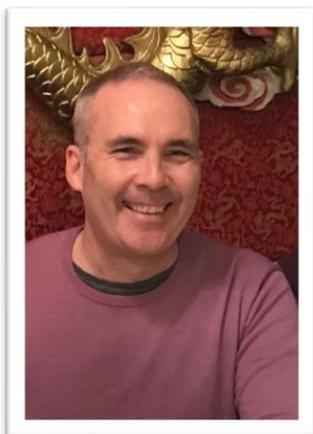




## 2020 SRS Board of Directors Candidate

**John Peever, PhD**



Thank you for considering my nomination to the SRS Board of Directors. I'd be delighted to serve the SRS in this capacity.

For those of you who are not familiar with me, I'd like to briefly introduce myself. I'm Professor in the Department of Cell and Systems Biology at the University of Toronto, and Director of the Centre for Biological Timing and Cognition. My research is centered on identifying the brain circuits that control REM sleep and how breakdown in these circuits contributes to narcolepsy and REM sleep behavior disorder. A list of publications is provided in my CV (attached).

I believe I'd be a suitable SRS Board Member for several reasons. First, I've been actively involved in SRS activities since 2001, and as such, I'm familiar with the SRS community and its goals. My roles in the SRS have been: 1) member of the SRS Trainee Committee; 2) Section Head – Basic Sciences (2013); and; 3) SRS representative on the Program Committee for the APSS meeting (2018, 2019). In addition to these roles, I also help forge a new collaboration between the SRS and the Canadian Sleep Society (CSS), having developed (in collaboration with Sigrid Veasey and Kristen Knutson) a new SRS-CSS Satellite Symposia at both the 2017 CSS Meeting in Calgary and the 2019 WSS Meeting in Vancouver.

In addition to my SRS involvement, I also serve as: 1) the Vice-President Research for the Canadian Sleep Society (2014-2020); 2) a member of the Program Committee for the Gordon Research Conference on Sleep Function and Regulation (2016-2022); and, 3) the Chair of the Training Committee for the Canadian Sleep and Circadian Rhythms Network.

Above, I highlighted my involvement in the SRS and the broader sleep community in order to demonstrate that I've been actively involved in our community, and that I take deep pride in working with my colleagues to advance the field of sleep.

I look forward to working with the SRS Board should I be afforded the opportunity.