

AN ACT

ENTITLED, An Act to revise how candidates' names are positioned on ballots in municipal elections.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF SOUTH DAKOTA:

Section 1. That § 9-13-21 be amended to read as follows:

9-13-21. The auditor, clerk, or finance officer shall prepare and furnish, at the expense of the municipality, all official ballots. The ballots shall be white in color, of good quality of print paper, printed in black ink, and in the English language only.

The names of the candidates for each office to be voted for in the precinct shall be arranged without any other designation than that of the office for which they are candidates. If more than one member of the governing body is to be elected, the ballot shall contain instructions as to how many candidates for the governing body are to be voted for. The auditor, clerk, or finance officer shall determine, by lot, each candidate's position on the ballot. Each candidate may be present or represented when the position on the ballot is being determined.

A square or a circle shall appear at the left of the name of each candidate, and no other square or circle may appear on the ballot.

No candidate's name may be printed upon the official ballot unless the candidate has been nominated as provided in this chapter.

An Act to revise how candidates' names are positioned on ballots in municipal elections.

=====

I certify that the attached Act
originated in the

SENATE as Bill No. 75

Secretary of the Senate
=====

President of the Senate

Attest:

Secretary of the Senate

Speaker of the House

Attest:

Chief Clerk

Senate Bill No. 75

File No. _____

Chapter No. _____

=====

Received at this Executive Office
this _____ day of _____ ,

20____ at _____ M.

By _____
for the Governor
=====

The attached Act is hereby
approved this _____ day of
_____, A.D., 20____

Governor
=====

STATE OF SOUTH DAKOTA,
ss.
Office of the Secretary of State

Filed _____, 20____
at _____ o'clock __ M.

Secretary of State

By _____
Asst. Secretary of State