

OI-JB-P2-007: A Gate That Does Not Guard the Artifact Is Theater

Canonical Precedent #007 - Gate Sync Drift - Prompt-to-Authority Issue Card - Public Edition v1.1

A gate has authority only over the artifact it actually guards.

Case Snapshot

CASE ID	OI-JB-P2-007
CARD TYPE	Prompt-to-Authority Issue Card
PUBLIC STATUS	Canonical public precedent - Public Edition v1.1
FAILURE CLASS	Gate Sync Drift
DECISION	FAIL

Public Summary

This case explains why AI governance cannot trust a PASS result unless the gate is guarding the correct artifact. The gate may pass and the record may exist, but if the gate guards the wrong door, protection becomes theater.

Orange exists to make sure every PASS has teeth: public release language must be supported by a gate that actually covers the artifact and boundary being judged.

Core Judgment

FAIL: Gate Sync Drift. A work item cannot claim guarded closure when the gate does not match the artifact, claim, or public boundary being judged. The failure is not merely a missing check. The failure is loss of synchronization between the artifact being judged and the gate claiming judgment authority.
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What Happened

The system recognized that a gate result mattered. But the authority requirement was not merely to run a gate. The requirement was to run a gate that actually guards the current artifact and the claim being made.

A passing result cannot safely authorize a public claim when the protected boundary is stale, mismatched, or pointed at the wrong artifact.

Public Orange Judgment

ALLOWED	Use a gate only when it actually guards the artifact, claim, and public judgment it is being used to support.
FORBIDDEN	Treat a passing gate as authority when the gate is watching another artifact, an old boundary, or a substitute record.
REQUIRED	Verify alignment between the artifact being judged and the public gate claim before using release or closure language.

Public Intervention Boundary

Orange does not treat a PASS as portable authority. A gate can support a public judgment only when it guards the same artifact, claim, and boundary being judged.

Artifact to Be Judged -> Gate Coverage -> Boundary Alignment -> Issue Card or Release Log

Public Intervention Steps

1	Identify the artifact, action, or claim seeking release authority.
2	Identify what the gate actually checked.
3	Compare the checked boundary against the artifact and claim being closed.
4	Detect stale, wrong, missing, or substitute gate coverage.
5	Block or narrow release language when the gate does not guard the intended artifact.
6	Require corrected gate coverage or an Issue Card before public closure language is used.

Reusable Rule

Gate PASS + Wrong Boundary = Theater

Canonical form: a gate has authority only over the artifact it actually guards.

Precedent Value

This card establishes the seventh Prompt-to-Authority principle: a gate result is meaningful only when the gate is synchronized with the artifact and claim it is asked to authorize.

It protects Orange from becoming a system where checks run, statuses pass, and records exist, but the actual artifact has not been guarded.

Public Boundary Notice

This public card discloses the judgment principle, failure class, and public intervention boundary only. It does not disclose internal rule-compilation logic, executable gate implementation, evidence schema, negative-control library, automation workflow, customer-specific judgment memory, or private engineering records. The complete internal record is maintained separately by Nimblea Systems LLC.