

NOTICE OF ELECTION (C.R.S. 1-5-205)

Gilpin County General Election, November 6, 2018

ALL MAIL BALLOT ELECTION

Gilpin County Clerk and Recorder, Colleen Stewart, will be conducting a Mail Ballot General Election on November 6, 2018. The Clerk will begin mailing ballots on October 15, 2018. Ballots must be returned on or before Election Day by mail to the Gilpin County Clerk and Recorder, Colleen Stewart, P.O. Box 429, Central City, CO 80427 or dropped off at the following 24 hour drop off locations:

OLD COURTHOUSE, CENTRAL CITY, 203 Eureka St., Central City

GILPIN COUNTY COMMUNITY CENTER, 250 Norton Dr., Black Hawk.

GILPIN COUNTY PUBLIC WORKS SHOP, 135 Tolland Rd., Rollinsville.

A new voter can register to vote at [govotecolorado.com](http://govotecolorado.com). A voter can make changes to their registration online until October 29, 2018. From October 30, 2018- November 6, 2018, a voter must appear at the VOTER SERVICE AND POLLING CENTER for these services.

VOTER SERVICE AND POLLING CENTER (VSPC) – 203 Eureka St., Central City, CO 80427 (Old Courthouse)

VSPC HOURS OF OPERATION:

Monday – Friday, October 22- November 5, 2018, 8:00 A.M. – 4:30 P.M.

Saturdays, October 27 & November 3, 2018 9:00 A.M. – 1:00 P.M.

Closed Sunday

ELECTION DAY, TUESDAY, November 6, 2018, 7:00 A.M. – 7:00 P.M.

FUNCTIONS OF THE VOTER SERVICE AND POLLING CENTER:

- A voter can surrender their mail ballot and vote in person either electronically or by paper.
- A new voter can register to vote and may vote the same day. (Must live in Colorado at least 22 days before the election).
- Drop-off location for Mail Ballots
- Update your name or address on the voter roles

Ballots MUST be received by the Clerk and Recorder's Office by 7:00 P.M. on Election Day, November 6, 2018 to be counted. If you have any questions, please call the Clerk and Recorder's office at 303-582-5321 or e-mail [gcclerk@gilpincounty.org](mailto:gcclerk@gilpincounty.org)

Sample ballots can be found on the Gilpin County website: <http://co.gilpin.co.us>