Intro

Firstly, allow us to introduce ourselves for anyone who isn't already familiar with L2Beat or our actions in Arbitrum's governance.

L2BEAT

is an independent, public goods company who acts as an impartial watchdog for the Ethereum Layer2 ecosystem. Our mission is to provide comprehensive and unbiased analysis and comparative evaluations of Layer 2 solutions. We are committed to the verification and fact-checking of the claims made by each project, with a special focus on the security aspects. What sets L2BEAT apart is our unwavering commitment to delivering accurate and reliable information.

In addition, L2Beat has a governance team (@krst and @Sinkas) which actively participates in constructive discussions of specific protocol challenges and issues, fostering the discourse toward increasingly permissionless, open source, and trustless systems. Our participation in various DAOs and public debates reflects this commitment.

For more information on L2Beat and our participation in Arbitrum's Governance, please refer to<u>our delegate statement on Tally</u>.

Delegate Communication Thread

To promote transparency and communication as delegates, we'll be regularly updating the below thread with our actions in the governance of Arbitrum. Our updates will include how we voted for different proposals and our rationale, discussions we are engaged with, and our notes from important calls/events we attended.

Update #1

Voting

[Snapshot] <u>Accelerating Arbitrum - leveraging Camelot as an ecosystem hub to support native</u> builders - Voted FOR

After careful consideration of the pros and cons of the proposal, we decided to vote for the proposal. You can read our full rationale behind our decision, as well as a summary of the pros and cons <u>here</u>.

[Tally] Delegated Domain Allocation by Questbook - Voted FOR

Despite <u>initially voting against</u> the proposal (for reasons outlined<u>here</u>) in the Temperature Check, after long and diligent conversation with Saurabh from the Questbook team (which you can partly follow along <u>here</u>), we decided to vote in favor of the proposal.

[Tally] Fund the Grants Framework Proposal Milestone 1 -

Voted FOR

We voted in favor of the proposal after attending workshops held by Pluralistic Labs and having conversations with them regarding their approach. We are convinced they are aligned with the DAO, as it's evident from their overall presence (e.g with holding workshops, their active presence in the forums and participation in discussions).

[Tally] Update Security Council Election Start Date to Ensure Time for Security Audit- Voted FOR

After raising some points regarding the proposal which were addressed by the Foundation, wevoted for the proposal.

Discussion

Open Governance Call #4

On Wednesday, 26/07/2023, we hosted the 4th Open Governance call, notes/summary of which you can find in the comments. The next Governance Call will be held on Wednesday, 23/08/2023.

RFC - Grant Proposal for Blockchain Product Development Incubation

We reviewed and provided feedback to an RFC regarding a blockchain product development incubation on Arbitrum.

L2Beat's Arbitrum Office Hours

To further our communication with our constituents and any interested party in the community, we're hosting recurring Office Hours on Google Meets.

The office hours will be held every

Thursday at 3pm UTC/ 11am EST

During the Office Hours, you will be able to reach L2Beat's governance team, which consists of okrst and oscuss our activity as delegates.

The purpose of the office hours is to gather feedback from the people who have delegated to us, answer any questions in regards to our voting activities and rationale, and collect input on things you'd like us engage in discussions about.

You can <u>add the L2Beat Governance Calendar in your Google Calendar</u> to find the respective Google Meets links for every call and to easily keep track of the Office Hours, as well as other important calls and events (e.g. voting deadlines) relevant to Arbitrum that L2Beat governance team will be attending or hosting.