OFFICE OF COUNTY CLERK-RECORDER



Donna Linder
COUNTY CLERK-RECORDER
REGISTRAR OF VOTERS &
COMMISSIONER OF CIVIL MARRIAGE

REGISTRAR OF VOTERS ELECTIONS DIVISION:

TOLL-FREE: (833) 772-2260, TTY: (833) 646-2136
Facsimile: (209) 525-5802

PUBLIC NOTICE OF THE 1% MANUAL TALLY West Stanislaus County Fire Protection District Special Election – August 29, 2023

Pursuant to California Elections Code 15360, The Stanislaus County Registrar of Voters will conduct a random drawing to determine which ballots will be hand tallied in the 1% Manual Tally to verify accuracy of the ballot counting equipment.

- For vote by mail ballots: 1% of batches scanned at the central count location during the semifinal canvass will be randomly selected.
 - Central count utilized three color coded scanning groups: Orange, Yellow and Green.
 Each utilized color grouping will be drawn separately to ensure 1% of batches scanned into each color group is randomly drawn and manually tallied.

All processes related to the 1% Manual Tally will be conducted at the central count location at the Stanislaus County Registrar of Voters office located at 1021 "I" Street, Suite 101, Modesto, CA 95354. Canvass activities are open to the public.

The 1% Manual Tally schedule is as follows:

Random drawing to select batches to be included in the hand tally

Wednesday, August 30, 2023, at 11:00 a.m.

1% Manual Tally Daily Process

• The manual tally will begin no later than **Friday, September 1, 2023**, at 9:00 a.m. and will continue daily until completed. The process will be conducted each day, until completed, during normal business hours, Monday through Friday, from 8:30 a.m. to 4:30 p.m., except for breaks and lunch hours, unless otherwise posted, and, if needed, manual tally hours could be extended, including evenings until 8:00 p.m. and/or on weekends and holidays.

If you would like to attend or observe the 1% Manual Tally process, please contact the administrative team at stanvote@stancounty.com or call (209) 525-5211.

Dated: August 11, 2023