

2022 Town of Winchester Absentee Ballot Application

How to use this form

1. Check off the election you are requesting.
2. Print your name: last name, first name, middle name or initial
3. Print the address where you are registered to vote
4. Check the appropriate box indicating your preference for obtaining your absentee ballot.
5. Check the reason for applying for an absentee ballot
6. Print your date of birth: month, day, year
7. Telephone number in case we have question regarding your application
8. E-mail address
9. Print today's date
10. Sign your name
11. If the applicant is unable to complete and sign this application because of blindness, physical disability, the inability to read or the inability to read English, any person designated by the voter may do so. A family member may also apply for a relative

PREC.	_____
VRIS	_____
SENT	_____
RETURN	_____
OFFICE USE ONLY	

WARNING: ILLEGAL ABSENTEE VOTING, INCLUDING MAKING A FALSE APPLICATION, IS PUNISHABLE BY A FINE OF UP TO \$10,000 AND UP TO FIVE YEARS IN PRISON.

1. This absentee ballot application is being made for:
 _____ ANNUAL TOWN ELECTION - SATURDAY, MARCH 19, 2022

2. NAME: LAST _____ **FIRST** _____ **MIDDLE** _____

3. YOUR LEGAL VOTING ADDRESS: _____

4. COMPLETE AND CHECK ONE OF THE FOLLOWING:

_____ Mail ballot to me at above address

_____ Mail ballot to me at this address:

_____ I am voting in the Town Clerk's Office

5. REASON FOR VOTING ABSENTEE (check one)

_____ Absence from your city of town during normal polling hours (7am-8pm)

_____ Physical disability preventing you from going to the polling place

_____ Religious belief

6. DATE OF BIRTH _____ **7. TELEPHONE #** _____ **8. EMAIL ADDRESS** _____

_____/_____/_____

9. TODAY'S DATE ____/____/____ **10. SIGNED** _____
 (signed under penalty of perjury)

11. TO BE COMPLETED BY PERSON ASSISTING APPLICANT OR APPLYING FOR A FAMILY MEMBER.

 Printed name of assisting person

 Relationship to applicant

 Signature of assisting person
 (Signed under penalty of perjury)

 Address