Perf Process Policy (2 business days instead of 3)

Team composition
Perf sheriffing is conducted by 3 specialized teams: Perf sheriffs (investigation + tools), Code sheriffs, RelMan members.

Perf tracking bugs [2] details provided by Perf sheriffs:
- report perf regressions and improvements, ordered by magnitude
- suspect bug or bug range
- links to the perf dashboard(s) & test docs
- Gecko profiles before/after bug landed

We let regression authors know about any new perf tools, by mentioning them in the templated comment. If they need more insights to figure out a regression, we can provide them.
Perf sheriffs monitor filed bugs and ni? RelMan on rotting ones [3]. They monitor the quality of perf tests and file bugs for those which are noisy or have non predictive behaviour.

RelMan members are called in by Perf sheriffs for rotting bugs from Trunk or from pre-release. They take appropriate decisions regarding perf, by either insisting for a fix or canceling the follow up process for the bug.

PerfTest owners develop, integrate & maintain perf tests, with assistance from Automation team members. They have complete expertise over them. Valid tests get investigated by Perf team.
PerfTest owners provide more insights or help reach resolutions on perf tracking bugs, when Perf sheriffs ni? them.

Regression authors respond on perf tracking bug ASAP and decide whether to: work on fix, backout or accept the regression. For fixes, they provide estimates and link related bugs, otherwise bug gets backed out.
Accepted regressions require clearly stated reasons and consent from team manager.
Regression authors mustn't triage perf tracking bugs, but ask Perf sheriffs to update.

Managers of regression authors confirm comments in filed bugs, try to favor fixing perf regressions and ni? Perf sheriffs when encountering bugs that can affect performance.
If **any peer** fails to respond within 2 business days, issue gets escalated to Relman.

Requirements
- For root causes identified in >2 days, priority of perf tracking bugs is getting lower as the time spent increases

Other Scenarios