

>election-sys

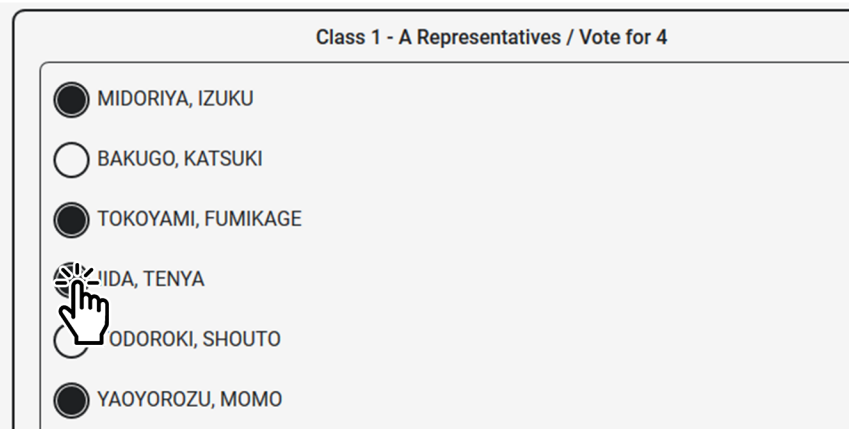
an open-source, editable election program for student councils

Voter's Manual

Usage

Upon sitting down in front of a computer unit, click the circles of the candidate you would like to vote, up to the maximum number of votes indicated above. To remove your vote, you may also click again to un-shade the circle.

You may also opt to abstain your vote in a position.



After shading all the circles and going through your chosen votes, scroll down to the bottom of the ballot and click the submit button. Clicking the button will submit your vote, and lock the computer unit for the next student to use. Proceed to the next station and continue to leave the precinct.

