

12 PRINCIPLES of IDAHO ELECTIONS

Our commitment to ensuring the accessibility, integrity, and security of Idaho's elections.

VOTING is *Easy*

1 Register to Vote

All Idaho Citizens 18+ can easily register:

- ✓ Online at [Voteldaho.gov](https://voteldaho.gov)
- ✓ At your County Clerk's Office
- ✓ Same-day at the Polls

Must provide proof of residence and identification

2 Voter Information

- ✓ Voter Pamphlet mailed to every Idaho household
- ✓ Personalized sample ballots at [Voteldaho.gov](https://voteldaho.gov)

3 Vote

Every option to meet your situation:

- ✓ Election Day: Polls open 8 am to 8 pm
- ✓ Early in-person voting at designated locations
- ✓ Absentee Voting: request online at [Voteldaho.gov](https://voteldaho.gov) (by request only)

VOTING is *Secure*

4 Voter ID Required

Voter ID is required to register to vote:

- ✓ Driver's license or Free Idaho ID
- ✓ Passport or Federal ID
- ✓ Military ID
- ✓ Tribal ID
- ✓ Concealed Weapons permit

No out-of-state ID accepted

5 Voter Roll Clean-Up

- ✓ Systematic validation with Driver's License, Social Security, Vital Statistics, Corrections, & Department of Homeland Security

6 Paper Ballots

All votes are recorded on paper ballots:

- ✓ The paper ballot serves as the official record
- ✓ Creates an auditable document

7 Signature Verification

- ✓ 100% of absentee ballot signatures are compared with voter registration and driver's license records

8 No Internet Connection

- ✓ Voting tabulation systems are never online

VOTING is *Accurate*

9 Voting System Testing

- ✓ All voting systems tested and certified for use by the U.S. Election Assistance Commission and Secretary of State

10 Public Testing

- ✓ Public Logic & Accuracy testing conducted on all voting systems before each election

11 Post-Election Audits

- ✓ Random audits of precincts and counties conducted after each primary & general election

12 Hand Count Audits

- ✓ All audits are conducted by a hand count of the paper ballots
- ✓ A sample hand count is compared to voting equipment in all recounts