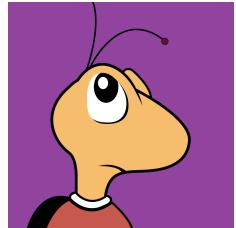




Zarro Boogs Corporation

Annual Report

July 2024 - June 2025



Welcome to our 2024-25 Annual Report!

Zarro Boogs Corporation (ZBC) is a non-charitable non-profit organization (US Internal Revenue Code §501(c)(4) status), and registered as a Non-Profit Corporation in the State of Michigan, which means we are required to spend all money raised on the needs of the project, and not make a profit on it. However, since we are not a charity, any donations will not be tax deductible. The Bugzilla trademarks are used under license from the Mozilla Foundation. ZBC is not owned by or affiliated with the Mozilla Foundation.

The name "Zarro Boogs Corporation" is a shout-out to the phrase returned by Bugzilla when you run a search which returns no results, "Zarro Boogs found." The buggy spelling of "Zero Bugs" being intentional because it's generally believed that there's no such thing as a project with zero bugs in it, only bugs that haven't yet been reported, thus, saying "Zero Bugs" is, in itself, buggy.

ZBC was incorporated on July 19, 2023, for the purpose of holding the license to the Bugzilla Trademark and raising money on behalf of the project. The usage of the Bugzilla trademarks were granted by the Mozilla Foundation on August 1, 2023. The formation of the corporation was announced to the public on August 26, 2023, which was the 25th anniversary of Bugzilla's first public release.

Project Infrastructure



The primary goal of the organization is to maintain the project infrastructure, to ensure that Bugzilla development can actually happen. This includes the servers that host the email, mailing lists, update notification service, and integration between various services and our chat rooms. Our main website is hosted by GitHub, and we maintain a small group of servers hosted by Linode for the remaining services.

New this year is the addition of a server to run demo and testing copies of Bugzilla. This is a service that the Bugzilla project used to run years ago, and was discontinued when our infrastructure moved out of Mozilla's hosting services. We've continued to get inquiries from potential administrators of Bugzilla who want to try it out before they try to install it themselves, so by popular demand we've brought this back. This is now available at <https://landfill.allizgub.org/>. Special consideration was given in the structure of the site to make it more secure than the previous service was, both with cookie management and data retention.

Developer Support

The secondary goal of the organization is to pay developers to work on Bugzilla. In the past, Bugzilla was mostly developed by large corporations who used Bugzilla and allowed their internal Bugzilla sysadmins to spend time working on upstream Bugzilla. Sadly, no one does this anymore (well, almost no one, see below), and our remaining volunteer developers have trouble finding time to work on it while also trying to do other work they can get paid for in order to support their families. At this time, we do not yet have enough recurring income coming in to support a paid developer. We will be continuing to work on our fundraising efforts towards this goal. We are maintaining a fund from one-time donations and the rollover from the recurring donations with which we can pay someone for one-off projects when enough money accumulates to do so. As of yet, we have not raised enough money to do that, either, though we are really close now, and are hoping to hire someone short-term to help with upcoming releases in the near future.



We also want to acknowledge The Document Foundation, who funded a developer on our behalf to finish off the remaining release blockers towards the Bugzilla 6 release, which should be coming soon! The Document Foundation has our deepest gratitude for this contribution!



A special shoutout also goes to Cendio, who have been providing us with a substantial recurring monthly donation towards our paid developer project.

Board of Directors Changes

This year saw the resignation of David Lawrence from our Board of Directors, due to personal time commitment issues. Replacing him on our board is Danny Colin of Montreal, Canada. Danny plans to focus on fundraising efforts, such as applying for grants.

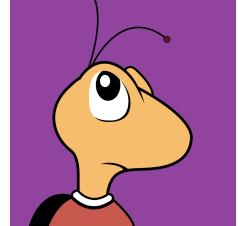


Danny has contributed to many Mozilla projects including Firefox and Multi-Account Containers. He also has been a member of the Thunderbird Council during the 2023 and 2024 terms.

At our annual board meeting for 2025, the board also elected to swap the offices of Dylan Hardison and David Miller, making Dylan the new President, and David the new Treasurer. This basically made it official how the work had already been getting split up, as David had already been the one managing the finances, since he has the expertise for it having also been treasurer for other non-profits.. Danny Colin replaced David Lawrence as the board Secretary. We are hoping to add two additional board members in the near future.

Product Releases

This year saw the release of Bugzilla 5.2 on September 3, 2024, along with companion releases on two older supported branches, 4.4.14, and 5.0.4.1. This marked the first Bugzilla release under the auspices of ZBC, as well as the first Bugzilla release since 2019. It felt amazing to get Bugzilla moving again after it had been stalled for so long. We also released an update to the deprecated developer release, 5.3.3, and a new developer preview of what will soon be Bugzilla 6, as version 5.9.1.



We hope to have more releases in the very near future!

Community Engagement

We have expanded our social media presence, adding Bluesky, Twitch, and YouTube accounts. We also started hosting periodic coding streams on our Twitch account, which have been getting archived to the YouTube account. The streams have been on hiatus the last few months due to hardware and network issues, but we are hoping to resume those soon!



We continue to get regular traffic in our chat rooms, with Discord being the platform that gets the most, followed by Matrix, and then IRC. Although the mailing lists still get occasional traffic, the chat rooms continue to be the more popular venue for users looking for support.



Financials

Since we are headquartered in the United States of America, all monetary amounts provided here are in US Dollars (USD).

During the period of July 2024 through June 2025, we raised the following:

- One time donations: \$264.00
- Recurring donations: \$2,723.91
- Interest on bank accounts: \$6.22
- Total income: \$2,994.13

Thank you very much to all of our donors!

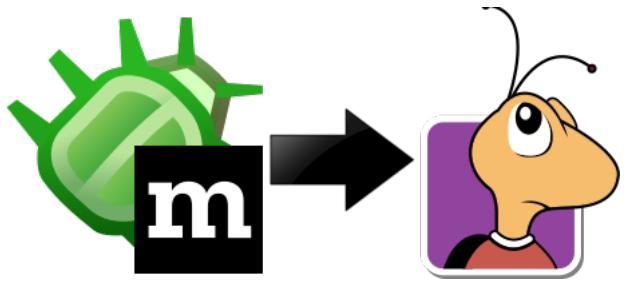
Our operational expenses for that time period were \$725.28. Operational expenses include server hosting, merchant account fees for donation processing, tax preparation fees, and state licensing fees.

Our total monthly pledges currently sit at \$216.08 per month, of which \$68.25/mo is allocated to our periodic operational expenses and \$147.84/mo is allocated to our developer fund. We estimate that we need \$4000/mo in the developer fund to afford to hire a permanent part-time developer, so we have a ways to go.

Our general fund, from which we can pay for one-off projects, is at \$3,712.42, which is nearing the point at which we can hire someone for a short-term project such as finishing off the blockers of our next release.

Future Plans - Bugzilla 6

Bugzilla 6 (codenamed “Harmony”) is an attempt to harmonize upstream Bugzilla with a fork of Bugzilla made by Mozilla several years back. After Mozilla deployed Bugzilla 4.2, they started adding some Firefox-specific customizations, and then decided to backport newer features from upstream to it instead of upgrading and porting their customizations forward. They also invested heavily in user interface and user experience updates to Bugzilla, resulting in a site that was much easier to use than the upstream version. The Bugzilla Project really wanted those UI/UX changes, but Mozilla’s Bugzilla and upstream Bugzilla had drifted quite a distance from each other. After a review of what would be needed to sync them together again, we decided it would be easier to fork back from Mozilla’s version and then backport any newer features from upstream that they hadn’t picked up yet, rather than trying to port out their UI/UX fixes. The end result of this re-fork will become Bugzilla 6, and is now our primary development focus. Significant progress has been made on this front recently, thanks to The Document Foundation, who hired a developer to work on the release blockers. All that remains now is some code cleanup and compiling release notes for the release. A developer preview (5.9.1) was released in September 2024, and we expect to release 5.9.2 very soon.



Thanks for Reading!

We hope this report has given you a good view of what we’ve done this year and where we’re going.

For more information, please visit our website at <https://bugzilla.org/>