



Accessible Voting

You have a right to vote privately and independently.

You can read this information and more at vote.md.gov/VoteAccess

In-Person Voting

Maryland's voting system offers features for accessibility. Ask an election judge at your polling place about your options.

All voting locations have an accessible touch screen voting system with:

- an audio option that reads the ballot to you
- a universal plug for personal assistive device, like a sip and puff
- large print
- high contrast

Mail-in Voting

All registered voters can request a mail-in ballot.

If you want a mail-in ballot, but can't mark your paper ballot independently, there is an online tool to help. To use the online tool:

1. Request a mail-in ballot at elections.maryland.gov
 - Select the option to "Email a link to print my ballot."
 - You will be emailed a link to print your ballot about 3 weeks before the election.
2. Mark your ballot online using the accessible online ballot marking tool. Then, print your ballot.
3. Return your printed voted ballot to us by mail, by ballot drop box, or in person. If you return your voted ballot by email or fax, it will not count. The deadlines are based on how you choose to return your ballot:
 - By mail postmarked on or before Tuesday, May 14 and received by us by 10am on Friday, May 24.
 - To a ballot drop box in Howard County by 8pm on Tuesday, May 14.
 - In person to any polling place or early voting center in Howard County by 8pm on Tuesday, May 14.
 - In person to our office by 8pm on Tuesday, May 14.

Can someone help me vote?

Yes. You can bring someone to help you vote as long as that person is not:

- Your employer or an agent of your employer
- An officer or agent of your union
- A challenger or watcher

Or, you may choose to have two election judges help you.

The person helping you must sign the *Voter Assistance Form* and cannot suggest how you should vote.

Who can I contact if I have an accessibility question or concern?

Contact us or email the State Board of Elections.