



GOLDEN GATE SECTION

Professional Engineers in California Government

DATE: May 18, 2021
TO: PECG Board of Directors
FROM: Golden Gate Section President Carrie Austin
SUBJECT: Section Report January to May 2021

In 2021, we have already held two lunch hour Section meetings over Zoom. Our Section is spread across the Bay Area in many agencies (we're 100% At Large). The pandemic forced us to virtual meetings, which have advantages (no need to drive through our notorious road congestion) and disadvantages (participants cannot network with each other).

We divided our second meeting into thirds. In the first third, we showed a video that our members made. In the middle, we had two breakout rooms for Past President Joe Mello to speak to Rank and File in one room and Chair Cajina of the Meet and Confer Team to speak to Supervisors and Managers in the other room. Zoom allows attendees to choose their breakout room, and keeping it to two rooms was simple and easy. In the last third, we had the Zoom spotlight on PECG Staff Matt Hanson during his talk, and then we switched back to gallery view for questions and answers.

Just this year, we have established two committees, Recruiting and Engagement. The Recruiting Committee has written a script for our members to use in a "virtual coffee" to welcome new hires and recruit them to PECG. (I serve on the Corporate Membership Committee and have shared the script with them.) Our volunteers stepped up the game considerably by making a video demonstrating the script – fabulous! The Engagement Committee recommended, and the Board approved our first-ever Section-logo swag: a travel mug made in the USA with printing by a local union shop. The mugs will be mailed to each member's "work from here" address. We expect delivery in June and look forward to sharing photos of our members' smiling faces with their mugs in a future Informer.

Next up, we're working to amend our By-Laws to allow for electronic voting in the future.

Cheers!

Carrie M. Austin, P.E., President
Golden Gate Section