



## Announcing!!!!

General Membership Meeting

April 27<sup>th</sup> - 6:00 p.m.

Scottish Rite Temple

33 West Alpine Ave - Stockton

The purpose of this meeting is to share information about your Union; celebrate what has been accomplished and prepare for the future. We will be nominating Chapter Officers for the San Joaquin Chapter Board. Nominations for officers and delegates will be accepted at the General Membership Meeting. The elected officers will be President, Vice-President/Treasurer, Secretary and Parliamentarian. Eligible candidates are Members in good standing. A full explanation of the responsibilities that accompany the offices will be forthcoming in a *special* edition of the *SEIU Review*, look for it soon. You are encouraged to attend!

### *Please Note:*

To be a member in good standing you must have completed a membership application, selected full membership, and be a member of one of the following bargaining units:

- *Professional*
- *Para Professional*
- *Safety, Investigative & Custodial*
- *Labor, Trades & Institutional*
- *Office & Office Technical*
- *Peace Officer Miscellaneous*
- *San Joaquin County Mosquito and Vector Control District*
- *Montezuma Fire District*

All units are now able to participate as full members following the ratification of their first contract. An important member privilege is to hold office, another is to vote for your candidate of choice. Additionally, you are eligible to vote on your future contracts. If you are not now a full member and you want to be involved in this important opportunity you are invited to fill out your membership application, you can obtain the information at the SEIU L790 Union office - 37 Hunter Plaza, Stockton.

**Important:** If you have not received mailings from SEIU, you should call the Union office at 463-3283, or go to 37 Hunter Square and update your address so that you will not miss out on future informational mailings. You are the Union, we want everyone to have an opportunity to participate. Unity is strength.