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| Project                      | <b>IEEE 802.16 Broadband Wireless Access Working Group</b> < <a href="http://ieee802.org/16">http://ieee802.org/16</a> >   |
| Title                        | <b>Recommended structure of TGj baseline working document</b>  |
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| Re:                          | <p>If this is a response to a Call for Contributions, Call for Comments and Contributions<br/> IEEE 802.16 Relay Task Group which was initiated on 19<sup>th</sup> of June. Belongs to call for<br/> contributions –Technical requirement and related issues</p>   |
| Abstract                     | This documents contains recommended structure of TGj working document  |
| Purpose                      | This document is a proposal for recommended structure of TGj working document which has been derived from the legacy standard. This is meant to facilitate technical proposal submissions.   |
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## Overview

This contribution proposes a **recommended structure of baseline** for the 802.16 TGj document. Basically, we propose to fully reuse the structure of the current two base standard documents: IEEE Std 802.16-2004 and IEEE Std 802.16e-2005. As another amendment specification, it is reasonable for TGj document to begin with the same structure of the base standard documents. Additionally, it has been a common way of starting to write an amendment specification in other Task Groups in IEEE 802.16 Working Group.

As technical discussions to be proceed in the TG, new sections/subsections may be agreed to be added in case where modifications of the texts in the existing sections/subsections are not enough in respect of integrity, clarity, readability, etc. This proposal simply suggests gradual start up based on the legacy standard documents and then add or remove sections/subsections on the basis of technical proposals and discussions. In addition, taking into account the project schedule, the proposed approach is likely to be more efficient than spending much time on ToC discussions.

The proposed baseline structure includes all the sections/subsections (up to 3 levels for simplicity) except two features, i.e., Mesh and other PHY modes.

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