SAMPLE BALLOT CITY OF VALPARAISO MUNICIPAL ELECTION OKALOOSA COUNTY, FLORIDA MARCH 9, 2010 TO VOTE, COMPLETELY FILL IN THE OVAL NEXT TO YOUR CHOICE. Use only a dark pen or pencil. If you make a mistake, don't hesitate to ask for a new ballot. If you erase or make other marks, your vote may not count.		
	MAYOR (Vote for One) John Bruce Arnold, Jr. Brent Smith CITY COMMISSION (Vote for No Mars Theor Terr)	
	(Vote for No More Than Two) John Havard Diane Kelley Ron Powers Heyward H. Strong Caroleen Swanson Martha A. Woodcock END OF BALLOT	
This is your Sample Ballot for the March 9, 2010 Municipal Election in Valparaiso.		
You are eligible to vote in this election if you are a city resident registered to vote on or before February 8, 2010.		
If you have moved since you last voted, please check with the Supervisor of Elections office to verify if you are still eligible for this city election.		
You may request an absentee ballot by phone, email, in writing or in person to be mailed to you. The absentee ballot must be returned to the Elections Office by 7 p.m. on Election Day.		
Early Voting will be held at the Supervisor of Elections office in Fort Walton Beach from February 22- March 6, Monday through Saturday. Hours are 8:30 a.m. to 4:30 p.m. Absentee ballots will be available at the Supervisor of Elections offices in Fort Walton Beach and Crestview.		
 Polling places for registered city residents are open from 7 a.m. to 7p.m. on March 9. See reverse for exact precinct location. 		
Election Headquarters Branch Office		
302 Wilson Street N, Ste 102 Crestview, FL 32536 Phone: 850.689.5600 Fax: 850.689.5644	2 For more information email: plux@co.okaloosa.fl.us www.GoVote-Okaloosa.com	1804 Lewis Turner Blvd, Ste 404 Fort Walton Beach, FL 32547 Phone: 850.651.7272 Fax: 850.651.7272



Sample Ballot City of Valparaiso Municipal Election March 9, 2010

www.GoVote-Okaloosa.com

Valparaiso Polling Location Open on March 9:

Precinct 15: Mitchell Center Community Room, 459 Valparaiso Pky., Valparaiso

Your Vote Counts!