



LAA 2022

Membership Application

Louisiana Auctioneers Association

To apply for membership in the LAA, complete the form below and mail a check or money order to:
5615 N. Snowden Dr. Baton Rouge, LA 70817 Attn: Jessica Cason

Membership of LAA is open to individuals and companies.

Membership fees may also be paid with convention registration. *You do not have to attend the convention to be an LAA Member.*
Your Membership fee includes your entry into the convention, convention meal and your yearly membership dues.

Please check one:

- _____ INDIVIDUAL – Auctioneer who conducts auctions in the state of Louisiana \$60.00 fee Voting Member.
- _____ ASSOCIATE – Individuals interested in the auction profession \$60.00 fee Non-voting member.
- _____ AFFILIATE – Individuals who are not auctioneers but are involved in auction \$60.00 fee related business. Non-Voting Member.

New or Renewal
(Circle One)

Louisiana License# _____

Full Time or Part Time
(Circle One)

First Name	Middle	Last	Nickname	
Address		City	State	Zip Code
Company		Phone	Cell	Fax
Email		Website		

Auctioneer Profile (Please include specialties. Examples: Antiques, Business Liquidations, Office & Business Equipment, Real Estate or Heavy Equipment):

By completing and submitting this form, I hereby make application for membership in the Louisiana Auctioneers Association. If accepted, I will abide by its by-laws, supports its objectives, comply with the LAA's Code of Ethics, and pay established dues.

Signature Date

Contributions or gifts to LAA are not tax deductible as charitable contributions for income tax purposes. However, they may be tax deductible as ordinary and necessary business expenses.
Subject to restrictions imposed as a result of association lobbying activities.

www.louisianauctioneersassociation.com
Make sure to visit the new website!!

Board of Directors:
President: **Jeff McCon**
Vice-President: **Wiley Collins**
Secretary/Treasurer: **Jessica Cason**: 225-329-5304
Board Members: John Nutt, Lathan Lasyone & Yvette Mutz