## **End of Bargaining Checklist.**

Before you attempt to close a negotiation:

- 1. What do the ground rules, if any, say about closure issues?
  - Note: If you're unhappy with them, there's no prohibition on reopening ground rules unless you've agreed not to do so. You'll just have to pay for it.
- 2. What EXACTLY is still on the table?
  - a. Proposals, yours or theirs?
  - b. Counterproposals, yours or theirs?
  - c. Packages, trades, etc.?
- 3. Are there any negotiability issues outstanding?
  - a. If so, will their determination affect the completion of bargaining?
  - b. If not discussed in ground rules, don't close unless you cover or you'll end up with single issue bargaining if the FLRA finds one or more to be bargainable.
- 4. Are any unfair labor practices involving bargaining outstanding?
- 5. Are any information requests outstanding?
- 6. Have you considered ratification?

Note: Most unions don't ratify since the Panel took away the clout of a failure to ratify by deciding bargaining was in essence void and the parties either submitted the entire agreement to the panel or went back to square one. In other words, a "line item veto" by the membership is a non-starter. They may use it in an attempt to delay.

7. Have you considered Agency Head Review?

Note: I take the (perhaps arrogant position) that if the union wants to ratify, the Agency Head Review timeline begins when the Agency is presented a ratified contract.

- 8. Who will sign (execute) the contract?
  - a. For the union?
  - b. For the Agency?
  - c. Will there be a ceremony?
- 9. What time lag do you want/need between execution date and effective date?

Note: There's lots to do in this period so don't set a date you won't want to meet.

- 10. Who's doing the proofreading on the contract before execution?
  - a. For You?
  - b. For the Union?
- 11. Which version of the contract is official?
  - a. Used at arbitration?
  - b. Used at reopening, renegotiation, etc?
- 12. Are you going to print it or post it on the inter- or intranet?