

State of Delaware
Department of Elections for New Castle County

Absentee Voting - Primary Election

New Castle County registered Democrats and Republicans who are unable to go to their polling place on Election Day for a reason stated on the Affidavit, may vote an Absentee Ballot by mail or in person.

Absentee Voting by Mail. Call 302-577-3464 to ask that an *Affidavit for Absentee Ballot* (application) for the September 11, 2012 Primary be mailed to you. If the Department receives a properly completed application before Noon on September 7 it will mail your Ballot to you. Ballots must be returned to the Department of Elections for New Castle County no later than 8 p.m. on Tuesday, September 11, 2012.

NOTE: Your application may need to be notarized. Read the instructions carefully!

Absentee Voting in Person. You must vote in the County *where you live*. The Department of Elections for New Castle County will be open for Absentee Voting, for eligible New Castle County residents only, as follows:

From August 13:	Monday - Friday:	8:30 a.m. to 4 p.m.
	Saturday, August 18:	9 a.m. to 5 p.m.
Beginning August 21:	Extended hours Tuesdays & Thursdays until 7 p.m.	
	Saturday, August 25:	9 a.m. to 1 p.m.
	Saturday, September 8:	9 a.m. to 1 p.m.
	<i>Monday, September 3:</i>	<i>Closed</i>
	Monday, September 10:	8:30 a.m. to Noon

NOTE: You must show a valid government-issued photo ID to get into the Carvel State Office Building.

Internet Use for Absentee Voting. BALLOTS ARE NOT AVAILABLE ON-LINE. Visit our webpage at <http://electionsncc.delaware.gov> and follow links to Absentee Voting. You may download the Affidavit (application), print it, fill in the appropriate sections, have it notarized (if needed) and mail it to the address below. Once we receive your properly completed application your ballot will be mailed to you. *We are only permitted to fax ballots to military and overseas voters.*

DEPARTMENT OF ELECTIONS FOR NEW CASTLE COUNTY
Carvel State Office Building
820 N FRENCH ST STE 400
WILMINGTON DE 19801