# 2019 LFN Budget: Process & Steps to gather input and approval

Sept OctNov Dec 2019 Aug Input from TAC projects & TSC Feedback with Board Feedback TAC/MAC Formal Approval Track Spending ✓ ONAP ✓ First cut at 2019 (LF) ✓ Detailed MAC/Fvents ✓ Board Guidance (Sept 23) (Nov 14 governing board meeting) √ ODI ✓ Budget Review (Oct 17) ✓ Feedback loop to TAC ✓ OPNFV ✓ Final Roll up and close loop ✓ FDIO (Sept 28) projects (post board) with Projects including ✓ TF (Sept 21) ✓ Close IT Required for all priorities (Nov2) projects (9/30) Final A&F review with ✓ Adjust budget (Oct 9) suggestions on neutral ✓ Review with A&F (Oct 12) budget (Nov 7) Make adjustments as needed (by Nov 9)

- > Roll up from TSC and Project showing a gap/increase on budget requested for 2019
- Propose the formal budget for Approval (Nov 14 GB meeting)
- > Key Action for 2019/2020: Start the process earlier with clarity on steps to ensure transparency.



**TLF**NETWORKING

#### **Event Definitions**

### **Developer Events** DDF / Plugfest

- Goal: Intra/Inter-project dev gathering to confer on project design & implementation questions
- **Parameters:** Free to devs to attend. Hosted by member where possible, or other low-cost venue.

Developer budget

#### **Community Events**

- OSN Days/Meetups: local, member-driven outreach to potential devs and/or users in key regions (members host; ltd LFN support; no attendee fee)
- Mini-summits/workshops: co-located at 3<sup>rd</sup> party events, attendees pay fees)
  - (Mktg) to expand market (LFN)
  - (Dev) to engage devs/users of adjacent technologies

## Major Tradeshows (ONS, MWC)

- Goal: LFN awareness/preference; member recruitment
- > Parameters: LFN-funded and/or speaking opps

Marketing budget

