

ASI Lobby Corps Meeting 11/14 4:32 pm – 5:29 pm

- I. <u>Call to Order</u>
 - a. Meeting began at 4:32 pm
- II. <u>Roll Call</u>
 - a. Attendance of members taken, sign in sheet attached
- III. <u>Approval of Minutes from 10/30</u>
 - a. Passed The minutes as distributed were adopted

IV. Information Item

- a. Guest speaker Melissa Bardo
 - i. Legislative Aide for Senator Pan (6th District)
 - 1. Education staffer
 - ii. Director of NSM for ASI
 - iii. Leg process in brief: steps in order
 - 1. Legislator introduces bill
 - 2. Assigned to policy committee
 - 3. Then fiscal committee if applicable
 - 4. House of origin's floor
 - 5. Same process on other side
 - 6. Then governor's desk
 - iv. Budget Process
 - 1. Governor's draft budget in January
 - 2. May revise
 - v. Student Advocacy
 - 1. Lucky because legislators more inclined to sympathize w/ students
 - 2. Don't be intimidated if legislators/staff interrupt you b/c they're just getting down to the bottom line
 - 3. Effective advocacy: connect personal stories to issue you're advocating for; puts a face on the issue
 - (1) Doesn't have to be personal; can be a friend's story, too
 - 4. Be prepared for the meeting; know what you're talking about
 - 5. Know who you're talking to
 - 6. Don't take staff for granted if you don't get to meet w/ legislator

V. <u>Discussion Item</u>

- a. Legislative Research Homework Review
 - i. What is your bill?
 - ii. Who is/are the author(s)?
 - iii. What does it do?



- iv. What is the bill analysis/impact?
- v. What is the status of the bill?

VI. <u>Information Item</u>

- a. Prepping for Next Semester & the End of Recess
 - i. Jan 1st Statutes take effect
 - ii. Jan 6th Legislature reconvenes
 - iii. Jan 10th Governor submits proposed budget for the year
 - iv. Try to think about saving time in your schedule for lobby visits next semester

VII. Announcements

- a. CHESS Scholarships open soon
- b. OGA Internship applications will be open soon
- c. Alyssa to take over ASI Instagram this weekend

VIII. Adjourned at 5:29 PM