAL
<b>Description</b>	Functions that are not used within the contract but only externally can be marked as such with the external keyword. Apart from being a best practice when the function is not used within the contract, this can lead to a lower gas usage in certain cases.
<b>Recommendation</b>	Consider marking the above functions as external.
<b>Resolution</b>	 RESOLVED

<b>Issue #03</b>	<b>The balance check on burn method can be removed</b>
<b>Severity</b>	<span style="color: purple;">●</span> INFORMATIONAL
<b>Description</b>	The burn method is used to burn a token by the holder doing a check if the balance of the <code>msg.sender</code> is $\geq$ than the amount. This check is not required as the <code>_burn</code> method will revert with underflow if the <code>msg.sender</code> does not have enough balance.
<b>Recommendation</b>	Consider removing the require check.
<b>Resolution</b>	<span style="color: green;">✓</span> RESOLVED

<b>Issue #04</b>	<b>Unnecessary casting of <code>msg.sender</code> into address</b>
<b>Severity</b>	<span style="color: purple;">●</span> INFORMATIONAL
<b>Location</b>	<u>Line 690</u> <code>_mint(address(msg.sender), 1 ether);</code>
<b>Description</b>	The casting of <code>msg.sender</code> to <code>address</code> is unnecessary as it is already an <code>address</code> datatype.
<b>Recommendation</b>	Remove the casting of <code>msg.sender</code> as an <code>address</code> .
<b>Resolution</b>	<span style="color: green;">✓</span> RESOLVED



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## 2.2 MasterChef

The Bulls Inc Masterchef is a fork of Goose Finance's Masterchef. A notable feature of forking this Masterchef is the removal of the migrator function from SushiSwap, which can potentially be used to steal user's tokens. Bulls Inc has limited the deposit fee to at most 4%.

The maximum emission that can be set is 5 tokens per block with an initial emission rate of 1.

### 2.2.1 Privileges

The following functions can be called by the owner of the contract:

- add
- set
- transferOwnership
- renounceOwnership
- setFeeAddress
- updateStartBlock
- setEmissionRate

## 2.2.2 Issues & Recommendations

<b>Issue #05</b>	<b>Adding an address that does not implement the IERC20 interface will cause <code>massUpdatePools</code> and <code>updatePool</code> to fail</b>
<b>Severity</b>	 MEDIUM SEVERITY
<b>Description</b>	<p>If the owner adds an address that does not have the IERC20 interface implemented, any functions that call the pool's token address will revert. This would result in <code>massUpdatePools</code> being unusable as <code>updatePool</code> will be called for the affected pool id and revert.</p> <p>Not being able to call <code>massUpdatePools</code> would result in new pool additions affecting existing pool pending rewards as <code>massUpdatePools</code> is required to be called each time an addition or change is made to any pool to ensure that existing pools get their fair due rewards before the allocation among pools is changed.</p>
<b>Recommendation</b>	<p>Consider adding a sanity check in the add function when adding a token to a new pool:</p> <pre>_lpToken.balanceOf(address(this));</pre>
<b>Resolution</b>	 RESOLVED

<b>Issue #06</b>	<b>Lack of non-zero address check in the constructor for fee address</b>
<b>Severity</b>	 LOW SEVERITY
<b>Description</b>	<p>Although the <code>feeAddr</code> is checked to not be the zero address in <code>setFeeAddress</code>, it is not done in the constructor. If the contract is deployed with the <code>feeAddr</code> set as the zero address, deposits could revert for pools that have a deposit fee if the deposit token does not allow the recipient address of a transfer to be the zero address.</p>
<b>Recommendation</b>	<p>Consider adding the same non-zero address check in the constructor.</p>
<b>Resolution</b>	 RESOLVED

**Issue #07****The pendingReward function will revert if totalAllocPoint is zero****Severity** LOW SEVERITY**Description**

In the pendingReward function, at some point a division is made by the totalAllocPoint variable. If all pools have their rewards set to zero, this variable will be zero as well. The requests will then revert with a division by zero error.

**Recommendation**

Consider only calculating the accumulated rewards since the lastRewardBlock if the totalAllocPoint variable is greater than zero.

This check can simply be added to the existing check that verifies the block.number and lpSupply, like so:

```
if (block.timestamp > pool.lastRewardTime && lpSupply != 0  
&& totalAllocPoint > 0) {
```

**Resolution** RESOLVED

**Issue #08****setEmissionRate does not update pools****Severity** LOW SEVERITY**Description**

The setEmissionRate method used to update the number of tokens emitted each block does not call massUpdatePools in order to update the pending rewards, and will thus affect pending rewards. massUpdatePools should have a skippable flag like in add/set (\_withUpdate).

**Recommendation**

Consider adding a call to massUpdatePools with a flag to skip if necessary.

```
function setEmissionRate(uint256 _emissionRate, bool
_withUpdate) external onlyOwner {
    require(_emissionRate <= MAX_EMISSION_RATE, "!max
emission rate");
    if (_withUpdate) {
        massUpdatePools();
    }
    tokensPerBlock = _emissionRate;
}
```

**Resolution** RESOLVED**Issue #09****startBlock can be set to a time before deployment time in the constructor****Severity** INFORMATIONAL**Description**

There is a lack of check that the startBlock has to be equal to or after the deployment time

**Recommendation**

Consider adding a check in the constructor to ensure that the startBlock is set at or after the deployment time.

**Resolution** RESOLVED

<b>Issue #10</b>	<b>Pools use the contract balance to figure out the total deposits</b>
<b>Severity</b>	<span style="color: purple;">●</span> INFORMATIONAL
<b>Description</b>	<p>As with pretty much all Masterchefs, the total number of tokens in the Masterchef contract is used to determine the total number of deposits. This can cause dilution of rewards when people accidentally send tokens to the Masterchef.</p> <p>More severely, because the native token is constantly minted, this will cause severe dilution on the native token pool.</p>
<b>Recommendation</b>	<p>Consider adding an <code>lpSupply</code> variable to the <code>PoolInfo</code> that keeps track of the total deposits.</p> <p>Each <code>lpToken.balanceOf(address(this))</code> query can then be replaced with this <code>lpSupply</code> as well.</p>
<b>Resolution</b>	<span style="color: grey;">●</span> ACKNOWLEDGED

<b>Issue #11</b>	<b>Unnecessary casting of <code>msg.sender</code> into address</b>
<b>Severity</b>	<span style="color: purple;">●</span> INFORMATIONAL
<b>Location</b>	<p><u>Line 1233 (Example)</u></p> <pre>pool.lpToken.safeTransferFrom(address(msg.sender), address(this), _amount);</pre>
<b>Description</b>	There are a number of instances where <code>msg.sender</code> is cast into an address, when it is already an address datatype.
<b>Recommendation</b>	Remove the casting of <code>msg.sender</code> as an address.
<b>Resolution</b>	<span style="color: green;">✓</span> RESOLVED

**Issue #12**      **Rounding issue due to tokens with a very large supply can cause large supply tokens to receive zero emissions**

**Severity**      INFORMATIONAL

**Description**      Within updatePool, deposit, withdraw and the pending rewards function, accRewardPerShare is based on the lpSupply variable.

```
pool.accRewardPerShare =  
pool.accRewardPerShare.add(reward.mul(1e12).div(lpSupply));
```

However, if this lpSupply becomes a severely large value, this will cause precision errors due to rounding. This is observed when in pools that support tokens with large supplies.

**Recommendation**      Consider increasing precision to 1e18 across the entire contract.

**Resolution**      ACKNOWLEDGED

**Issue #13**      **Unnecessary assignment to 0**

**Severity**      INFORMATIONAL

**Location**      Line 1254 (Example)  
uint256 pending = 0;

**Description**      The pending variable is automatically assigned to 0 when it is declared as uint256. The assignment to 0 is unnecessary and it consumes gas.

**Recommendation**      Consider removing the assignment to 0.

**Resolution**      PARTIALLY RESOLVED

**Issue #14**      **Unused variables/events**

**Severity**      INFORMATIONAL

**Description**      The following variables/events are not used:

- Event UpdateEmissionRate
- Variable BONUS\_MULTIPLIER
- SafeMath can be removed as the Solidity version is  $\geq 0.8.0$  which has built-in SafeMath.
- FarmToken contract can be transformed into an interface

**Recommendation**      Remove unnecessary variables/events.

**Resolution**      PARTIALLY RESOLVED

The client removed the event and converted the FarmToken contract into an interface.

**Issue #15**      **Lack of events for several functions**

**Severity**      INFORMATIONAL

**Description**      The following functions do not emit an event:

- add
- set
- updateStartBlock
- setEmissionRate

Functions that affect the status of sensitive variables should emit events as notifications.

**Recommendation**      Add events for the above functions.

**Resolution**      ACKNOWLEDGED

<b>Issue #16</b>	<b>MAX_EMISSION_RATE can be declared as a constant</b>
<b>Severity</b>	
<b>Description</b>	Variables that do not change throughout the contract can be marked as constant to signal this to third-party reviewers. This furthermore reduces gas usage.
<b>Recommendation</b>	Consider marking the above variables as constant.
<b>Resolution</b>	

<b>Issue #17</b>	<b>farmToken can be made immutable</b>
<b>Severity</b>	
<b>Description</b>	Variables that are only set in the constructor but never modified can be indicated as such with the <code>immutable</code> keyword. This is considered best practice since it makes the code more accessible for third-party reviewers and saves gas.
<b>Recommendation</b>	Consider making the variable explicitly immutable.
<b>Resolution</b>	



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## 2.3 Timelock

The Timelock contract is a clean fork of Compound Finance’s timelock. This is the most common contract used in DeFi to time lock governance access and is thus compatible with most third-party tools.

Parameter	Value	Description
<b>Delay</b>	12 hours	The delay indicates the time the administrator has to wait after queuing a transaction to execute it.
<b>Minimum Delay</b>	12 hours	The minDelay indicates the lowest value that the delay can minimally be set.  Sometimes, projects will queue a transaction that sets the delay to zero with the hope that nobody notices it. However, because of the minimum delay parameter, the value of delay can never be lower than that of the minDelay value. Note that the administrator could still queue a transaction to simply transfer the ownership back to their own account so it is still important to inspect every transaction carefully.
<b>Grace Period</b>	14 days	After the delay has expired after queueing a transaction, the administrator can only execute it within the grace period. This is to prevent them from hiding a malicious transaction among much earlier transactions, hoping that it goes unnoticed or buried, which can be executed in the future.

### 2.3.1 Issues & Recommendations

No issues found.



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