

# Important Information Regarding the Special Election to Fill a Vacancy on the Woodbury County Board of Supervisors

On Friday, March 20<sup>th</sup>, 2020, Iowa Secretary of State Paul Pate issued a directive rescheduling the special election to fill a vacancy on the Woodbury County Board of Supervisors originally scheduled for Tuesday, April 14<sup>th</sup>, 2020 to Tuesday, July 7<sup>th</sup>, 2020.

The Commissioner of Elections Office had previously mailed absentee request forms for this election encouraging voters to **“Vote at Home”**. These request forms are still valid, the Commissioner is encouraging voters to **complete and sign the form** and return it to ASAP. Once a request is received, the office will mail the ballot to be voted and returned postage free. Once a ballot is returned, it will be securely stored and counted on Election Day, Tuesday, July 7<sup>th</sup>, 2020.

Ballots must be postmarked by Monday, July 6<sup>th</sup>, 2020 or returned to the Commissioner’s Office by the close of polls at 9:00 p.m. on Election Day. A drop box for ballots will be installed outside the courthouse for voters who wish to drop their ballots at the courthouse.

The Commissioner’s Office is still focused on protecting voters and our staff. In-person absentee voting is required by law and will be available starting June 8<sup>th</sup> for this election. At this point, access to the courthouse is limited to appointment only and we are asking that only voters who need assistance to cast their ballot to use this method to participate in this election. Please call our office at 712-279-6465 to arrange a convenient time to assist you.

Most of our Precinct Election Officials are considered the most vulnerable to the COVID-19 virus, because of this fact, on Election Day, Tuesday, July 7<sup>th</sup>, 2020, our office plans to open just two vote centers from 7:00 a.m. until 9:00 p.m. The Commissioner’s Office is asking that only voters who need some type of assistance to cast their ballots on Election Day.