

The 13 Gates *Before Production*

Every artifact this shop ships — code, content, client deliverable — passes thirteen deterministic gates. Not a review meeting. A checklist with a runnable check per line, and a receipt that says which one it hit. Here is the whole list.

Code owns decisions. Models assist transformation. Gates decide if work ships.

GATE	NAME	THE CHECK IT RUNS
G00 · Intent	Intent locked	One sentence: outcome, owner, definition of done. No sentence, no work.
G01 · Repo	Repo truth	Which repo, which branch, which authority. Duplicate clones are not writable.
G02 · Plan	Plan before code	Design agreed and dated before the first build pass.
G03 · Slice	Slice discipline	One behavior per pass. One pattern per pass. Small, verifiable bites.
G04 · Context	Context economy	Small focused payloads; doctrine loaded per task, never in bulk.
G05 · Ordering	Sub-agent ordering	Scouts read first, workers build, synthesizer speaks last.
G06 · Verification	Verifier type fixed	Deterministic check or scored rubric, stated in advance. Never vibes after the fact.
G07 · Loop	Close the loop	The verifier is separated from the builder. No agent signs its own homework.
G08 · Measurement	Compliance trace	The tool trace is the evidence — what ran, what passed, what was skipped.
G09 · Authority	Gate-D signature	Any outward, irreversible, or public action needs a named human approval string.
G10 · Receipt	Receipt-first claims	No number goes on stage without a source on disk. Publishable receipts or no claim.
G11 · Kill switch	Bounded loops	Every loop has an iteration or time bound and an escalation path. No infinite spend.
G12 · Completion	Honest completion	"Done" = a verification command ran against the artifact and its output is attached.

`rodgersintelligence.com/gates` · The fleet that made this pack runs it on itself: this PDF passed the gates it describes.
Questions or a stack worth auditing → `hello@rodgersintelligence.com`