IDN PDP Working Group 2 Telephone Conference

12 June 2012

Attendees:

Dejan Djukic, .rs Hiro Hotta, .jp Paulos Nyirenda, .mw Giovanni Seppia, .eu Mary Uduma, .ng

Staff:

Bart Boswinkel Gabriella Schittek

Apologies:

Siavash Shahshahani, .ir

• A recap of the previous call was given, outlining that the Group still is stuck with the fundamental problem of voting - "one vote per territory" versus "one vote per member". To understand and set direction to that discussion, the nature of the ccNSO and its membership was discussed. This is of significance, as voting should reflect the nature of the ccNSO.

The "one vote per territory" view, which also is supported by the majority of the working group members, is basing on the principle that the ccNSO is an organisation of peers whose eligibility is based on the direct link with a Country or Territory listed in the ISP 3166-1 list.

The "one vote per member" view, supported by a minority of working group members, is basing on the principle that the ccNSO is an organisation based on an understanding of equal peers.

The Working Group members present on the call were asked to state which of the principles they supported. All supported the "one vote per territory" principle, which would be presented to the ccNSO as the majority view. However, it was agreed that it is also of utter importance to present the "one vote per member" view and to highlight the philosophical background of both issues, in order to gain feedback on the community's view. It was also suggested to especially invite ccTLDs, which can have multiple ccTLDs to share their thoughts.

 Once the Working Group gets a feeling of what the community feels on the topic through ccNSO members meeting and other communications in Prague, it should decide what to present as a recommendation to the community and Council and then close the topic. This internal discussion is to be held during the Prague meeting on Thursday 28 June. • It was suggested to define the word "entities" in the document, to make it more understandable and "user friendly" for the community.