Advocate for a policy with

Legislative Staff & State Legislators

Advocate for a new policy or demonstrate your support for an existing one by meeting with state legislators or their staff. This guide will help you prepare, execute, and follow up effectively to maximize your impact.



O1 Schedule Your Visit

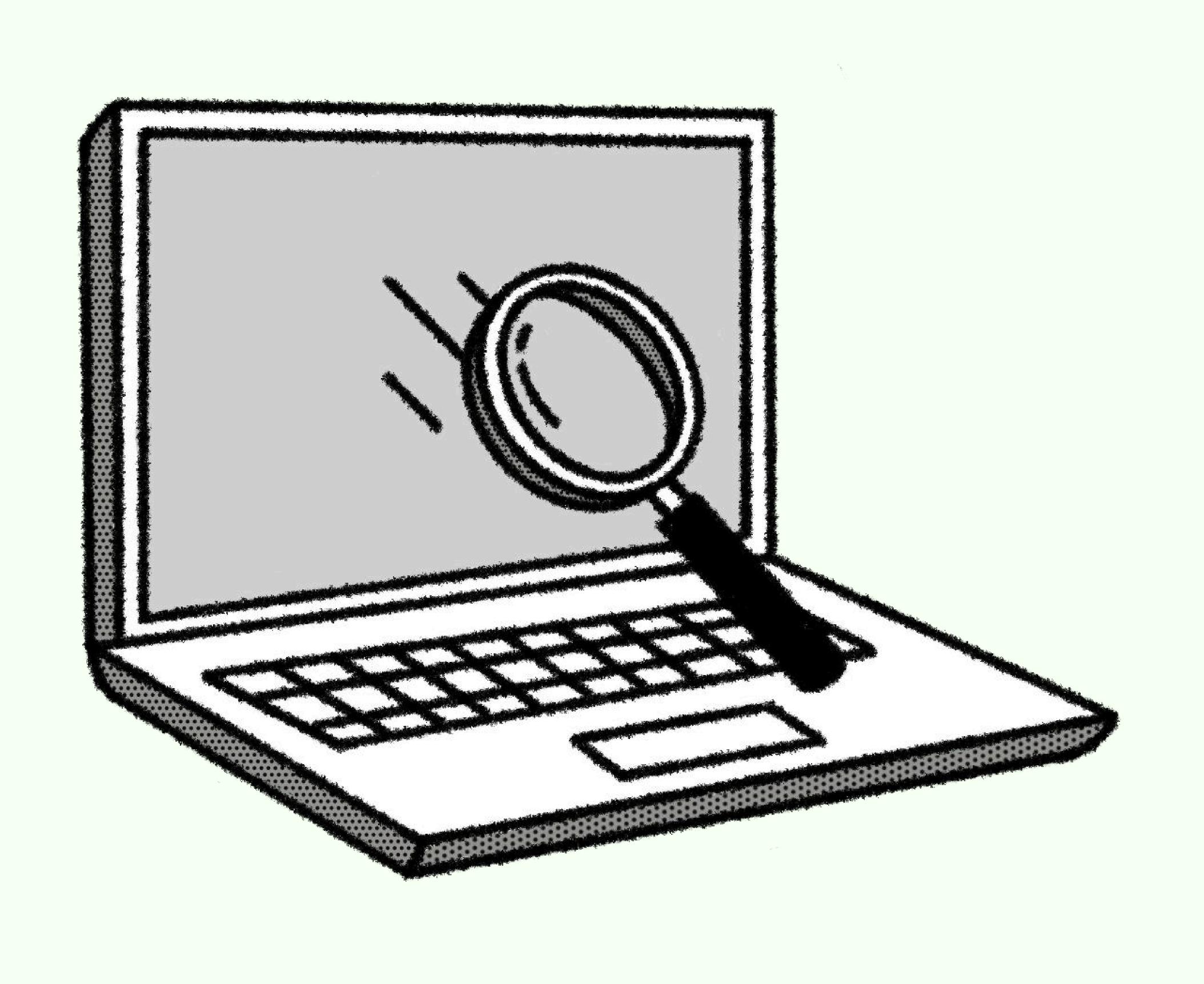
Understand Legislative Priorities: Know when to engage based on the legislative schedule and calendar.

Plan for Key Dates: Be aware of key dates like the start and end of the session, bill drafts, committee hearings, and elections.

Do Your Research

Know the Issues: Research the topics your legislator or staffer is working on, in order to build familiarity and knowledge.

Research the Person: Research the background of the person you'll meet with to build rapport.

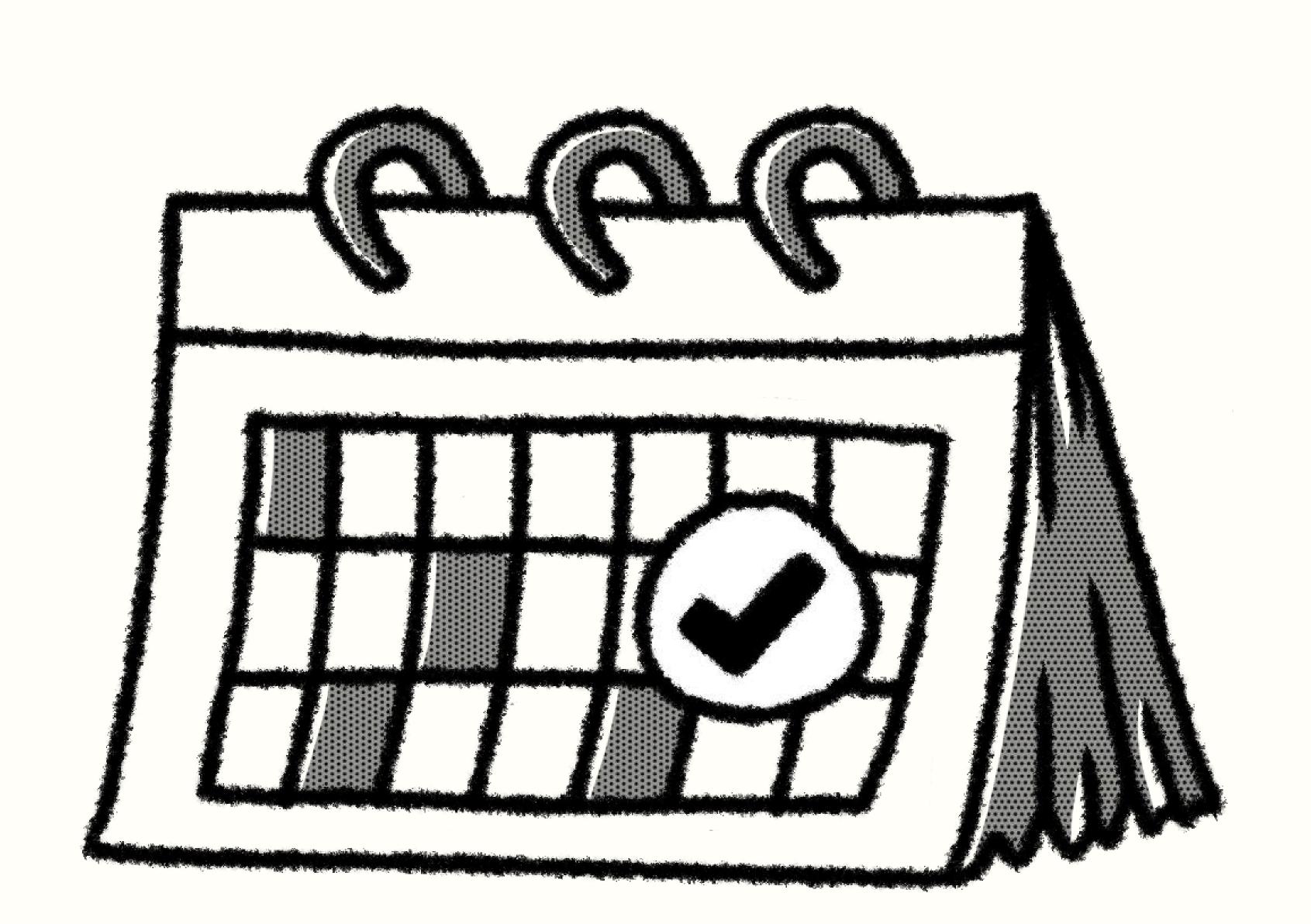


O3 Plan Your Meeting

Schedule: Confirm your meeting time and leave time to adapt to last-minute scheduling changes.

Create a One-Pager: Summarize your key points & provide your contact info.

Prepare Your "Ask": Clearly define what action you want the legislator to take.



O4 Hold the Meeting

Be Flexible: Expect changes. Learn to adapt accordingly in those situations.

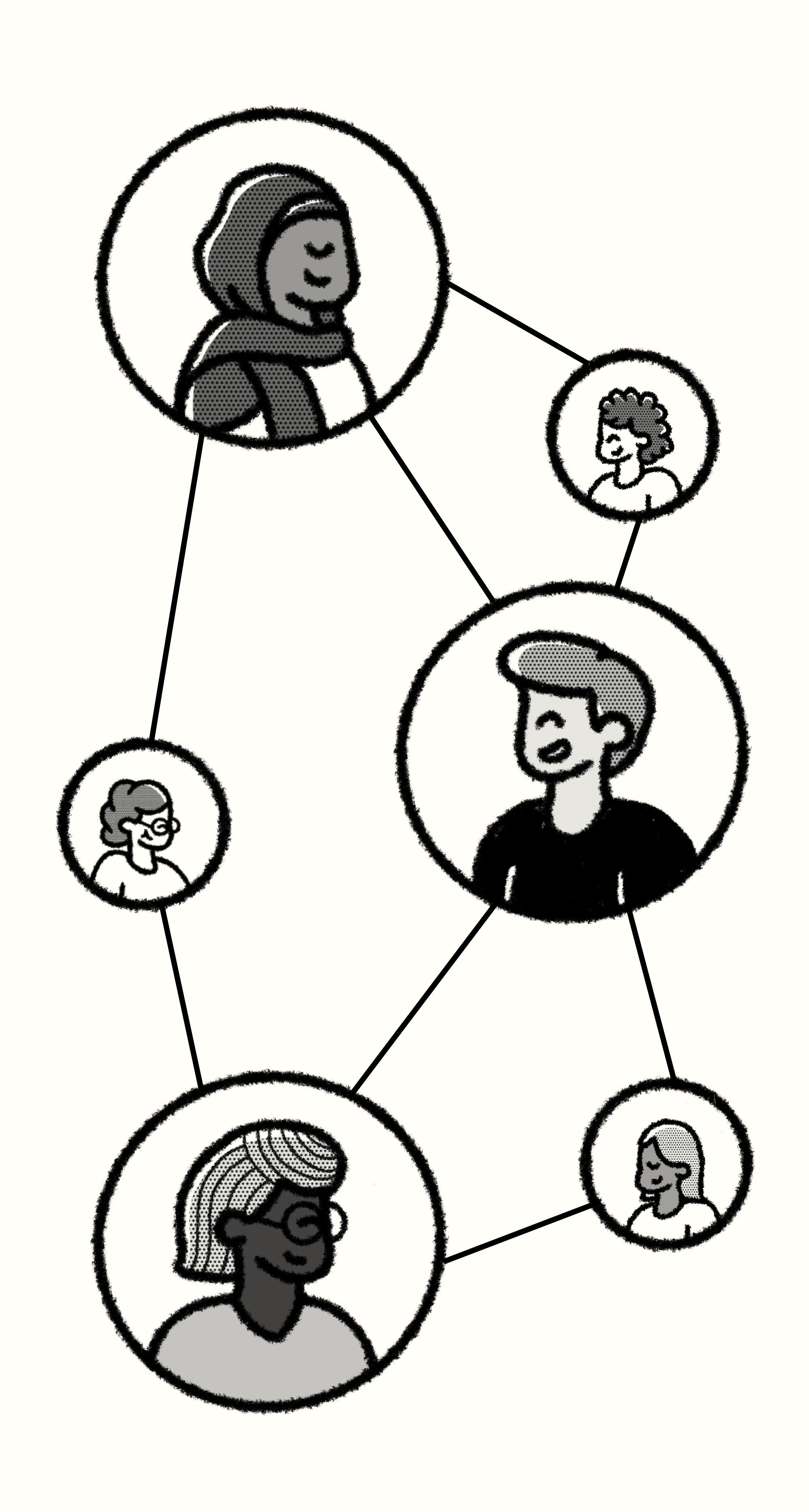
Leave Materials Behind: Provide your one-pager and business card for easy reference.

Ask for a Follow-Up: Get any contact information for future communication.

Connect & Follow Up

Send a Thank-You Email: Remind them of the key points and next steps.

Stay Engaged: Keep in touch to show your continued commitment to the issue.



TIPS FOR SUCCESS

- → Be Brief & Focused: Your meeting time is valuable keep your points clear and concise.
- → Be Professional: Treat everyone with respect, from staff to legislators, to build long-term relationships.
- → Follow Up Consistently: Don't let your efforts fizzle out staying engaged can lead to more opportunities for influence.

RESOURCES

- HOW TO CREATE A ONE-PAGER
- -> CREATING AN EFFECTIVE ONE-PAGER
- RELATIONSHIPS WITH ELECTED OFFICIALS
- -> RELATIONSHIPS WITH LEGISLATORS