

Section 12



Consistent wording

Ambiguous type names

This version of QUIC uses the long packet header during connection establishment; see [Section 17.2](#). Packets with the long header are Initial ([Section 17.2.2](#)), 0-RTT ([Section 17.2.3](#)), Handshake ([Section 17.2.4](#)), and Retry ([Section 17.2.5](#)). Version negotiation uses a version-independent packet with a long header; see [Section 17.2.1](#).

Packets with the short header are designed for minimal overhead and are used after a connection is established and 1-RTT keys are available; see [Section 17.3](#).