Returning Officer Checklist

Before AGM – Check Constitution for	
What's a quorum for the AGM to commence?	
What % required to ask for secret ballot?	
Check process for nominations	
Check proxy rules	
Any other factors to consider?	
Prior to AGM commencing	
Check that there is a quorum	
Check that there is a record of who is there that is eligible to vote (is there some way that they are identified?)	
Check that all nominees have been done so in line with Constitution	
Check if a vote is required for any position	
If a vote is required, check process in Constitution	
Election of Office Bearers	
Thank the Chair and the organisation for inviting me.	
Acknowledge the good work being done by the organisation and contribution of Board, collectively and individually.	
Declare all positions vacant	
State that all nominees have been nominated (and seconded, if required) as per the requirements of Clause of the Constitution.	
If no vote is required for any positions, ask for someone to move that [list names of nominees and the positions that they have nominated for].	
If a vote is required for some positions but not all, repeat the above for the uncontested positions.	
If no secret ballot is requested, and Constitution requires nominations for specific positions, ask the nominees if they would like to introduce themselves and speak to their nomination. Ask for a show of hands for each nominee.	
If the Constitution requires nominations only for the positions on the Board and there is more nominations than positions, determine if it is to be a secret ballot or show of hands and hold election.	
Declare the successful nominees to the meeting.	

After election	
Congratulate the incoming Board on their successful election / appointment and wish them well for the year to come.	
If a secret ballot was held, call for a motion that you can take the voting slips to be destroyed	
Thank everyone once again for their commitment to the organisation's mission and for welcoming you here today.	
Hand over to the Chairperson or MC.	