



RESOLUTION

WHEREAS, the National Board of Directors (“Board”) of Screen Actors Guild has ordered that a referendum vote of the membership of the Guild be taken on the question of whether to end the Phase I agreement in order to achieve improvement in its terms; and

WHEREAS, the American Federation of Television and Radio Artists (“AFTRA”) has both privately and publicly stated that it considers Phase I no longer operative or of legal effect; and

WHEREAS, discussions between the Guild and AFTRA have resulted in assurances that AFTRA would agree to continue Phase I with certain modifications, including the immediate implementation of Phase I with respect to basic cable contracts on a going-forward basis, and willingness to negotiate in good faith for the inclusion of the Network Code and Interactive contracts; and

WHEREAS, it is the opinion of the Board that accomplishment of an agreement that makes the referendum as presently framed unnecessary is possible; and

WHEREAS, the Board wishes to provide the opportunity for such discussion and agreement to be reached; and

WHEREAS, the terms of such agreement must reflect:

- The inclusion in Phase I of all contracts involving actors
- Such contracts being arrived at from a common set of proposals and by mutual agreement, and
- Neither union can offer such a contract to a signatory with reduction in terms or conditions without the approval of the other union;

NOW, THEREFORE, BE IT RESOLVED by the National Board of Directors that the National Executive Director is authorized to postpone further implementation of the resolution directing that a referendum be sent to the membership on the Phase I agreement pending the outcome of talks with AFTRA on the conditions of continuation of joint negotiations, with the understanding that should the National Executive Director determine that such talks have failed, per approval of the National Board, he is to resume implementation of the referendum with deadlines to be set at his discretion.

Approved: 86.1% – 13.9%