

How long are meetings

Person or group submitting

Briar

Proposal History

- Submission Date: 01/04/2025
- Vote date: 2/6/25
- Vote result: pass

Motivation

To provide the spokes council with consistent and sustainable time constraints for their meeting

Proposal overview ~~slightly less tiny~~ ~~summary here~~

Spokes council meetings will be capped at 2.5 hours, with the option to extend them through full consensus. The first half hour is non-mandatory social time.

Details

Background info

Meetings can be exhausting and people's lives are often tightly scheduled. By capping the meeting time, we can help protect spoke representatives' time.

Groups this affects

Spokes council

Work required

1. Ensure that the council is aware of the meeting time limit by announcing it during the first meeting

Individual or group doing labor

Whoever is representing the spokescouncil at the first meeting.

Money required

None

Proposals

I propose that spokes council meetings are capped at 2.5 hours, with the option to extend them through full consensus. Even with consensus, if reps leave and the council falls below quorum, further proposals cannot be voted on. The first half hour is non-mandatory social time, but the main part of the meeting starts promptly afterwards regardless of if attendees are late.

comments (format: commenter name: comment)

Ash: Yes! Meeting harm reduction. We can always have a follow up meeting before one month elapses if we need to.

Might be nice to have 30 min prior to the start of the meeting for people to mingle and the hard start and end of the meeting is 2 hrs long, if you aren't there on time, we start without you.

briar: addressed

frankie: i propose a 1.5 hour long meeting agenda with a soft start in [the 1st agenda proposal](#). i'm open to extending the meeting to 2 hours with a soft start, if we think that much time is needed/beneficial for the first meeting. all in all, i strongly agree that pre-deciding a meeting length cap is helpful for managing burnout and wrangling agenda items.

