

OCEANIA IS **NOT** CONVINCING WORKERS

Oceania has refused to listen to your claims. Instead, they want you to agree to a bad deal that will **send you backwards**.

Their sub-standard draft agreement is offering **the bare legal minimum**. Retaining rights and meeting the National Employment Standards or the Award is not a good deal for workers, **Oceania must do better**.

VOTE NO AND MAKE THEM LISTEN.



OCEANIA'S OFFER	WHAT THEY ACTUALLY MEAN
▶ Pay rates will increase in year 1 between 2.8%-12.2%	✗ Pay rates will drop below the award in the life of this agreement
▶ Shift penalty and overtime rates will be retained	✗ No increase in entitlements
▶ Meal break allowance will increase by 18% from \$14.25 to \$16.81	✗ Oceania will <u>only</u> match the award
▶ Superannuation is to remain the same, in line with the National Employment Standards	✗ No increase in superannuation
▶ Vehicle allowance will increase by 23% from \$0.78 to \$0.996 per kilometre for approved work purpose travel	✗ Oceania will <u>only</u> match the award
▶ Employees will not be rostered: <ul style="list-style-type: none"> • more than 10 hours a day • more than 8 consecutive days in a roster period 	Employees will: <ul style="list-style-type: none"> ✗ Not be paid overtime after 8 hours and will lose 2 hours of overtime ✗ Be rostered up to 8 consecutive days in a roster period
▶ Family and domestic violence leave has increase by 100% from 5 to 10 days	✗ Oceania is <u>only</u> ensuring legislative compliance

NEXT STEPS

Oceania plans to hold consultation meetings via teams. Let them know what you think about the Agreement and get them back to the negotiating table.

16 APR Draft EA released

18, 19, 22 APR Consultation meetings via Teams

2 MAY Final EA released for access

9 - 11 MAY Vote

JOIN THE TWU TODAY  @TWUSANTBRANCH

Stay informed and organised. If you haven't yet, invite your coworkers to join the TWU. We need everyone in the union to win the best outcome.

If you're not a member, scan the QR code or click here to join now.

