

FALL

You Can Make A Difference

2016

Become a TWU Shop Steward



If you want to get involved in your union, and make a real difference on the job for you and your co-workers -- then join the proud ranks of TWU Local 100 Shop Stewards.

When you become a TWU Shop Steward, you become one of the union's front line soldiers. You become the first line of defense against injustice on the job, and you join over 1,200 fellow Shop Stewards in the fight for fair treatment. As a shop steward you are a communicator, a problem solver, an educator, a health and safety watchdog, and a political activist.

Shop stewards speak up when something they know is wrong. Shop stewards work closely with elected officers and staff to guarantee that the union and its members are treated with respect.

Not everyone is cut out to be a union shop steward. But if you think you are, if you think you can help your co-workers and your union in our ongoing battle with management, we want you on our team.

You'll have to make a commitment of your own time to get started, by signing up for a six-week course, one day a week, for two and a half hours each class.

THE PROGRAM COVERS: TWU History, Contract Knowledge, Grievances, Responding to Discipline, Medical Appeals, Organizing and Mobilizing, and Communication Skills.

Local 100 Shop Steward Program

Morning & evening sessions: Pick A.M. or P.M.

Class Dates

October 6, 13, 20, 27, November 3, 10

**Thursdays A.M.
9:30am-12:00 noon**

**Location for A.M. Classes:
TWU Union Hall
195 Montague St. (3rd floor)
Brooklyn, NY 11201**

**Thursdays P.M.
5:30pm-8:00pm**

**Location for P.M. Classes:
TWU Union Hall
195 Montague St. (3rd floor)**

To sign up for one of the upcoming courses, please fill out the coupon below.



Name (first, middle initial, last)

Address

Job Title

Division

Pass#

e-mail

Phone (cell)

Phone (home)

Fax this form to: 212-245-4102. For additional information contact TWU Education Director Nicholas Bedell at nbedell@twulocal100.org or call 212-873-6000 ext. 2035.

