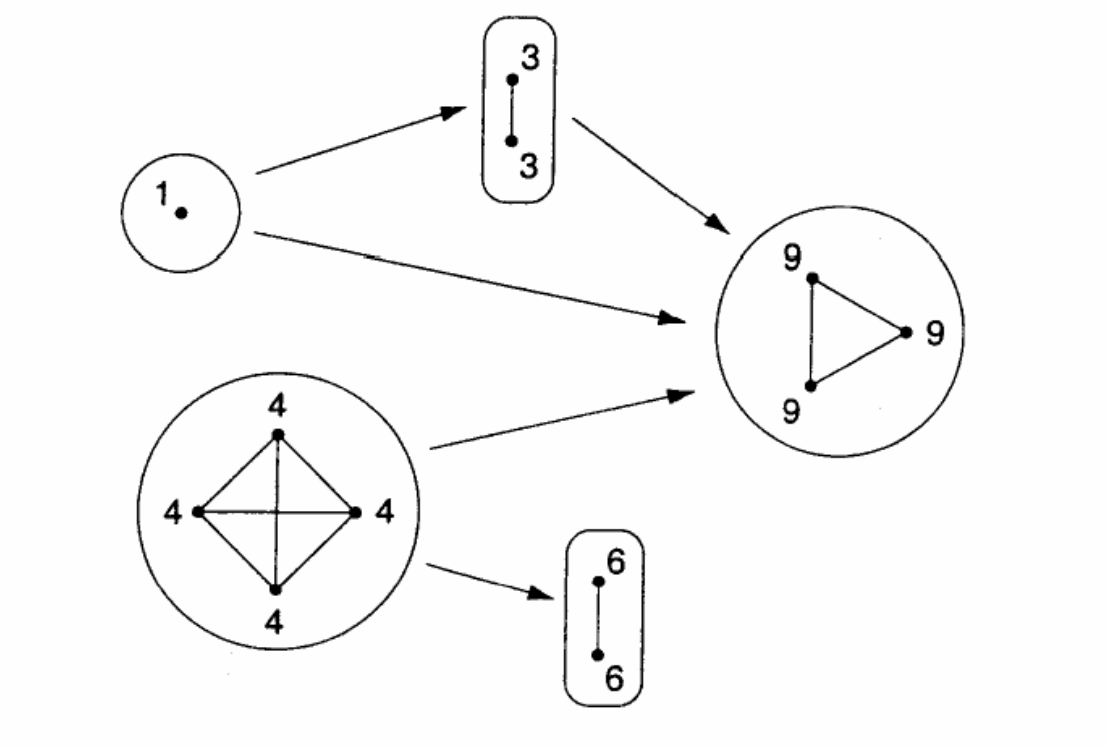
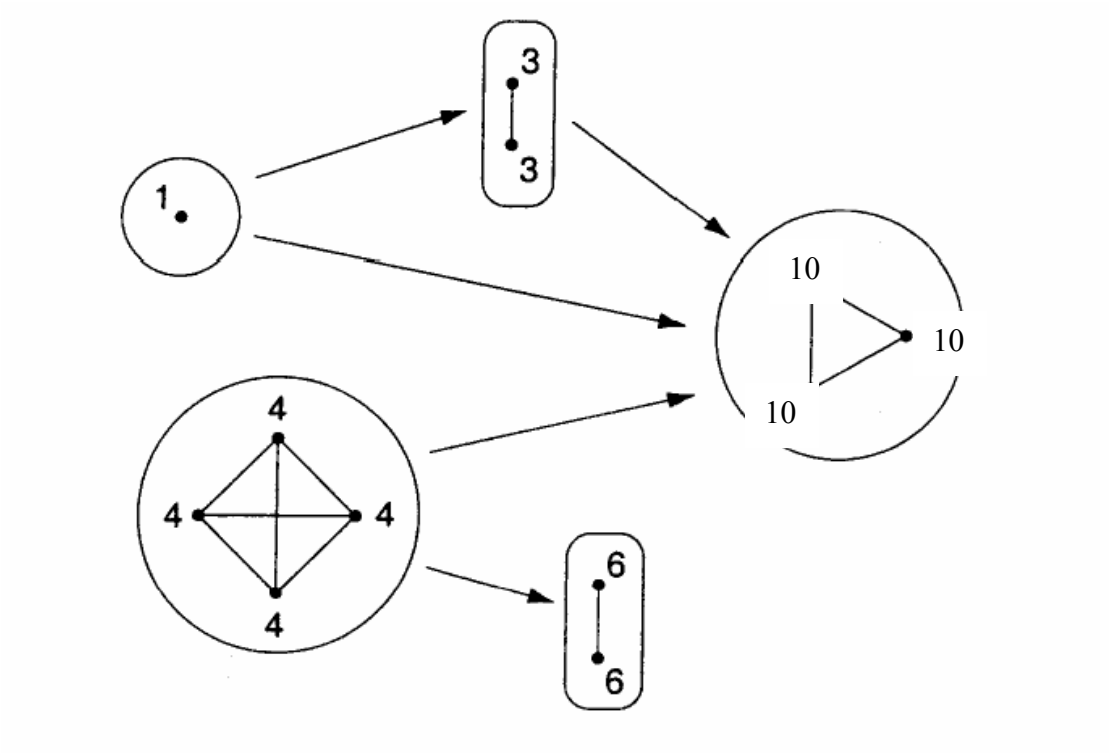
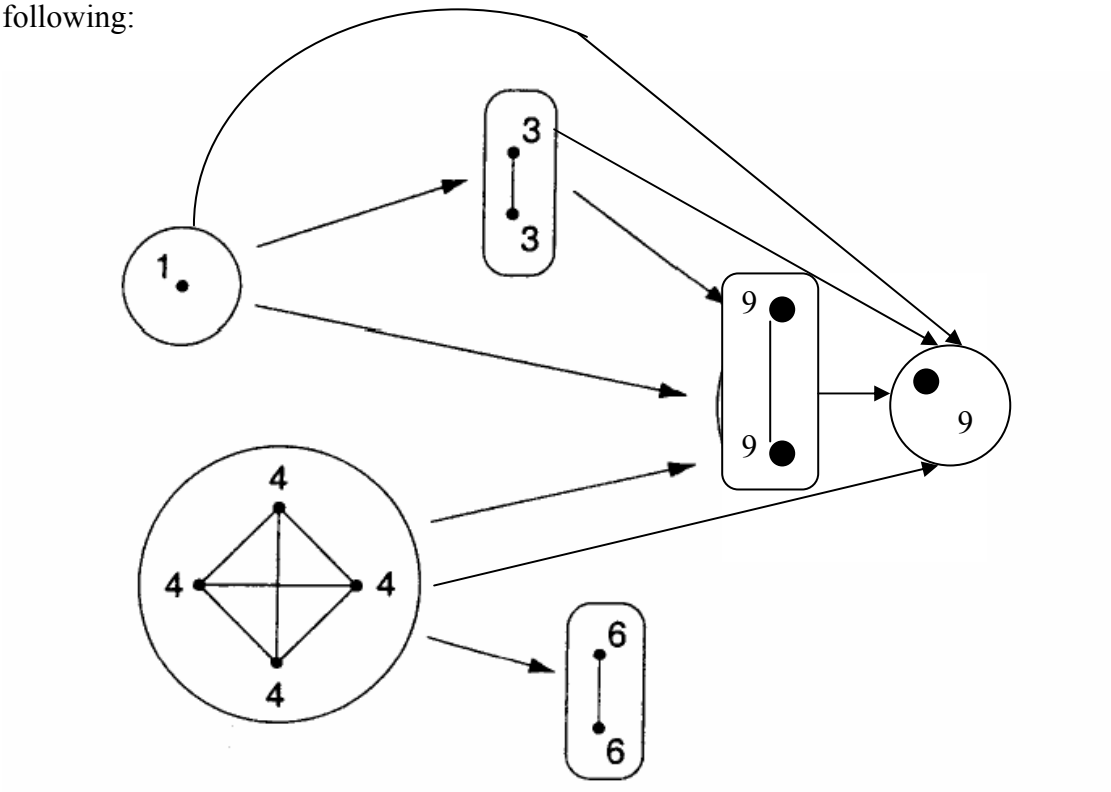
You hereby find Figure 3 from your paper.



I have problem with the clique consisting of threshold-9 players. For all other cliques in this example, it is the case that a player's threshold is equal to the sum of number the players in her own clique, and the number of players in the cliques that send messages to the player's clique. But for the clique with threshold-9 players, this is not the case. What I was expecting was to find the following minimal sufficient network then:



However, I understand that you want to make the point that a player may want to know another player's threshold not to know that her own threshold is achieved, but because she must know of other players that they achieve their own threshold. This is the function of the threshold-9 players in your example. But then I would expect the following:



This is the same as your example, with the exception that the threshold-9 player in the one-player clique does not talk to the two other threshold-9 players. I understand that the point in your example is that the threshold-9 player in the one-person clique needs a message from the threshold-1 player not because she directly needs such information, but because she needs to know that the threshold-3 players have received a message from the threshold-2 player.
However, it seems to me that the threshold-9 player in the one-person clique does not need to send messages back to the other two threshold-9 players. Hence, the example that you present is not a minimal sufficient network, because one can cut out two messages and still get everyone to revolt. Or, did I miss something…?