



ORGANIZATION OF STAFF ANALYSTS

July , 2018

Dear Brother and Sister Patient Representatives:

There is good news. The process of winning the right to be accepted as a union covered employee is lengthy and made far longer by the roadblocks thrown up by your employer at the Health and Hospitals Corporation. Even so, we do, eventually, win.

We have now reached a nice milestone. The Board of Collective Bargaining expects to be rendering a judgment at its next meeting on August 7th of this year. We would have preferred them to have moved a lot faster, but slow and certain is their style. We are ourselves certain as to the judgment that will be issued. The authorities will rule in your favor, determining you to be Rule 11 employees.

The value of this decision to you is considerable.

You will automatically become permanent non-competitive civil servants and soon thereafter, hopefully, OSA will be chosen to be your union. The minute that does occur, your rights to due process and grievances accrue and, with any luck, you will be in place to benefit from the current round of collective bargaining.

Patience is a virtue and, for us, as civil servants, a necessity. We have, for two years, been seeking to get your proper rights and we are winning. The faith shown by those of you who have signed our OSA cards has been a wonderful help to our morale during this long process.

And now, soon, the decision and, by the fall, we hope, the election.

OSA organizers are available now and will be available right through the summer. We welcome questions about the process or about the benefits of being an OSA member.

Yours in Solidarity

Bob Croghan, Chair Iris Bailey, Lead Organizer

P.S. And suppose it takes longer? Suppose the Board of Collective Bargaining is delayed, or

Health+Hospitals takes out a spurious and unwinnable court case just to delay matters. We will not be happy, but we will not be devastated. We will continue this fight until we do finally win. Both the truth and you are on our side, so we will win.