

WELCOME BACK!

VICE PRESIDENT MESSAGE

As we head into the new semester, just a few things to keep in mind with regard to keeping our students, staff, and community safe. Please remember that in order to be in compliance with the UNM vaccine mandate, proof of vaccination including a booster shot must be submitted to UNM's [vaccine verification site](#), no later than Jan. 17, 2022. Please visit the [Bring Back the Pack website](#) for the most up-to-date information. Information specific to students can be found [here](#). Information specific to instructors can be found [here](#).

Other reminders:

- All employees are required to complete performance evaluations. Please ensure they complete them on time.
- Student Affairs budget projections deadline is Tuesday, Jan. 18 by 5pm.
- Mandatory Training Deadline has been extended to January 31. Be sure to complete your training if you have not already done so.

~Tim Gutierrez

GET YOUR BOOSTER



UNM will offer a Vaccine Clinic in the SUB Ballrooms on Saturday, Jan. 22, for faculty, staff and students and anyone still needing their booster shot. Take advantage of this opportunity to meet the UNM requirements of full vaccination.

Anyone who has completed their two-shot series before Aug. 5, 2021 or those receiving the Johnson & Johnson vaccine before Nov. 5, 2021 will be eligible to get the booster shot.

WELCOME BACK



Department & Greeks Day
January 19, 2022
11 a.m. to 1 p.m.
SUB Atrium

Student Organizations Day
January 26, 2022
11 a.m. to 1 p.m.
SUB Atrium

BeKind UNM
**Kindness
Carnival!**



Thursday, Feb. 17
10 a.m. to 1 p.m.
SUB Ballroom A

It's back! It's been a couple of years but we are planning to host this year's event in person in the SUB, and we need your help!

Please sign your department up to host a table at this fun, well-attended event! Participation is free and easy via the [BeKind UNM Carnival sign up form](#).

TELL US YOUR STORY

Check out Student Affairs Marketing & Communications page for ways you can have your story featured in the Weekly **Connect**

