

# I.03 - CONTINUITY NON-REGRESSION PROTOCOL

*(Protocolized from Invariant 3)*

**Invariant:** Continuity cannot regress.

**Protocol-ID:** I.03.CONTINUITY

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

**Mutation:** EVOLVE ONLY

**Class:** Temporal Constraint

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## 1. Scope (LOCKED)

Applies to:

- finalized truth records
- presence truths
- event outcomes
- ledger state transitions

Does **not** apply to:

- interpretation layers
- narration
- speculative modeling
- intent revision

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## 2. Continuity Definition

Continuity is the ordered sequence of finalized states produced by valid EVENTS.

Once a state is finalized, it becomes part of the irreversible history.

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## 3. Pass Condition

A transition passes **I.03** iff:

- the prior state is finalized
- the next state references the prior state
- the transition is additive (evolutionary)
- no prior finalized state is altered or removed

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## 4. Fail Conditions (ANY triggers failure)

- reverting a finalized state
- overwriting historical truth
- branching that replaces an existing history
- redefining a past EVENT outcome
- “soft resets” disguised as updates

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## 5. Suppression Rule (MANDATORY)

On failure:

- the transition is **REJECTED**
- no ledger append occurs
- downstream protocols are halted
- the attempted regression is recorded as invalid

Regression is never repaired; it is blocked.

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## 6. Witness Artifact

The system records:

- previous state hash
- attempted next state reference
- pass / fail result
- timestamp (UTC)
- protocol version

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## 7. Canonical Statement

**History may evolve forward,  
but it must never move backward.**