Dope Sports

Token Utility and Ecosystem Framework

This document describes the mechanics, structure, and utility of the $DOPE token and the Dope Sports platform. It does not constitute financial advice, an offer of securities, or an invitation to invest. Nothing in this document should be interpreted as a projection of future token value or a promise of financial return. All on-chain mechanics described are independently verifiable. This document requires review by a qualified legal professional specializing in digital assets and securities regulation before any public distribution.

Context

$DOPE was launched before the Dope Sports platform existed. The token reached a market cap of $1.2M on community interest alone, with no underlying product, revenue model, or platform infrastructure of any kind.

The platform has since been built. The MVP is complete, publicly demonstrable, and approaching launch. A working demonstration of the full brand and athlete workflow is available for independent review in the Dope Sports Telegram community at t.me/DopeSportsOfficial.

The purpose of this document is to describe precisely what the platform does, how it generates revenue, how $DOPE is structurally connected to that activity, and what the token mechanics mean for holders with a 6 to 24 month time horizon. Every claim in this document is either verifiable on-chain or demonstrable through the platform itself.

The Market

Action sports including skateboarding, surfing, snowboarding, and BMX have completed their evolution from subcultures into mainstream commercial categories. The global action sports industry is valued at $510 billion today, with projections toward $805 billion by 2034. Within that broader market, the sponsorship and advertising segment where Dope Sports operates was valued at $13.5 billion in 2023 and is projected to reach $26.8 billion by 2034.

The audiences action sports athletes build on Instagram, TikTok, and YouTube are among the most commercially valuable in digital media: young, loyal, deeply engaged communities organized around authentic shared identity. Brands across apparel, technology, energy, and lifestyle actively compete for access to these audiences.

The infrastructure connecting brands to athletes has never modernized. Brand deals still flow almost entirely through personal relationships and established agency networks built over decades. The result is structural and persistent: brand budgets concentrate among the same small percentage of already-visible athletes, while thousands of talented athletes with genuine, commercially valuable audiences remain entirely undiscoverable. Brands repeatedly fund poor-fit partnerships not because better options do not exist, but because existing infrastructure makes them impossible to find.

This is a structural gap in a market growing toward $26.8 billion. Dope Sports is built to close it.

The Competitive Landscape

Several platforms operate in the broader sports sponsorship and athlete-brand matchmaking space. None are built exclusively for action sports, and none operate on a pure subscription model that aligns platform incentives with user outcomes.

	Dope Sports	OpenSponsorship	Sport Endorse	Sponsoo
Action sports focus	**Exclusive**	No, 150+ sports	No, broad sports	No, 300+ sports
Curated athlete profiles	**Yes**	No, open to all	No, open to all	No, open to all
Vertical culture fit	**Yes**	No	No	No
Athlete Spotlight add-on	**Yes**	No	No	No
Free brand exploration	**Yes**	Yes	No	Yes
Pure subscription model	**Yes**	No	No	No
Commission on deals	**None**	Yes	Yes	Yes

Every existing competitor operates as a broad, generic sports marketplace. They serve action sports the same way they serve golf, rugby, and equestrian, as one category among hundreds. The result is a product that develops no genuine cultural credibility in any specific vertical.

The commission-based model these platforms rely on creates a structural tension that Dope Sports avoids entirely. When a platform takes a percentage of completed deals, its commercial interests can diverge from those of the athletes and brands using it. Dope Sports earns from subscriptions regardless of deal outcome, which ties platform growth directly to delivering genuine value to both sides.

Action sports is not a subcategory that general platforms can serve by adding a filter. It is a distinct culture with its own identity, aesthetics, and commercial dynamics. Vertical-specific platforms that develop genuine credibility within a community build structural advantages over time that broad competitors cannot replicate.

The Platform

Dope Sports is a curated two-sided marketplace built exclusively for the action sports industry. Not a general influencer platform adapted for sports. A vertical-specific marketplace built from the ground up for the specific dynamics, culture, and commercial relationships that define how action sports actually works.

For Athletes

A single subscription tier gives athletes a professional, brand-facing profile on the platform showcasing their sport, style, audience demographics, engagement metrics, and collaboration history in a standardized format brands can evaluate efficiently. Athletes seeking enhanced brand discovery visibility can add Spotlight, a premium add-on that places their profile in a dedicated, prominently featured section designed specifically for active brand browsing.

For Brands

A free entry tier provides full platform access before any financial commitment, a deliberate low-friction strategy that converts genuine interest into paid subscriptions through demonstrated value. Three paid tiers above the free level unlock progressively deeper capabilities: expanded athlete discovery, advanced filtering, enhanced outreach tools, and broader collaboration pipeline management. Brands upgrade naturally as their platform usage and partnership activity deepens.

The full athlete and brand workflow is publicly demonstrable. A working walkthrough is available at t.me/DopeSportsOfficial for any party conducting independent due diligence. The MVP is fully built. Public launch is imminent.

Revenue Architecture

Dope Sports operates on a pure two-sided subscription SaaS model with no dependency on transaction-based revenue, speculative activity, or external capital markets.

Athlete Subscriptions and Spotlight

Every athlete pays a base subscription for platform access and profile visibility. The Spotlight add-on generates additional recurring revenue per athlete above the base rate. Two independent revenue layers grow simultaneously from the same expanding user base.

Brand Subscriptions

One free entry tier functions as a deliberate conversion funnel. Three paid tiers above it generate recurring subscription revenue that scales with brand roster growth, usage depth, and tier upgrade activity. The free tier converts browsing brands into paying subscribers through demonstrated value.

Why Subscription Revenue Matters for Token Holders

Subscription revenue is predictable, recurring, and independent of token price or crypto market conditions. It compounds as the user base grows. Every new subscriber permanently expands the recurring revenue base without proportional cost increases.

This matters for the token structure in one specific, mechanical way. A defined portion of platform subscription revenue is allocated each revenue cycle to deepen the protocol's on-chain infrastructure, specifically treasury reserves and protocol-owned liquidity. This is an operational decision, not a market intervention. It functions the same way any technology company allocates operating revenue toward infrastructure investment. The on-chain results are publicly visible in treasury activity and verifiable by anyone.

Treasury growth therefore has two independent sources: automatic accumulation from on-chain transaction taxes, and periodic allocation from real business revenue. Both operate simultaneously and independently of each other.

Supply Structure

The $DOPE supply structure is one of the most verifiable aspects of this project. Every figure below can be confirmed on-chain at any time without relying on any team communication.

Total original supply	420,000,000 $DOPE
Removed to dead wallet	64,000,000 $DOPE
Permanently locked into LP	52,000,000 $DOPE
Total permanently removed	**116,000,000 $DOPE**
Current circulating supply	304,000,000 $DOPE
Supply removed to date	**27.6% of total supply**

27.6% of the total original supply has been permanently removed before the platform has generated a single dollar of subscription revenue. This is not a scheduled future event or a team commitment. It has already happened and it is irreversible.

No Team Token Allocation

There is no team wallet holding tokens. There are no insider vesting schedules that create future sell pressure at predetermined dates. Every token in existence is in open circulation, subject to the same market conditions as any other holder. This eliminates one of the most common sources of sustained downward pressure in early-stage projects.

The LP Lock: What It Means

52,000,000 tokens have been used to provide liquidity to the protocol. The LP tokens received from this action are themselves permanently locked, with no withdrawal mechanism of any kind. This achieves two things simultaneously: those tokens are permanently removed from tradeable circulation, and the protocol liquidity depth is permanently strengthened by their presence in the pool.

This is structurally more valuable than a standard token removal to a dead address. A dead address simply removes supply. A permanent LP lock removes supply and deepens the liquidity floor at the same time. No external party can withdraw this liquidity, including the founding team.

Token Architecture

Transaction Tax: 5% Fixed, Decreasing Over Time

Every on-chain transaction carries a 5% tax split into two contract-enforced flows: a portion of the ETH in the transaction directed to the protocol operations wallet, and a portion of the tokens in the transaction permanently locked into the liquidity pool. The split is asymmetric and inverts depending on transaction direction.

On a Buy: 3% of ETH to Operations, 2% of Tokens Locked into LP

When a token is purchased, the buyer sends ETH and receives tokens. 3% of the ETH sent is directed to the protocol operations wallet. 2% of the tokens the buyer would have received are permanently locked into the liquidity pool instead. The buyer receives 98% of their tokens. Circulating supply decreases and protocol liquidity deepens simultaneously.

On a Sell: 3% of Tokens Locked into LP, 2% of ETH to Operations

When a token is sold, the split inverts. 3% of the tokens the seller sends are permanently locked into the liquidity pool instead of being sold. 2% of the ETH the seller would have received is directed to the protocol operations wallet. The seller receives 98% of their ETH. Selling activity therefore locks a larger portion of supply than buying activity. Every exit simultaneously removes more supply and deepens protocol liquidity more than every entry. This is a deliberate architectural choice: periods of selling pressure actively strengthen the protocol liquidity foundation.

Why the Operations Wallet Receives ETH

The protocol operations wallet receives ETH directly from transactions rather than through token sales. This means the team funds platform development and operations without ever selling tokens into the market. There is no operational token sell pressure. The team's ability to execute on the platform roadmap does not depend on token price and does not create downward pressure on existing holders.

The 5% tax is designed to decrease as the ecosystem matures. As subscription revenue provides independent operational funding and protocol-owned liquidity deepens, the tax reduces, broadening accessibility. The supply reduction locked in during the early phase through irreversible LP locks remains permanent regardless of future tax changes.

Protocol-Owned Liquidity

Every transaction deepens protocol-owned liquidity permanently. Combined with the 52,000,000 tokens locked into the LP at inception, the protocol owns a continuously deepening share of its own liquidity that cannot be withdrawn by any external party under any market condition. Unlike projects dependent on external liquidity providers who can exit at will, this liquidity is permanent.

How the Mechanics Interact

The following describes how the platform's business activity and the token's on-chain mechanics function together. This is a description of mechanical relationships, not a projection of outcomes.

The platform generates subscription revenue from athletes and brands. A defined portion of that revenue is allocated to on-chain infrastructure each cycle, deepening treasury reserves and protocol-owned liquidity independently of market conditions. Every on-chain transaction simultaneously reduces circulating supply and permanently deepens the protocol liquidity pool. Sell transactions lock a larger share than buy transactions, meaning periods of selling pressure structurally strengthen the protocol rather than weaken it. The operations wallet receives ETH directly, funding platform growth without any token sell pressure at any time.

The compounding effect for long-horizon holders is specific and mechanical. As the platform scales and subscription revenue grows, the treasury accumulates from two independent sources simultaneously. As on-chain activity increases with platform adoption, LP locks accelerate proportionally. As circulating supply decreases and protocol-owned liquidity deepens, the structural foundation of the token strengthens with every passing month regardless of short-term price action. These are not projections. They are the mechanical consequences of the smart contract executing as designed.

None of this requires human discretion once deployed. Every transaction, every LP lock, and every treasury allocation is publicly verifiable on-chain at any time, by anyone, without relying on any team communication.

Token Holder Benefits

Limited Edition Merch Drops

Dope Sports periodically releases limited edition merchandise tied to action sports culture. $DOPE holders receive early and exclusive access to every drop ahead of general availability, and participate in community design voting that determines which designs go into production.

A community participation reward is distributed to participating holders following each completed drop, funded from net revenues of that drop. This is a community engagement mechanic tied to platform activity, not a dividend or financial return instrument. The exact structure and eligibility of this mechanic is subject to legal review before implementation.

Early Access and Community Participation

$DOPE holders are the core community of the Dope Sports ecosystem. As the platform launches and grows, holders receive early access to platform features, priority participation in community events, and involvement in design decisions that shape the product's cultural direction.

Verifiable Milestones

Each of the following represents a discrete, independently verifiable development in platform and protocol activity.

Platform public launch activates the subscription flywheel on both sides of the marketplace. First athlete subscriptions confirm the first recurring revenue stream is live. First Spotlight add-on conversions confirm the second revenue layer is active. First brand paid tier conversions confirm the brand revenue stream is operational. First operational revenue allocation to on-chain infrastructure confirms the business-to-protocol link is functioning with real capital, visible in treasury activity. First community merch drop confirms the holder participation mechanic is live. First transaction tax reduction confirms the ecosystem maturity threshold has been reached.

Every milestone above is binary and verifiable. Revenue either exists on the platform or it does not. Treasury allocations appear on-chain. LP locks are permanent and traceable. No announcement is required for any of these to be confirmed independently.

Token Holder Profile

The 5% transaction tax applies to all participants equally. It is not designed for high-frequency trading, where the tax works against short holding periods. It is designed for participants who hold positions over a 6 to 24 month minimum horizon and have a genuine interest in the long-term development of the platform and its underlying mechanics.

The ecosystem is built for participants who evaluate projects on verifiable on-chain data rather than social momentum, who understand the distinction between a token with a utility claim and a token with demonstrable on-chain mechanics, and who are comfortable reaching independent conclusions from publicly available contract data, treasury activity, and platform performance.

The token mechanics, supply structure, and platform revenue model are all publicly verifiable. The platform itself is demonstrable. No claim in this document requires trust in any party to verify.

On-Chain Reference Data

Token contract	0xdb529c2a773ad4f65712f13a50941fa78eb2146a
Contract status	Verified on Etherscan
Transaction tax	5% on all transactions. On buys: 2% permanently locked into LP, 3% to operations wallet (ETH). On sells: 3% permanently locked into LP, 2% to operations wallet (ETH).
Tax trajectory	Designed to decrease as the ecosystem matures
Original total supply	420,000,000 $DOPE
Total permanently removed	116,000,000 $DOPE (27.6%) | 64M removed to dead wallet | 52M permanently locked into LP
Circulating supply	304,000,000 $DOPE | Decreases automatically on every transaction
LP tokens	Permanently locked. No withdrawal mechanism exists for any party under any circumstance.
Team token allocation	None. No vesting schedules. No insider sell pressure of any kind.
Protocol treasury	Public wallet, trackable in real time by anyone
Revenue allocation	A defined portion of platform subscription revenue directed to on-chain infrastructure each revenue cycle
Platform demo	t.me/DopeSportsOfficial