

MENZIES RGAINING UPDA

Your member-led bargaining team met again with Menzies this week to continue negotiations.

We need to keep up the pressure to win a strong national agreement that closes pay rates between ports, increases minimum hours, includes job security provisions and has better roster protections.



WHAT WE DISCUSSED

During the meeting we focused on specific claims:

- Full time hours the company wants to be able to roster workers anywhere between 6-12 hour shifts across at least 5 days. Your bargaining team made it clear workers need roster certainty.
- Car parking workers should not have to pay to attend work. For many workers driving to work is the only option. Menzies should not be passing this cost on to workers.
- **Annual leave** A consistent approach for annual leave applications, with guick response times, must be implemented across all ports.
- Classifications There are inconsistencies between the different EAs in classification levels. Classifications for your national EA need to appropriately reward skills and responsibilities across all ports.

Your team also put forward three new claims:

1.Payroll errors fixed within 48 hours or the company incurs a penalty

2.Reimbursement for workplace expenses within 2 weeks

3.Disciplinary process to be stepped out in the EA

TWU WIN

After significant resistance, the company has agreed to pay your bargaining representatives appropriately for their time, so they are not experiencing any major financial loss as a result of representing you at meetings.

NEXT STEPS



We will be meeting with Menzies again on Tuesday 23 July

AVIATION SURVEY

Fill out our aviation industry survey and have your say on how we'll make aviation better.

(twuaus.com/Aviation-Survey)



JOIN THE TWU TODAY



We need everyone in the union to win the best outcome.

If you're not a member, Scan the QR code or click here to join now.



TWU members'

Member-led negotiations Reportback meetings Ballot for protected

Win inprinciple EA

survey

Member claim endorsement

action