question ITU-R 284/4[[1]](#footnote-1)\*

Spectrum management issues related to the introduction of the broadcasting-satellite service (sound) in the frequency range 1-3 GHz

(2009)

The ITU Radiocommunication Assembly,

considering

*a)* that frequency allocations to the broadcasting‑satellite service (BSS) (sound) and complementary terrestrial broadcasting exist in bands near 1.5, 2.3 and 2.6 GHz for digital sound broadcasting to fixed, portable and vehicular receivers;

*b)* that it is necessary to ensure that the introduction of the BSS (sound) and complementary terrestrial broadcasting proceeds in a flexible and equitable manner;

*c)* that this objective is addressed by Resolution 528 (Rev.WRC‑19), which calls for the convening of a competent conference for the planning of the broadcasting‑satellite service (sound) in the allocated bands, and the development of procedures for the coordinated use of complementary terrestrial broadcasting;

*d)* that there are BSS (sound) systems currently in operation, providing national and multi‑national services;

*e)* that, from the point of view of providing wide area coverage, it is desirable to use a common frequency band;

*f)* that ITU‑R has found the study of sharing issues associated with satellite sound broadcasting very complex and difficult to resolve,

decides that the following Questions should be studied

1What is the most effective way of utilizing the existing capacity for all broadcast sound services, noted in *considering* d) and e)?

2What is the most effective way to assign frequencies to, and introduce, satellite services which are intended to be received in more than the notifying administration?

further decides

1 that the results of the above studies should be included in appropriate Recommendations and/or Reports;

2 that the above studies should be completed by 2025.

Category: S1

1. \* Radiocommunication Study Group 4 made editorial amendments to this Question in the year 2023 in accordance with Resolution ITU-R 1. [↑](#footnote-ref-1)