

HearthGuard Prime: Home Stasis Protocol

Mission: Achieve "Zero Anxiety" and ensure forensic detectability of issues.

Phase 1: The Stasis Definition

Define the biological mode of the house and the single biggest risk.

CONTAINER A: The Stasis Mode	CONTAINER B: The "Black Swan" Risk
<i>Rule: Define the biological load (e.g., "Active Stasis" if pets are home, vs "Cold Storage" if empty).</i>	<i>Rule: What is the one thing most likely to fail? (e.g., "The sump pump failing during a heavy storm").</i>
[Write your Stasis Mode here]	[Write your Risk Scenario here]

Phase 2: The Critical Extraction

The Silent Killers vs. The Detection Systems.

CONTAINER A: The Catastrophe Triad	CONTAINER B: The Forensic Triad
<i>Prevention: These checks stop permanent damage (Water, Fire, Theft).</i>	<i>Detection: These traps tell you if something went wrong while away.</i>
<p>1. Hydraulic (Water):</p> <p><input type="checkbox"/> Main valve OFF</p> <p>2. Thermal (Fire):</p> <p><input type="checkbox"/> Photo of stove knobs taken</p> <p>3. Digital (Sentry):</p> <p><input type="checkbox"/> Cameras confirmed online</p>	<p>1. Ice Coin Protocol:</p> <p><input type="checkbox"/> Coin placed on top of ice cup in freezer.</p> <p>2. Analog Trap:</p> <p><input type="checkbox"/> Tape seal placed on back door.</p> <p>3. Mail Hold:</p> <p><input type="checkbox"/> Confirmation #: _____</p>

Phase 3: The Simulation Strategy

Connect external absence to internal peace of mind.

CONTAINER A: The "Ghost Tenant"	CONTAINER B: The "Future Self" Gift
<i>The Goal: Mimic occupancy to deter theft. (e.g., Light timers).</i>	<i>The Goal: A soft landing when you return tired. (e.g., Fresh sheets).</i>
[Action: I am setting timers in the...]	[Action: I am putting fresh sheets on...]

Phase 4: The Proxy Protocol

The logic for emergency entry.

CONTAINER A: The "Key Commander"	CONTAINER B: The Access Logic
<i>Who holds the key? (Must be a neighbor or relative).</i>	<i>IF/THEN Rule: Under what specific condition do they enter?</i>
[Name: _____]	[IF alarm triggers, THEN check basement]

Phase 5: The Re-Entry Forensics

Do not unpack until you audit the crime scene.

The Forensic Check	The Result
<i>The Coin Test: Is the coin still on top of the ice?</i>	[Pass / Fail]
<i>The Smell Test: Does it smell like rot or mildew?</i>	[Pass / Fail]
<i>The Seal Test: Is the door tape broken?</i>	[Pass / Fail]