

March 17, 2020

SMMUSD Substitute Educators

Please know we are working on what can provide for our substitutes during this emergency shutdown.

As of today, both **long-term leave subs (30+ days)** and **long-term subs (10-29 days)** who have current assignments will continue to be paid as long as they continue to be available during working hours for students and parents and are participating in the classroom planning.

For our day-to-day subs, it is our understanding that you may apply for unemployment as there is no district plan to pay these subs as of now. Please do not wait to go to EDD to apply.

We have been told you should choose the laid off/lack of work option and then you should be able to choose the separation issue - (schools closed for health reasons). Our union number, should they ask, is #0847.

We have not been happy with the answers we have received from the district and will continue to work for you. One of the issues we seek clarification for is to find out if subs will be able to use the 3 sick days our level 2 subs should have accrued, or if this will be extended to all subs. I am definitely not happy with the answer and will continue to work for you. But please understand the district office is only open with a minimum of staff.

I do urge all substitutes contact our school board in writing, preferably before their remote meeting this Thursday, March 19th. You need to let them know how this shutdown has impacted you and how you should be treated as the professionals you are.

Our School board members and email addresses are listed here.
<https://www.smmusd.org/domain/2980>

We are all in shock about this unexpected quarantine, and we do recognize how much this will impact many of the employees of SMMUSD, including our substitute teachers. We will continue to fight on your behalf, but please do not wait to apply for unemployment. Our office will continue to be open with reduced hours to try and help our members and seek clarification on their concerns.

In Solidarity

Sarah Braff