

HBA Global Ambassador Program – Joining Your Cohort

Welcome to the HBA Global Ambassador Program! To get started and ensure you have access to HBA tools and resources for the program, please take a moment to verify your HBA membership and register for your cohort.

Step 1: verify your HBA Membership

- 1. Go to <u>www.hbanet.org</u> and login to your HBA profile. If you do not have an HBA profile, you will need to <u>create one</u>.
- 2. In your HBA profile under My HBA Membership, ensure your HBA membership is up to date. If you are not a current HBA member, please contact your program's Champion to determine if any designee memberships are available.

My HBA Membership

| Membership Category | Cycle Start | Paid Through | Status |
|---------------------|-------------|--------------|---------|
| Member Dues | 10/1/1947 | 12/31/2030 | Current |



Your Ambassador Program

Welcome to the HBA Ambassador Program. To ensure you experience all the benefits of being an HBA Ambassador, HBA asks that you officially "join" your Ambassador Program. To do so, simply click the red +Join button below, click Save and you are done! We wish you an amazing Ambassador journey.

| Program Name | Current Program Start Date | Current Program | Current Program End Date | | Program Status | |
|------------------------|----------------------------|-----------------|--------------------------|-----------|----------------|--|
| Takeda Boston | 01/04/2021 | 12/31/2021 | | Launched | | |
| oin Ambassador Program | | | | | | |
| Join Ambassador Name | Program name | Member Title | Term Begins | Term Ends | Member Status | |
| No records to display. | | | | | | |

Step 2: Register for your **Ambassador Program**

1. Please use the unique program link provided by your Program Champion to view your Ambassador Program homepage. *Note: this page will only work if you are an HBA member and logged in on your web browser.*

2. Click the red "Join" button to join your Ambassador Program's cohort

3. Click 'Save' on the entry form and done!