

Summary

This proposal includes a suggestion to increase the maximum number of active [Easy Track](#) motions, lightweight votings, run simultaneously in order not to have a traffic jam with processing active motions, when this is highly needed (use cases below).

Motivation

In the last 2 weeks of February Lido protocol experienced an active inflow of several whales. This was the biggest inflow during the whole winter season with +240,600 ETH staked by whales on Week 8 and +84,559 ETH on Week 9. This motivated Node Operators to request staking limit increases.

You may question, why not do this in advance?

Because, in this specific case there is no sense to hold inactive keys and it is optimal to increase them right before it is likely that those specific keys will be “activated” (this time the trigger was a significant stake increase).

Below you can see data of whales’ stake inflows since January 1, 2021, based on Lido DAO bot alerts in Telegram:

[

New Lido whales' stake since January 1, 2023. Data source: <https://t.me/lidofinance> and https://t.me/lido_dao_bot,

1914×1070 102 KB

](<https://europe1.discourse-cdn.com/business20/uploads/lido/original/2X/5/53a272300fa6cfce15bf85b168e3c75ec3bf3437.jpeg>)

This resulted in Easy Track congestion as most new motions were related to increasing node operator staking limits – since February 27, a day after a huge influx of stake from one whale (200,100 ETH), there were 16 falling under “Increase node operator staking limit” category, apart from other open categories “Top up referral partner”, “Top up LDO referral partner”, “Top up LDO TRP”.

Due to the current limit on the number of concurrent Easy Track motions (12), NOs and other actors needed to wait once some motion was completed and enacted to submit theirs. Please see the screenshot from February 28 below and you can find all motions on [Archive](#) tab.

Proposal

We propose to increase the limit of active/ongoing Easy Track motions. Under the [current settings](#):

[LIP-3: Easy Track Motions v2](#)

- It should be impossible to spam motions. The default limit for simultaneously active motions will be set at 12 and it can only be increased by the DAO to up to 24 motions at a time.

This absolute top (24) is hardcoded in Easy Track contract, and can be changed only via a contract change and redeployment of the whole Easy Track setup.

Based on this and to avoid an unnecessary overburden in the future, when it is unneeded and may impose a loss of potential profit, let’s consider the following:

Proposed options:

- Increase by 4 to 16 active concurrent motions
- Increase by 12 to 24 active concurrent motions
- No change

Next steps

1. Discuss this proposal and suggested options.
2. Implement suggestions and finalize the draft.
3. Make it to Snapshot.

We would be happy to receive and answer your questions, comments and suggestions to the proposal. As well, feel free to [contact me on Twitter](#) directly.

Let's improve the process together!