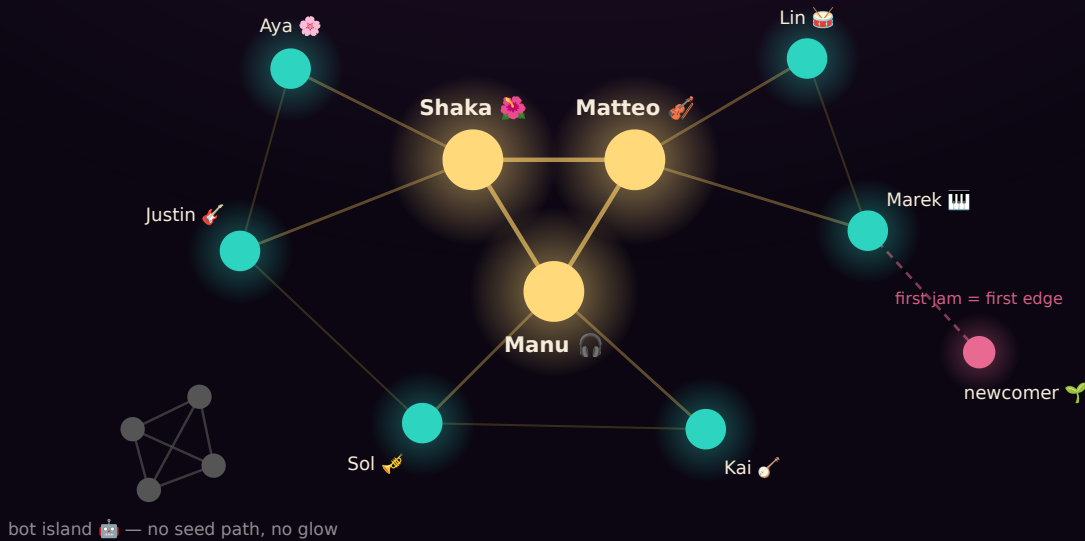


The Circle of Trust

Every jam is a vouch. Trust flows outward from the founding circle — computable, provable by anyone, ownable by no one. Jake Hartnell's **trustgraphs** playing the Open Source Orchestra.

"The artist signs the truth; the community proves the trust — and the circle grows in thirds." 3·6·9



1 · VOUCH 🎵

After a jam, musicians attest on-chain (EAS): "I played with this human — they showed up." Every vouch is an edge in the graph.

2 · SCORE 🌊

Trust-Aware PageRank flows trust outward from founding seeds. Real, trusted paths make you glow; fake rings stay dark islands.

3 · PROVE ⚡

No operator. Anyone computes the scores; an SP1 zero-knowledge proof verifies every vouch was counted. Correct scores, or no proof at all.

4 · USE 🪑

The proven root suggests superfan chairs, weights community decisions, and can rotate the orchestra's keys — with no gatekeeper.

🎵 Web3 Songbook — authority granted

Each artist appoints up to 96 golden-ratio-ranked superfans to correct machine-drafted charts. The artist signs the truth — always. (Spec: Matteo Tambussi · built, 44/44 tests.)

🕸 trustgraphs — trust proven

The community's vouches reveal who earned trust — Sybil-resistant, operator-free, verifiable by anyone. (Jake Hartnell · MIT · "please experiment with us" — we are.)

🪑 Together — one instrument

Trust proposes the chairs; the artist disposes. Community wisdom flows in, artist sovereignty stays sacred. An open orchestra that bots cannot fake their way into.

Built off thirds — vortex mathematics with humans: three seeds hold the 3·6·9 flux triangle · the next chairs ride the doubling circuit $1 \rightarrow 2 \rightarrow 4 \rightarrow 8 \rightarrow 7 \rightarrow 5$ · a jam is a TRIAD (a chord is stacked thirds; a triangle is the smallest circle of trust) · rings grow nine at a time. ▲
The first vouching ceremony: Music Space · Devcon 8 · Mumbai · Nov 3–6 2026 — play together, then vouch. The founding trust graph of the orchestra gets minted on stage, one jam at a time. 🇮🇳 🎵