# RSSAC Caucus IETF Supported Travelers Funding Guidelines FINAL DRAFT 22 August 2019

#### 1 Purpose of the RSSAC Caucus Travel Support for IETF Meetings

To provide opportunities for RSSAC Caucus members to engage in RSSAC Caucus-related discussions, Root Server System and DNS-related protocol development activities at IETF meetings.

#### 2. Selection Criteria

- 1. All RSSAC Caucus members are eligible to receive the funding, which covers airfare (economy class), hotel, per diem, and IETF registration fee.
- 2. The selection is based on the following funding priorities:
  - a. **First Priority:** RSSAC Chair/Vice Chair and RSSAC Caucus Work Party Leaders.
  - b. **Second Priority:** Active Work Party members, as determined by the Work Party Leader and the RSSAC Administrative Committee.
  - c. **Third Priority:** RSSAC Caucus members who expressed a desire to engage more in the work of the RSSAC.
- 3. Funding requests are considered one priority at a time, by descending order. After all requests in a priority category are considered, remaining slots will be moved to the next priority. Within each priority, if there are more requests than the number of available slots, a public verifiable random selection, as described in RFC3797, would be conducted.

## 3. Application Process

- 1. A <u>request form</u> needs to be completed to initiate the process.
- 2. The request must be sent to RSSAC Support Staff by the announced deadline.
- 3. Decisions will be shared via email and posted publicly on the RSSAC Wiki.

## 4. Approval Process

 RSSAC Administrative Committee makes the selection. It may consult with any RSSAC Caucus Work Party Chairs.

#### 5. Reporting

1. All requests and decisions will be published on the RSSAC Wiki page for transparency purposes.

2. RSSAC Caucus members must submit to RSSAC Administrative Committee, not later than 30 days after the end of the IETF, a report summarizing the sessions he/she attended and possible outcomes, meetings held, contacts made and assessment of experience.