

**APRIL 6, 2021 SPRING ELECTION
DOOR COUNTY, WISCONSIN
OUTSTANDING PROVISIONAL BALLOTS**

According to Sec. 7.15(15), Wis. Stats. the Municipal Clerk of each unit of municipal government in Door County is responsible for posting the number of outstanding provisional ballots on election night. All of the information contained below was provided by the respective Municipal Clerk. By posting this information supplied by the Municipal Clerks, Door County makes no representation, warranty, guarantee, expressed or implied, as to the accuracy, completeness, suitability, legality, reliability, or usefulness of this information. Door County has taken no steps to test or verify the accuracy or completeness of the data contained below. It is reported "as is" and "as supplied". Municipal Clerks may post this information on the municipal website in addition to this website, or in lieu of posting here. Any questions regarding the information below or lack thereof should be directed to the respective Municipal Clerk. **Door County is not responsible for the contents or accuracy of the numbers of outstanding provisional ballots listed below.**

| MUNICIPALTY/REPORTING UNIT | OUTSTANDING PROVISIONAL BALLOTS |
|-------------------------------------|------------------------------------|
| TOWN OF BAILEYS HARBOR - WARD 1 & 2 | 0 |
| TOWN OF BRUSSELS - WARD 1 & 2 | 0 |
| TOWN OF CLAY BANKS | 0 |
| TOWN OF EGG HARBOR - WARD 1 & 3 | 0 |
| TOWN OF EGG HARBOR - WARD 2 | 0 |
| TOWN OF FORESTVILLE - WARD 1 & 2 | 0 |
| TOWN OF GARDNER - WARD 1 & 2 | 0 |
| TOWN OF GIBRALTAR - Wards 1 & 2 | 0 |
| TOWN OF JACKSONPORT - WARD 1 & 2 | 0 |
| TOWN OF LIBERTY GROVE - WARD 1-3 | 0 |
| TOWN OF NASEWAUPEE - WARD 1-3 | 0 |
| TOWN OF SEVASTOPOL - WARDS 1 & 3- 5 | 0 |
| TOWN OF SEVASTOPOL - WARD 2 | 0 |
| TOWN OF STURGEON BAY - WARD 1 | 0 |
| TOWN OF STURGEON BAY - WARD 2 | 0 |
| TOWN OF UNION | 0 |
| TOWN OF WASHINGTON | 0 |
| VILLAGE EGG HARBOR | 0 |
| VILLAGE EPHRAIM | 0 |
| VILLAGE OF FORESTVILLE | 0 |
| VILLAGE OF SISTER BAY | 0 |
| TOTAL OUTSTANDING | 0 |