

STEWARD ROLES

BCNU STEWARD WORK AND FUNDING

BCNU STEWARD WORK

Employer Paid Time - NBA Article 6.04* <i>* Generally requires pre-approval</i>	BCNU Steward Reimbursement Time - NBA Article 44
<ol style="list-style-type: none"> 1. Grievance: members call for information, research of grievances, meeting prep, debriefing with members 2. Union-management meetings for designated number of delegates 3. Meetings where stewards are asked to attend by management 4. Discipline meetings with prep and debriefing time 5. Meeting with new employees as a group during orientation 6. Supervising ratification votes 7. OHS duties including meetings, worksite inspections and accident investigations 	<ol style="list-style-type: none"> 1. Union required education 2. Steward meetings 3. Responding to members 4. Posting information on union boards 5. Worksite meetings and prep time 6. Maintaining fan-out system 7. Maintaining essential service plans 8. Monitoring for compliance with the contract 9. Travel time to worksites that have no stewards as designated by regional executive 10. Community events that promote BCNU 11. Steward and OHS planning and education 12. Student nurse events including prep time

STEWARD ROLES

BCNU STEWARD WORK AND FUNDING *continued*

WHO FUNDS WHAT?

Regionally Funded	Provincially Funded
<ul style="list-style-type: none"> > Regional meeting and mini regional > Regional education meeting > Executive preparation > Executive meeting > Pre-convention meeting > Observers to convention > Worksite expenses (worksite funding) > Worksite steward salary accrual > Regional administrative costs > Other items that are to be funded from your regional discretionary budget > Steward planning days > BUS workshop education 	<ul style="list-style-type: none"> > Regional executive training > Provincial curriculum education > Steward expenses relating to attending arbitrations > Observers to council meetings > Convention delegates > Salary-replaced conferences > HRE chair and representative hours, meetings and discretionary spending