

To support the process of continued decentralization towards a permissionless, contributor-driven DAO, Lido DAO has to carry on significant amount of operations. In order to separate operational concerns from strategic decisions, Lido DAO leverages [EasyTrack Motions](#). With the current addition of payment Motions with limits ([LIP-19](#)), most of ops can be performed in a safer manner, limiting the total amount of funds the given committee can request through the EasyTrack in specific timeframe. While keeping the payments flow under pre-approved budget is committee's responsibility, on-chain limits provide another safety measure.

Current operational structure for EasyTrack is:

[

image

1350×1436 99.6 KB

](<https://europe1.discourse-cdn.com/business20/uploads/lido/original/2X/1/134e969669be7bb3c7b008fcc8de043c5d92bb6c.png>)

We propose to set up bunch of new EasyTrack Motion factories & setups:

1. [reWARDS](#) with limit of 6m LDO / month
2. [LEGO](#) with limit of 1m LDO / quarter
3. [LEGO](#) with limit of 1m [DAI](#) / quarter
4. [RCC](#) DAI single-recipient payment processor with limit of 3m DAI/quarter
5. [PML](#) DAI single-recipient payment processor with limit of 6m DAI / quarter
6. [ATC](#) DAI single-recipient payment processor with limit of 1.5m DAI / quarter
7. [Gas funding](#) ETH single-recipient payment processor with limit of 400 ETH / quarter

LEGO motions factory are to be switched off the EasyTrack immediately, and reWARDS ones are to be switched off the EasyTrack one vote after so not to disrupt the operations. Referral program would be changing the terms soon, and to be set up properly once those are settled. Node Operators staking limits factory doesn't require any changes under the current proposal.

This proposal, if passed and executed, would bring the EasyTrack structure to:

[

image

2184×2012 392 KB

](<https://europe1.discourse-cdn.com/business20/uploads/lido/original/2X/1/182844f908dca2304e8f59f38234a60fca800a97.png>)

Please, share your feedback, and stay tuned for the snapshot!