



Frequently Asked Questions about the Senate, the Board of Governors & Elections:

Q. What does the Senate do?

A. The Senate deals mainly with matters of academic policy such as academic misconduct, creating and closing programs, quality assurance, research, and university honours and awards. The Senate also elects the Chancellor.

Q. What does the Board of Governors do?

A. The Board deals with a wide range of matters including approving the budget, tuition rates, major renovations, new buildings, and hiring the university's president.

Q. What role does the University Secretariat play in the governance process?

A. The University Secretariat provides support and advice to the Senate and Board, and, among other functions, it also acts as Chief Returning Officer for many university elections.

Q. Who is eligible to run for a seat on the Senate or Board of Governors?

A. There are student, staff and faculty seats on both the Board of Governors and Senate. Student seats become available every year, however, as a result of longer term lengths staff and faculty seats may not be available every year. Further details on eligibility requirements can be found by following the links above.

Q. Do I need any experience to be on the Senate or Board of Governors?

A. Prior experience with university governance can be helpful but is not at all necessary. If you are passionate about the university and willing to put its best interests first you would be a great fit for either the Senate or the Board.

Q. Is it complicated or expensive to get nominated and run for a seat on either the Senate or the Board of Governors?

A. The process is fairly simple, there are forms to fill out and you will need nominators. Generally speaking, candidates do not spend money on their Senate or Board of Governors campaigns.

Q. If I have questions about the elections process or need to obtain a form or other information in an alternate format who should I contact?

A. Please e-mail [election@uoguelph.ca](mailto:election@uoguelph.ca) .