

# NOTICE OF ELECTION

RIBBLE VALLEY BOROUGH COUNCIL

## Election of Parish Councillor

for the Parish listed below

Parish	Number of Parish Councillors to be elected
Salesbury	One

1. Forms of nomination for the Parish Election may be obtained from Clerk to Parish Council or Council Offices, Church Walk, Clitheroe, BB7 2RA, Lancashire from the Returning Officer who will, at the request of an elector for any electoral area prepare a nomination paper for signature.
2. Nomination papers must be delivered to the Returning Officer, Council Offices, Church Walk, Clitheroe, BB7 2RA, Lancashire on any day after the date of this notice but no later than 4 pm on Thursday, 17th August 2023.
3. If any election is contested the poll will take place on Thursday, 14th September 2023.
4. Applications to register to vote must reach the Electoral Registration Officer by 12 midnight on Tuesday 29 August 2023. Applications can be made online: <https://www.gov.uk/register-to-vote>.
5. Applications, amendments or cancellations of postal votes and amendments or cancellations of proxy votes must reach the Electoral Registration Officer at Council Offices, Church Walk, Clitheroe, BB7 2RA, Lancashire by 5 pm on Wednesday, 30th August 2023.
6. New applications to vote by proxy at this election must reach the Electoral Registration Officer at Council Offices, Church Walk, Clitheroe, BB7 2RA, Lancashire by 5 pm on Wednesday, 6th September 2023.
7. Applications to vote by emergency proxy at this election on grounds of physical incapacity or for work/service reasons must reach the Electoral Registration Officer at Council Offices, Church Walk, Clitheroe, BB7 2RA, Lancashire by 5 pm on Thursday, 14th September 2023. The physical incapacity must have occurred after 5 pm on Wednesday, 6th September 2023. To apply on the grounds of work/service, the person must have become aware that they cannot go to the polling station in person after 5 pm on Wednesday, 6th September 2023

Dated Wednesday 9 August 2023

Marshal Scott

Returning Officer