

**Official Ballot  
Nonpartisan Office  
April 7, 2026**

**Town of Mosel  
Sheboygan Area  
School District**

**Notice to voters:** If you are voting on Election Day, your ballot must be initialed by two election inspectors. If you are voting absentee, your ballot must be initialed by the municipal clerk or deputy clerk. Your ballot may not be counted without initials. (See end of ballot for initials.)

**General Instructions**

If you make a mistake on your ballot or have a question, ask an election inspector for help. (Absentee voters: Contact your municipal clerk.)

To vote for a name on the ballot, fill in the oval next to the name like this:

To vote for a name that is not on the ballot, write the name on the line marked "write in" and fill in the oval next to the name like this:

**Judicial**

**Justice of the Supreme Court**  
Vote for 1

Chris Taylor

Maria S. Lazar

Write-In

**Court of Appeals Judge  
District 2**  
Vote for 1

Anthony LoCoco

Write-In

**County**

**County Supervisor  
District 12**  
Vote for 1

Suzanne Speltz

Write-in

**School District**

**Sheboygan Area School  
District**  
**School Board Member**  
Vote for not more than 3

Heidi Boehmer

Kay K. Robbins

Sarah Ruiz-Harrison

Write-in

Write-in

Write-in

**Official Ballot**

**Nonpartisan Office  
April 7, 2026**

**For:**

**Town of Mosel Sheboygan Area School  
District**

**Ballot issued by**

\_\_\_\_\_  
(Initials of Election Inspectors)

**Absentee Ballot Issued by**

\_\_\_\_\_  
(Initials of municipal clerk or deputy)

**Certification of voter assistance**  
I certify that I marked or read aloud this ballot at the request and direction of a voter who is authorized under Wis. Stat. § 6.82 to receive assistance.

\_\_\_\_\_  
(Signature of assistor)

**For Official Use Only**

**Inspectors:**

Identify ballots required to be remade

\_\_\_ **Overvoted**

\_\_\_ **Damaged**

\_\_\_ **Other**

Original Ballot  
Number

or

Duplicate Ballot  
Number

\_\_\_\_\_  
(Initials of Inspectors who remade ballot)

SAMPLE