IEEE 802.3 Rules Report 9th November 2015 Dallas, TX

Adam Healey Vice-Chair, IEEE 802.3 Working Group

Maintenance of Operating Rules (1/3)

- Procedure defined in rules (see 2.9)
- Proposed changes must be received no later than the night before the WG opening plenary.
- Proposed improvements shall be in written form and should include:
 - a) The purpose, objective, or problem the proposed change is intended to address.
 - b) The specific text of the rule change and the rationale for the chosen text.
- If there are any proposed changes a meeting will be held to discuss the changes.

Maintenance of Operating Rules (2/3)

- Proposed changes shall be made available for pre-view by the membership by the Monday prior to the next plenary week.
- Announcement will be made at that WG opening plenary that a vote will be taken on the changes at the WG closing plenary.

Maintenance of Operating Rules (3/3)

- The rules of operation of the WG can be changed by either:
 - a) A minimum 75% approval of the sum of attending WG voting members voting "Approve" or "Do Not Approve" taken at the WG closing plenary.
 - b) An affirmative WG letter ballot (see 2.8.2). A greater than 50% approval of the sum of attending WG voting members voting "Approve" or "Do Not Approve" is required for a change to be sent out for a WG letter ballot.

Change 1-07/15

- The purpose, objective, or problem
 - The IEEE 802.3 Rules are based on a list of outdated references (for example, it does not include the IEEE 802 LMSC WG P&P)
 - Note that the IEEE 802 LMSC WG P&P and OM are currently being revised
 - The references need to be updated and text modified to become consistent with the references
 - Grammatical and spelling errors should also be corrected
- Specific changes are shown in <u>prop_change_1_0715.pdf</u>

Meeting week plan

- Meet Tuesday 10th November immediately following, and in the same room as, the Maintenance Task Force meeting
 - Refer to <u>802world.org/attendee</u> for schedule and location
- Consider change 1-07/15

Questions?

Thank you!