# 802 Reorganization

11-November-2003

#### Goals

- Define new organizational structure for LAN/MAN standards development
- Define plan for implementation
- Present one or more proposals to EC on Friday

# Option 1 - 6 votes - 3 votes

• Status quo - don't restructure

# Option 2 - 10 votes - 5 votes

- Form an "802" SCC (standards coordinating committee) under IEEE-SA SASB
- some number (>=) subgroups that cover scope of existing 802 working groups
- subgroups can submit PARs/drafts directly to IEEE-SASB, run sponsor ballots
- SCC executive committee considers only new work being brought to SCC (formation of new working groups) meets concurrent w/ SASB
- SCC composed of subgroup chairs
- subgroups are autonomous w.r.t. financial operations and meeting logistics

#### Option 3 - 16 votes - 7 votes

- Divide into two (wired & wireless) sponsors
- Two parallel ECs w/ similar resp to current EC for WGs underneath them
- Need two architectural/overview WGs
- Independent financial/logistics

# Option 9 - 12 votes - 14 votes

- Maintain 802
- Modify P&P to allow more freedom
- Allow for separate WG plenaries
- Allow for independent financial operations
- EC meets electronically?
- One 802 plenary per year
- All other meetings conducted as interims or electronically

# four strategies

- Maintain 802 under C/S 2 votes (8 by chicago)
- Creating some CC independent of C/S 11 votes (12 by chicago)
- Creating two+ separate CC independent of C/S - 1 vote (3 by chicago)
- Create two+ parallel sponsors under C/S 5 votes (11 by chicago)

#### concerns (1)

- 18- Logistics problems associated with size
- 15- current P&P are broken
- 14- maintaining architectural consistency across MACs wrt future organization
- 13- increased friction between WGs
- 11- Continually at odds over operational style and procedures
- 11- Difficulty of coordinating technical work across a group of this size

#### concerns (2)

- 9 need to devolve power from EC to WGs
- 9- operational efficiency of WGs
- 7- large groups need faster response time, more dynamic environment, without losing quality