



### **Get Involved in Your Future!**

Since 1959, the Utah Public Employee Association has been fighting for the advancement and rights of Utah's public employee sector. The organization was the first voice public employees had in the state. The benefits you have are available because of UPEA and the courage of past public employees.

It is time for younger generations to make a stand. To ensure the benefits you now enjoy are in place for your future as well as for future generations. Membership numbers are the key to the future. With you and your co-workers membership you will assist in making UPEA's voice louder. It is a voice that elected officials regard when they are making decisions about your future in the state legislature.

Don't you want someone there representing you? Many people have asked, "what does UPEA do for me?" I reply, "UPEA does what you allow it to do; it is your association." If public employees want UPEA to be successful, they need to become members and they have to encourage their fellow workers to join them.

### **Reasons to Join UPEA**

- ✓ To stand against the privatization of public employee jobs
- ✓ To protect against the erosion of public employee benefits
- ✓ To guarantee due process
- ✓ To temper lawmaker responses to crises
- ✓ To gain knowledge about the political process and how public employees are affected
- ✓ Because more members means a stronger association.
- ✓ Because membership means representation in employee-employer matters.
- ✓ Because UPEA works tirelessly to track the issues that affect your employment.
- ✓ Because it is much more difficult for employers to discriminate against a person who knows their rights.

#### **Members Join for:**

- **Legislative lobbying**
- **Grievance / legal representation**
- **Information on employee issues**
- **Leadership opportunities**
- **Exclusive member discounts**
- **Training and professional development**
- **Scholarship opportunities**

To Join UPEA visit [www.upea.net](http://www.upea.net) or call 801-264-8732