

# **UNION LEAVE POLICY & GUIDELINES**

## PRINCIPLES:

- 1. Union leave provided by an employer, whether paid or unpaid, greatly benefits the Union and its membership.
- 2. In order to maintain and/or increase this benefit, it is important that both employers and members perceive that the Union uses union leave responsibly.
- 3. All Union leave provided by employers, whether paid or unpaid, is to be used at the direction of Executive Council.

#### **GENERAL:**

- 1. What follows below are guidelines. Where there is no guideline for a specific issue or circumstances do not allow for the guideline to be followed, use common sense. Where possible, check with a table officer prior to union leave being used.
- 2. Where an issue cannot be determined under these guidelines and disagreement arises over whether union leave is, or was, appropriate, the issue will be resolved by Executive Council.

## PROCEDURES:

- 1. All requests for Union leave will be made or confirmed with an employer in writing by the Member and a copy provided to NSUPE's Administrative Assistant.
- 2. Where a claim is disallowed, the Treasurer or Administrative Assistant will notify the member of the disallowance and the reasons therefore.

## **GUIDELINES:**

- 1. NSUPE Executive Council and NSUPE Local membership meetings should be scheduled so as to minimize the use of union leave, whether paid or unpaid.
- 2. Notwithstanding the foregoing statement, the following factors may affect whether the use of union leave is warranted:
  - a. the urgency of the matter giving rise to union leave;
  - b. the anticipated length of the meeting;
  - c. the efficacy of completing the business at hand in one long meeting as opposed to two or more shorter meetings;
  - d. the anticipated necessity for future union leave (eg. upcoming negotiations);
  - e. the employer's operational requirements;
  - f. the necessity or desirability of having a business agent or union employee attend a meeting and the availability of the business agent or union employee.