

TOWN OF HIGHLAND

VOTING BY ABSENTEE BALLOT

TO OBTAIN AN ABSENTEE BALLOT YOU MUST MAKE A REQUEST IN WRITING.

Any qualified elector who is unable or unwilling to appear at the polling place on Election Day may request to vote an absentee ballot. A qualified elector is any U.S. citizen, who will be 18 years of age or older on Election Day, who has resided in the ward or municipality where he or she wishes to vote for at least 10 days before the election. The elector must also be registered in order to receive an absentee ballot.

Contact your municipal clerk and request that an application for an absentee ballot be sent to you for the primary or election or both. You may also request an absentee ballot by letter. Your written request must list your voting address within the municipality where you wish to vote, the address where the absentee ballot should be sent, if different, and your signature. Special absentee voting application provisions apply to electors who are indefinitely confined to home or a care facility, in the military, hospitalized, or serving as a sequestered juror. If this applies to you, contact the municipal clerk.

You can also personally go to the clerk's office or other specified location, complete a written application, and vote an absentee ballot during the hours specified for casting an absentee ballot.

Nora Anne Moss

715-374-2046

7316 S County Road S

Lake Nebagamon, WI 54849

Monday thru Friday

8:00 a.m. - 11:00 a.m.

THE DEADLINE FOR MAKING APPLICATION TO VOTE ABSENTEE BY MAIL IS 5:00 P.M., ON THURSDAY, FEBRUARY 10, 2011. Military electors should contact the municipal clerk regarding the deadlines for requesting or submitting an absentee ballot. The deadline for voting an absentee ballot in the clerk's office is 5:00 p.m. on Monday, February 14, 2011. All voted ballots must be returned to the municipal clerk so the clerk can deliver them to the proper polling place before the polls close on February 15, 2011. Any ballots received after the polls close will not be counted.