

VESTA MEETING SCHEDULE

2016 September 01 – 2017 June 30

As of March 30, 2016
(Adopted: 2016 April 12 EC)

**Please
Post**

Executive Ctte VESTA Office Tuesdays 4:00 – 8:30 pm (unless otherwise noted)		Staff Rep Assemblies Tupper Cafeteria Tuesdays 4:00 – 6:00 pm (unless otherwise noted)		Special Events		General Meetings Tupper Cafeteria Tuesdays 4:00 – 6:00 pm (unless otherwise noted)		Other Dates	
Sept.	13	Staff Rep Assembly	20	EC Planning	24-26	Adopt BC Fed Motions	20	Schools Open	6
								Flexible Pro-D Day	30
Oct.	11	General Mtg/ SR Assembly	18			General Mtg to elect BC Fed Convention delegates	18	Thanksgiving	10
	25	Staff Union Rep Training	3-5					Zone Meeting	14-15
								Fixed PSA Day	21
Nov.	8	Staff Rep Assembly	15	BCTF Fall RA	4-5			Ministry Curriculum Implementation	10
	22			BC Fed Convention	28-30			Remembrance Day	11
Dec.	13	General Mtg/ SR Assembly	7	BC Fed Convention	1-2	General Mtg to adopt BCTF AGM resolutions	7	Fixed Pro-D Day	5
								School Closes	16
Jan.	10	General Mtg/ SR Assembly	17	BCTF Winter RA	27-28	General Mtg to elect BCTF AGM delegates	17	Schools Open	3
	24							Fixed Pro-D Day	30
Feb.	7	Staff Union Rep Training	1	AGM Delegates Meeting	28			Family Day	13
	21	SR Assembly	14					Fixed Pro-D Day	24
Mar.	28	General Mtg/ SR Assembly	7	BCTF AGM (in Vancouver)	18-21	General Mtg re Advice to BCTF AGM delegates	7	Schools Close	13
								Schools Open	27
Apr.	11	Staff Rep Assembly	18					Good Friday	14
	25							Easter Monday	17
May	9	VESTA AGM	16	BCTF Spring RA	26-27	VESTA Annual General Mtg	16	Flexible Pro-D Day	5
	23							Victoria Day	22
June	6	Staff Rep Assembly	13	Appreciation Event Retirement Dinner	15 19			Admin. Day	30

General Meetings:

September 20
October 18
December 6
January 17
March 7
May 16

- to adopt BC Fed Motions
- to elect delegates to the BC Federation of Labour Convention
- to adopt resolutions to the BCTF AGM
- to elect delegates to the BCTF AGM
- to provide advice to VESTA delegates to BCTF AGM
- to adopt budget/fee and elect VESTA Executive

Annual General Meeting