

# I.02 - EVENT BOUNDARY PROTOCOL

*(Protocolized from Invariant 2)*

**Invariant:** Events are the sole boundary of reality.

**Protocol-ID:** I.02.EVENT

**Status:** DRAFT → CANONICAL (on freeze)

**Mutation:** EVOLVE ONLY

**Class:** Boundary Constraint

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## 1. Scope (LOCKED)

Applies to:

- all truth finalization
- all presence claims
- all continuity transitions

Does **not** apply to:

- intent formation
- pre-event signaling
- post-event narration
- hypothetical modeling

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## 2. Event Definition (REQUIRED)

An EVENT is valid iff it defines:

- an explicit **open time**
- an explicit **close time**
- a bounded **context**
- declared **environmental constraints**

Without these, no EVENT exists.

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### 3. Pass Condition

A claim passes **I.02** iff:

- an EVENT exists
- the EVENT has closed
- the claim occurred strictly within EVENT bounds
- the claim references exactly one EVENT

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### 4. Fail Conditions (ANY triggers failure)

- claim made without an EVENT
- claim spans multiple EVENTS
- claim made before EVENT closure
- claim made after EVENT closure
- EVENT lacks temporal or contextual bounds

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## 5. Suppression Rule (MANDATORY)

On failure:

- claim is **INVALID**
- no truth may be finalized
- no continuity transition may occur
- downstream execution is halted

No retroactive correction allowed.

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## 6. Witness Artifact

The system records:

- EVENT identifier
- open / close timestamps
- claim timestamp
- pass / fail result
- protocol version

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## 7. Canonical Statement

**Reality exists only inside an event.  
Outside the boundary, nothing may finalize.**