

Membership Application Guidelines

Effective: 08-2012

The applicant period shall be no less than three (3) months and shall not exceed nine (9) months, and include the guidelines in Article II sections 1, 2 & 3 of the SSMRC by-laws.

A non-refundable fee of \$50 is required at the time of application to assist in recouping the costs of bringing you into the applicant program. This is due in conjunction with the submission of the application.

During the application period the applicant shall make a minimum of eighteen (18) visits to the club. A visit is defined as being in attendance at the club for two (2) hours with a member or life member present. Only one visit may be made per calendar day.

Signoff Sheet:

In order to track an applicant's visits, a progress chart will be kept on the main bulletin board in the meeting room. **It is the responsibility of the applicant to ensure that they are signed off at the end of each visit and accumulates the appropriate number of sign offs in the required areas.** The sign off may be done by any Regular or Life Member witnessing their attendance and progress as outlined in Article II, section 2D of the by-laws

Name Badge:

The applicant will be provided with a name badge, to assist the membership as well the applicant in becoming more familiar with the club and its members. This name badge shall be kept at the club on the bulletin board in the office and returned to this location at the end of each visit.

Mail Box/Bulletin Board/White Board:

A mail slot will be assigned to you. These are located in the storage area to the left of the white board in the meeting room. Please check all three of these frequently as this is where notices of meetings & events are posted

By-Laws/Rules and Regulations:

All applicants are required to abide by the By-laws and the rules and regulations of the club. A copy of each is provided on the main bulletin board in the members meeting room. If you have any question(s) please speak with the membership chairman for clarification.