ASU Branch Election Information

- 1. **Nominations** for Office must be in writing and comply with the registered rules of the ASU. A copy of the ASU (inclusive of branches) rules can be accessed <u>here</u>.
- 2. **Nomination forms** are available on request from the Union or from the AEC Returning Officer.
- 3. Only Branch members (of a respective Branch or Branch section) for an office or branch's section who are **financial at the date on which nominations close** and have been **continuously financial for twelve months** immediately preceding that date will be eligible to be nominated for an office of the Branch.
- In terms of Individual Nominations candidates must be nominated by two other eligible members who were financial on the day 30 days prior to the opening of nominations 3 April 2023. Office nomination qualifications for Branch Sections, such as Industry Divisions can be found at ASU Sub-Rule 67 d. Team Nomination requirements can be found at ASU Rule 68.
- 5. A member is entitled to nominate for, and hold, **only one full-time office** and unless permitted under the ASU Branch Rules is only entitled to nominate and hold **one office on the same Governance Body.**
- 6. Prospective candidates and nominators should **verify their financial status** and any other qualifications required by the ASU's rules prior to lodging nominations.
- 7. Nominations cannot be withdrawn after **4 pm AEST** on **Wednesday, 31 May 2023.**
- Candidates may appoint Scrutineers at the time of lodging their nomination and up to 10.00am 19 July 2023. A form is available from the Returning Officer for the purposes of appointing Scrutineers.
- 9. Under s190 of the Fair Work (Registered Organisations) Act 2009 **ASU resources and property** cannot be used to support the candidacy of one person over another in the election.
- 10. Voting Period: If a ballot is required the postal ballot will open on Wednesday, 21 June 2023 and close at 10 am AEST on Wednesday, 19 July 2023. The election will be declared on 5 August 2023.