

BE A MEMBER TO BUILD WORKER POWER

CWA LOCAL 1036 protects our rights and advocates for better benefits and working conditions:

- Negotiates contracts, including salary, leave time, and other workplace policies
- Enforces our contract through grievances, legal challenges, representation in disputes with the employer
- Provides legislative advocacy on issues that affect our pensions, benefits, workplace health and safety, property taxes, and funding for public services
- Assists members with family leave issues, civil service appeals, counseling and professional development
- Promotes universal workers' rights, such as paid sick leave, paid family leave, and minimum wage

In these tough times, we are all stronger when we stick together. Membership means you have a say in contract negotiations, workplace issues, union elections, and other union decisions.

FILL OUT THE CARD BELOW AND ADD YOUR VOICE TO THE UNION

CWA LOCAL 1036	
AFL-CIO	
First Name: _____	Last Name: _____
Social Security Number: _____ <small>(full number, or last 4 digits)</small>	- -
Home Street Address: _____	
City & State: _____	Zip: _____
Employer: _____	
Job Title: _____	Work Email: _____
Cell Phone: _____	Home Email: _____
<p>I hereby apply for membership in the CWA LOCAL 1036, AFL-CIO, and designate that organization and its subordinate bodies as my representative for purposes of collective bargaining on matters of wages, hours, and other conditions of work. Please consider this your authority to deduct from my earnings an amount as will be certified to you by the Union as my current monthly dues. No dues shall be collected until after recognition by the employer and the initiation of contract bargaining. The monthly amount deducted shall be paid to the Secretary-Treasurer of the Union. This authorization shall remain in effect unless canceled by me in writing pursuant to the provisions of the negotiated contract.</p>	
Signed _____	Date _____

Please return to your Steward, fax to (609) 530-0638, or email to information@cwa1036.org