SANTA FE COUNTY CLERK'S OFFICE

FOR IMMEDIATE RELEASE

Santa Fe - August 30th, 2022, updated 10/11/2022

The Santa Fe County Clerk is in Need of More Election Workers

Santa Fe County requires at least 300 Election Workers for the General Election to run smoothly this fall. The Clerk's Office especially needs Election Workers who are not registered Democrats in order to fulfill the party balance requirements at each polling location in the county.

Serving as an Election Worker is the best way for voters to learn how the election process works and gain more confidence in the election and its results. This is a vitally important step in County Clerk Katharine Clark's goal to improve transparency. Showing up and observing the election process is the single best way for voters to dispel misinformation.

The Clerk's Office Election Worker Outreach Coordinator, Andrea Tapia, needs more election workers for Early Voting and Election Day. The Clerk's office has several VCCs throughout the county for Expanded Early Voting and Election Day. Early Voting at the Clerk's Office begins on Tuesday, October 11th, and Expanded Early Voting begins on Saturday, October 22nd. Anyone interested in working Early Voting must be available for the entire duration.

Election workers are required to provide proof of vaccination against Covid-19 per Santa Fe County HR directive. For Early Voting and Election Day workers, this means you must have received your second dose of the Pfizer or Moderna vaccine no later than August 15th. For temporary help desk workers and messengers, this means you must have received your second dose of the Pfizer or Moderna vaccine no later than August 1st.

Anyone interested should fill out <u>this form</u> or contact Andrea Tapia, the Election Worker Outreach Coordinator.

Online Form: bit.ly/3KgKgmH

Email: ajtapia@santafecountynm.gov

Phone: 505-995-2788

For other information, consult the County Clerk's Web page (http://www.santafecountynm.gov/clerk) or call the County Clerk's Office (505-986-6280).