

Examination of Potential Conflicts of Interest

As outlined in the [Code of Conduct](#) and [badgeholder manual](#), the Foundation has reviewed a randomly selected sample of 55 badgeholder ballots for potential conflicts of interests. Within the sample, no violations of the Code of Conduct were identified.

There was one instance in which a badgeholder registered a vote of “0” on a project that was among their disclosed conflicts of interest. However, as this action will not result in any benefit to the badgeholder, this will not be considered a conflict of interest.

In addition to reviewing a random sample of ballots, there has been one case of a disclosed conflict of interest violation: Lightclient, who’s a member of the Protocol Guild, voted for Protocol Guild, knowingly violating rule 2d of the [Code of Conduct](#).

2d. Badgeholders should not vote for organizations where they expect any portion of funds to flow to them or any projects from which they derive income

As result, Lightclient’s voting badge will be removed following RetroPGF 3.

As a reminder, the Foundation currently enforces the Code of Conduct in the Citizens’ House. The Token House is experimenting with enforcement via an elected Council. The results of that experiment will be evaluated and may be replicated in the Citizens’ House in the future as the Foundation reduces its involvement over time.

Citizens’ in Season 5

As was done following RetroPGF 2, Citizens who did not submit any votes in RetroPGF 3 will lose their voting badge. In total, there were 133/145 badgeholders who voted in RetroPGF 3.

With the removal of citizens who failed to vote, and who violated the [Code of Conduct](#), there are a total of 132 Citizens with voting rounds until further updates are made to citizenship.

The Foundation is actively working on the concept of citizenship and preparing for the next round of citizenship distribution.