

Precinct Official's
Initials

5926

OFFICIAL BALLOT
City-School Election - Lucas County, Iowa
Tuesday, November 4, 2025
City of Russell-Chariton CSD-IHCC-Russell Community Center



Instructions to Voters: To vote, fill in the oval(s) completely next to your choice, like this: ●. To cast a write-in vote, you must fill in the oval completely and write the name of your candidate on the line provided. To vote to approve any question(s) on this ballot, fill in the oval next to the word "Yes". To vote against any question(s) on this ballot, fill in the oval next to the word "No". If you make a mistake, do not cross out; exchange your ballot for a new one.

City Offices

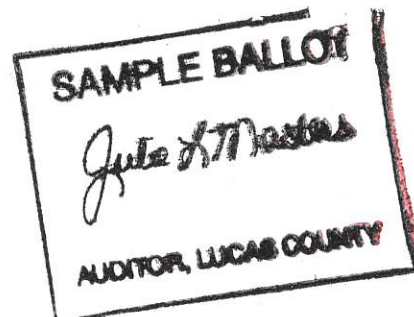
For City Council At-Large
4 year term
City of Russell
(Vote for no more than three)

- ☐ Cassandra DeHoedt
- ☐ James Brian Harryman
- ☐ Jay Pierschbacher
- ☐ (Write-in vote, if any)
- ☐ (Write-in vote, if any)
- ☐ (Write-in vote, if any)

School Offices

For School Director At-Large
4 year term
Chariton Community School District
(Vote for no more than two)

- ☐ Deanne Rich
- ☐ Carolyn Sealine
- ☐ Ben Johnston
- ☐ (Write-in vote, if any)
- ☐ (Write-in vote, if any)



Precinct Official's
Initials

5916

OFFICIAL BALLOT
City-School Election - Lucas County, Iowa
Tuesday, November 4, 2025
Chariton CSD-IHCC-Russell Community Center



Instructions to Voters: To vote, fill in the oval(s) completely next to your choice, like this: ●. To cast a write-in vote, you must fill in the oval completely and write the name of your candidate on the line provided. To vote to approve any question(s) on this ballot, fill in the oval next to the word "Yes". To vote against any question(s) on this ballot, fill in the oval next to the word "No". If you make a mistake, do not cross out; exchange your ballot for a new one.

School Offices

**For School Director At-Large
4 year term**

Chariton Community School District

(Vote for no more than two)

- ☐ Deanne Rich
☐ Carolyn Sealine
☐ Ben Johnston

☐
(Write-in vote, if any)

☐
(Write-in vote, if any)

