



General Membership Meeting - October 30, 2023

Hybrid: Tate Hall 105 and [Zoom](#)

Co-Chairs: Jordan Brown and Yusra Murad

Parliamentarian: Mary Kate Wolken / Benjamin Hanson

Introduction

Welcome to the General Members Meeting (GMM) for October 2023! The General Members Meeting is where we bring together the highest decision making body in our union — the membership. All UMN Graduate workers who have a graduate assistantship are invited to participate and help decide our union's priorities and direction.

Proposed Agenda

Introductions (10 min)

Co-chair introductions (Yusra and Jordan)

Parliamentarian remarks; "How to GMM" (MK)

Committee Reports (15 min)

Conduct and Decision-Making Committee - 2 min (Anya)

Bargaining Committee Update - 10 min (Phoebe and Alex)

Q/A on Committee Reports (5 min)

Proposals (20 min)

Design contest (Rachel, Esther)

Steward's proposal (Justin)

Support of Palestine and Endorsing BDS (Alex P, Matt K)

Conclusion & next steps

How to GMM

Community Agreements

1. **The basics:** This is your union, whether this is your 1st meeting or 20th meeting.
 - a. During open discussions, we will keep "stack," which is the order of speakers who want to make comments or ask questions. Raise your hand if in-person, or type "stack" on Zoom if you would like to speak.
 - b. Please mute yourself on Zoom when you are not speaking.
 - c. Provide context for your comments and avoid jargon as much as possible to make your contributions accessible to all members.
2. **Be respectful of each other.** Discussions can be heated but we are all one union and should keep our commitments to do right by one another at the forefront of our engagements.

- a. When you are making a comment or asking a question, please try to limit your speaking time to *one minute and thirty seconds*.
 - b. Facilitator(s) reserve the right to prioritize voices who have yet to be heard in the meeting. All voices - regardless of regular involvement - are welcome and deserve to be heard.
3. **Check in with yourself and your co-workers.** Debrief the meeting with your comrades, get in touch with any of the members of the Bargaining Committee, or email graduatelaborunion@gmail.com if you'd like to meet with an organizer.

To give feedback on the community agreements, email graduatelaborunion@gmail.com. They will continually evolve to meet our needs.

Meeting Procedure (Modified Robert's Rules)

In this meeting there will be reports, where union members will provide information to meeting participants. Members have also brought forward proposals for things the union could do. Each such proposal is called a *motion*. We will discuss each motion as a group and ultimately vote to decide whether to adopt each motion.

We begin the meeting by voting on whether to approve the proposed agenda. This agenda specifies what items we'll discuss, and how much time to spend on each item. Members can motion to amend the agenda, before approval or during the meeting, and the body will vote on whether or not to do so.

When a report is being given, you can get on stack to ask the presenter a question. There is also typically time for questions at the end of the report as well.

When a motion is being considered, there are several things you can do:

- You can get on stack to speak for or against the motion being considered.
- You can get on stack to ask a clarifying question.
- You can suggest a specific change be made to the motion before it is voted on. This is called an *amendment*.

If an amendment is offered and seconded, the body will take time to discuss whether the amendment should be adopted. Then the amendment will be voted on. If the amendment passes, the body will return to considering the original motion as amended.

For any vote, you have the option to vote FOR, AGAINST, or ABSTAIN. It takes a simple majority of those voting for a vote to succeed (those who abstain are not counted).

Don't worry if you find this intimidating, it's fairly easy to get the hang of in practice. At the end of the day this is meant to help us make democratic decisions together, not play some procedural game. If there's something you want to suggest or see happen, but you don't know how to do it procedurally, just get on stack and ask, another member with more experience will be able to help.