

NAME IT

ONTOLOGY · LAYER 1

CLOCK IT

SOP · LAYER 2

WRITE IT

DATA · LAYER 3

GUARD IT

THE FAST LOOP

GARDEN IT

THE SLOW LOOP

THE THREE LAYERS

messy work = a layer is missing

LAYER	WHAT IT IS	THE GYM
1 Ontology	The nouns: what exists, its fields, its legal states, its identity scheme, its declared places	<i>Set, Rep, RPE, the Plan Notebook</i>
2 SOP	The verbs: what may be done to the nouns, by whom, on what clock	<i>"Every morning, check the Notebook"</i>
3 Data	Today's instances, written in the layer-1 vocabulary	<i>"Deadlift 5x8 @ RPE 7-8"</i>

No noun without identity: "we track experiments" is vocabulary; *EXP-041* is an ontology. Mint at birth, speakable, permanent, never reused.

THE FIVE VERBS

you -ize twice, then you run

1	Ontologize	Name the nouns: fields, legal states, ID scheme, declared places	AUTHORING
2	Processize	Define the verbs: a cadence with an owner; "sometime" is not a clock	AUTHORING
3	Log	Every event lands as a row, as it happens	RUNTIME
4	Inspect	Walk the exception set; every item ends in exactly one disposition: do, delegate, defer, drop, decide	RUNTIME
5	Garden	Amend on evidence; the only verb allowed to reopen layers 1-2	RUNTIME

THE TWO LOOPS

guard it = both halves of fast

FAST **Enforcement** closes the runtime against the design.
Machine half: gates and invariants, authored into layers 1-2. Human half: Inspect, exceptions only. A manager inspecting everything is the enforcement layer failing.

SLOW Gardening closes the design against drifted reality. Amendments are migrations with receipts, never memos.

AGENTS AS ENFORCEMENT

four strengths, rising

OBSERVE	NOTICE	GATE	SCRIBE
Lints artifacts after the fact; violations become loud, eventually	Same-day alarm on clocks and write paths: to the owner, once, loudly	The agent IS the write path; an illegal row cannot enter	The agent writes the artifact natively in shape; compliance is moot

Enforce artifacts and write paths, never conversations. Agents enforce **shape**; substance stays human.

THE BALL

the accountability primitive

Who owes **what**, since **when**, held by **whom**, verified against ground truth before anyone chases. The **court**: where every ball sits, visible at a glance. *A decision without a ball is a wish with a witness.*

FIELD NOTES

the structure you are designing, in its own vocabulary

THE CATECHISM

pain door · answers ARE the design

- 1 What is the recurring pain?**

- 2 What noun or place is missing?**

Layer 1: its fields, legal states, ID scheme, where it lives

- 3 What is the one verb, on whose clock?**

Layer 2: a cadence with an owner; "sometime" is not a clock

- 4 What does one row look like, and what does empty look like?**

Layer 3: who writes the row, and when; empty must degrade gracefully

- 5 What makes skipping it loud?**

Enforcement

- 6 When it creaks, who amends it, and how?**

Gardening

Greenfield domain, no pain yet? Enter by the **JTBD** door instead: enumerate the jobs, then derive the nouns (canon, Part 2).

THE FITNESS TESTS

passes review only if all seven

- ☐ **Every field changes a decision.** Else it is decoration: delete it.
- ☐ **Every instance has a declared identity.** A minted, speakable ID, or a declared natural key.
- ☐ **Compliance is silent, exceptions are loud.** Green rows make no noise.
- ☐ **Every structure has a push moment.** Pull surfaces die: a clock, a ceremony, an alert.
- ☐ **A good ceremony shrinks.** Identical every cycle: automate it. Empty for a quarter: merge it away.
- ☐ **The instruction test.** A day's work directable in one line, or layer 1 is too coarse.
- ☐ **The absence test.** Runs correctly for two weeks with the manager away, or layer 2 has no real clock or owner.