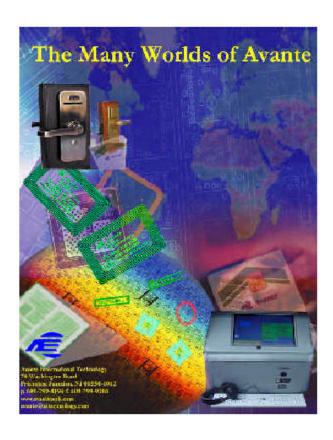
Polling Official's Manual



Avante International Technology, Inc.

VOTE-TRAKKERTM Full-Face Voting Unit

Version 2.0 January 31, 2007

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1 IMPORTANT SAFETY INSTRUCTIONS

FCC Information

This device complies with Part 15 of the FCC Results. Operation is subject to the following two conditions:

- (1) This Device may not cause harmful interface, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for CLASS B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try correct the interference by one or more of the following measures:

- 1.1. Reorient or relocate the receiving antenna.
- 1.2. Increase the separation between the equipment and receiver.
- 1.3. Connect the equipment into an outlet on a circuit different from that to which receiver is connected.
- 1.4. Consult the dealer or experienced radio/TV technician for help.

WARNING

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.



THIS IS THE ELECTRICAL HAZARD SYMBOL. IT INDICATES THAT THERE ARE DANGEROUS HIGH VOLTAGES PRESENT INSIDE THE VOTE TRAKKER™. TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT ATTEMPT TO OPEN THE ENCLOSURE OR GAIN ACCESS TO AREAS WHERE YOU ARE NOT INSTRUCTED TO DO SO. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL ONLY.



THIS IS THE USER CAUTION SYMBOL. IT INDICATES A CONDITION WHERE DAMAGE TO THE EQUIPMENT OR INJURY TO THE OPERATOR COULD OCCUR IF OPERATIONAL PROCEDURES ARE NOT FOLLOWED. TO REDUCE THE RISK OF DAMAGE OR INJURY, FOLLOW ALL STEPS OR PROCEDURES AS INSTRUCTED.



<u>READ USER'S GUIDE</u> – After installation, read the User's Guide carefully before operating. Follow all instructions carefully.



<u>POWER SOURCES</u> – This product should be operated only from the type of source indicated on the manufacturer's ID label. Installation should be in compliance with applicable sections of the National Electric Code. Consult your local building code before installing.



<u>VENTILATION</u> – Slots and openings in the cabinet are provided for ventilation and to ensure reliable operation of the product. To protect the unit from overheating, those openings must not be blocked or covered. This product should not be placed in a built-in installation, such as a wall cutout unless proper ventilation is provided.



<u>WATER AND MOISTURE</u> – Do not place containers with liquids such as coffee, water, sodas, etc. on this unit. Do not operate this machine in a wet environment.



<u>CLEANING</u> – If it should become necessary to clean this equipment, disconnect the unit from its power source first. Do not use liquid cleaners, aerosols, abrasive pads, scouring powders or solvents, such as benzene or alcohol. Use a soft cloth lightly moistened with a mild detergent solution. Ensure that the surface is fully dry before reconnecting power.



<u>HEATING</u> – Do not install this product near heat sources such as radiators, air ducts, areas subject to direct intense sunlight, or other products that produce heat.



<u>LIFT TABLE WARNING</u> – WARNING! Hazardous Moving Parts. Keep fingers and other body parts away.



<u>POWER CORD PROTECTION</u> – The power supply cord for this product should be routed or installed in such a manner to protect it from being walked on or pinched. The unit should be powered down completely before connecting or disconnecting the power cable. The power cord should be removed before moving the unit. The power cord must be placed into an easily accessible unobstructed socket outlet.



<u>SERVICING</u> – Do not attempt to service this unit unless specifically instructed to do so. Do not attempt to gain access to areas of the unit where dangerous voltages are present. Refer servicing to qualified service personnel.



<u>DAMAGE REQUIRING SERVICE</u> – Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:



- When the power supply cord is damaged.
- If liquid has been spilled into the enclosure of the unit.
- If the product does not function normally by following the instructions in this guide. Adjust
 only those controls that are covered by the operating instructions. Improper adjustment of
 other controls may result in damage and will often require rework by a qualified technician to
 restore the product to its normal operation.
- If the product has been damaged in any way.
- When the unit displays a distinct negative change in performance.



<u>BATTERY REPLACEMENT WARNING</u> – CAUTION! Danger of explosion if battery is incorrectly replaced. Replace only with same or equivalent type recommended by the manufacturer. Dispose of used batteries according to the manufacturer's instructions and regards to local law.



2 ABOUT THIS MANUAL

This manual contains instructions for polling officials on how to operate the VOTE-TRAKKERTM full-face touchscreen voting machine at a polling place. You may find detailed information about the following operations:

- Setting up the voting machine and confirm the proper operation
- Opening the Poll
- Issuing Voting Cards
- Monitoring the voting process
- Closing the Poll

3 BASIC KNOWLEDGE ABOUT THE VOTING MACHINE

A VOTE-TRAKKER™ full-face touchscreen voting machine contains two major components – a 42-inch LCD monitor with integrated processing unit, and a printer unit – that are mounted on a height-adjustable cart. The 42-inch LCD monitor, which has an embedded touchscreen, displays the ballot to the voter and reacts to physical contact as the voter makes his or her selections. The printer unit prints the data sent to it by the monitor, such as a Voter Verifiable Paper Audit Trail (VVPB) and the 'Open Poll' or 'Close Poll' tally report.

Each VOTE-TRAKKERTM unit works independently. They are not networked to each other. Every voting unit contains a card reader that controls access to the voting machine functions. Polling officials need to have their own specially made smart cards for access to specific functions on the machine, and a voter card is also required to display the proper ballot on the voting unit.

This voting machine is designed to be user-friendly for handicapped voters. Each voting machine can provide audio assistance for visually impaired and illiterate voters so that they may vote independently via a specially modified keyboard.

4 SETTING UP THE VOTING UNIT

4.1 GETTING FAMILIAR WITH THE VOTING UNIT

Figure 4.1A shows the front view of a full-face voting unit, figure 4.1B shows the rear view, and figure 4.1C shows a close-up of the battery box.



Figure 4.1A



Figure 4.1B



Figure 4.1C

The voting unit is attached to an electric-powered height-adjustable table with four articulating wheels (omni-directional). A compartment that contains power-control components and batteries sits at the bottom of the table. Depending on the required duration of power backup, batteries may also be mounted in a front compartment as well.

Visible from the front side of the voting machine is the monitor and the printer unit, which is mounted to the right of the monitor. A headphone jack is located at the lower left corner of the monitor, as seen in figure 4.1D. The printer unit is used to print all the reports (including the Voter-Verifiable Paper Audit Trail) that are required during the voting session. The power and data wiring for the printer has been pre-installed so that you do not need to plug in anything to the printer. The left side panel of the monitor has the CD drive, which is visible through the corresponding opening in the plastic shell, as seen in figure 4.1E.



Figure 4.1D



Figure 4.1E

There is a voting machine access control unit mounted on a slide at the left side of the machine, pictured in figure 4.1F. The poll worker uses this box to control access to the ballots on the voting machine. There is a card reader, a counter-reset lock, and two counters: a non-resettable 'Protective Counter' and a resettable 'Public Counter'. The 'Protective Counter' shows how many ballots have been cast since the machine was built, while the "Public Counter" tells you how many voters have cast a ballot in this election.



Figure 4.1F

The table height adjustment switch is also located at the left side of the voting unit, underneath the access control unit, seen in figure 4.1G. The table moves upward when you hold down the ' \uparrow ' arrow and stops automatically when it reaches the maximum height. Pressing and holding the ' \downarrow ' button lowers the table. Release the button at any time to stop the movement.



Figure 4.1G

Underneath the monitor, there is a power switch that requires a key to operate, as seen in figures 4.1H(1) and 4.1H(2). Using the key in the switch turns the machine on and off.



Figure 4.1H(1)



Figure 4.1H(2)

Now let's look at the printer unit, pictured closed in figure 4.1I. Open the latches at the top and sides of the printer unit, pictured in figures 4.1J(1), 4.1J(2), and 4.1J(3), and remove the top cover. Figure 4.1K shows you the inside of the printer unit.





Figure 4.1J(1)

Figure 4.1J(2)



Figure 4.1I



Figure 4.1J(3)

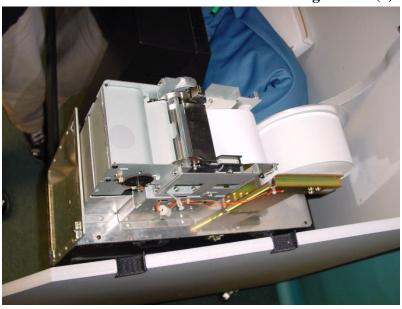


Figure 4.1K

The printer is a thermal printer, which means that it does not use ink. Instead, it prints by heating up a special type of paper to make it black.

Lastly, there are several keys that come included with this machine. The first is a brass key (figure 4.1L(1)), which is used to open the battery door, the battery box, the access control module door, and the front locks on the machine. The second is a circular key (figure 4.1L(2)), which opens the back of the monitor. This key is only used for maintenance purposes, and is not necessary for normal election-day operation. The third is a small, silver key (figure 4.1L(3)), which both turns on the machine and resets the public counter. The last key is a very flat silver key (figure 4.1L(4)), which can be used to access the printer in the event that the paper needs to be changed or the ballot box needs to be opened.



Figure 4.1L(1)



Figure 4.1L(3)



Figure 4.1L(2)



Figure 4.1L(4)

4.2 TURNING ON THE VOTE-TRAKKERTM

If the voting machines have been kept in a freezing environment, you MUST let the system warm up to room temperature before turning it on.

Unlock the back door of the voting machine, depicted in figure 4.2A, to access the power cord that extends from the battery compartment cover at the rear bottom of the table, shown in figure 4.2B. Plug it into a power outlet. You can have up to three Full-Face VOTE-TRAKKERTM machines connected to each 110V circuit.







Figure 4.2B

Unlock the cover of the battery box (figure 4.2C) to access the TrippLite inverter (figure 4.2D). Turn the system power on by moving the black switch, located on the upper right corner of the inverter, to the LEFT position on the battery charger. Two columns of lights will light up.



Figure 4.2C



Figure 4.2D

If the machine is not receiving power, there are several things you should check. First, between the two outlets on top of the TrippLite is a small circuit breaker, pictured in figure 4.2D(1). Make sure that the 'Reset' button is pushed all the way down. If there was a short circuit in the system, that button will pop up, and the TrippLite will stop working. Second, there is a set of eight very small switches, shown in figure 4.2D(2). Make sure that the four on the left are in the 'up' position, and the four on the right are in the 'down' position.



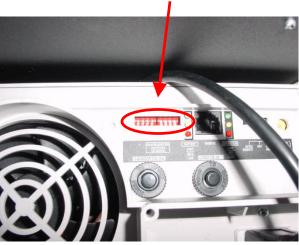


Figure 4.2D(1)

Figure 4.2D(2)

Unlock the two locks on the front cover and the one on side door, seen in figures 4.2E and 4.2F, respectively. Make sure the machine is at its lowest level. Lift the front cover and slide it into place so that it fits into the rear set of grooves on top of the voting machine cabinet, depicted in figure 4.2G.



Figure 4.2E



Figure 4.2F

If the lift table is not working, there are two things you can check. First, make sure that the table is securely connected to the TrippLite (the lift table plug is the one with only two prongs). Also, there is a control box mounted on the lift table with two plugs coming out from the bottom, as seen in figure 4.2G(1). Reach toward the box and firmly push both plugs up into the box. There is a chance that one or both of them may have come loose.







Figure 4.2G(1)

Now you must attach the privacy curtain to the voting machine (this process is pictured in figure 4.2H on the next page). First, raise the machine to its highest level. The privacy screen is made up of the large purple curtain and attached rods mounted below the monitor. Remove the curtain from the frame by releasing the Velcro loops at both ends of the machine. Next, lower the machine as much as possible. Unfold the three rods so that the curtain resembles three sides of a square. Lift the curtain and insert the two ends into the two openings in the top of the machine. Slide them in as far as they can go. The privacy curtain has now been attached.



Figure 4.2H

Using the height adjustment button on side of the machine, raise the VOTE-TRAKKER to a comfortable level. Insert the small silver key into the power switch keyhole and turn the key clockwise to turn on the monitor. Release the key after the display turns on. If the screen does not turn on, check to make sure the monitor is connected to the TrippLite (the monitor is the three-pronged plug).

There are several tamper evident seals that need to be secured onto the voting machine, an example of which is shown in figure 4.2I. There is a slot inside the printer on the door for the ballot box, shown in figure 4.2I(1). In addition, there are two slots on the sides of the printer: one on the left side (figure 4.2I(2)), and one on the right side (figure 4.2I(3)).

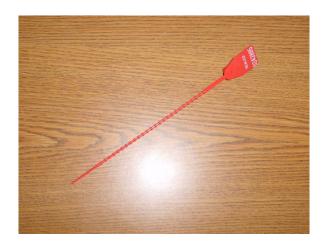


Figure 4.2I



Figure 4.2I(2)



Figure 4.2I(1)



Figure 4.2I(3)

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Once the computer screen is turned on, allow up to 2 minutes for the system to boot up. If the screen freezes at figure 4.2J, turn off the TrippLite and unplug it from the wall for five minutes before trying again. Wait until you see the following screen shown in Figure 4.2J(1).



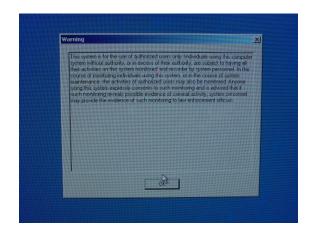
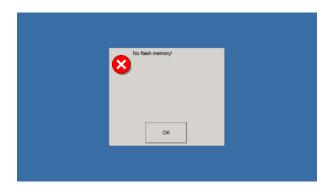


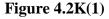
Figure 4.2J

Figure 4.2J(1)

Simply press the 'OK' button to continue to the next screen.

At this point, there are two error messages that you might get. The first one will let you know that there is no flash drive inserted into the computer (figure 4.2K(1)). The second, that there is no CDR in the CD drive (figure 4.2K(2)). If this message appears, make sure that there is a CDR in the drive by pressing on the eject button next to the drive. If there is a CDR there, reinsert it into the machine and reboot the system.





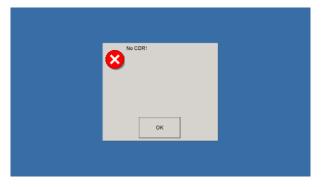


Figure 4.2K(2)

Wait until you see a screen resembling figure 4.2L appear, asking for a poll worker card.

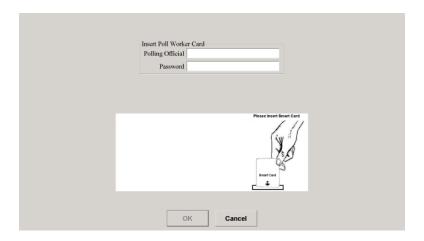


Figure 4.2M

Insert your poll worker card. If more than one poll worker is required to activate the voting unit, the screen will prompt for another card after the first one is accepted. Remove the first card from the machine, place the second card on the card reader, and press the OK button to continue.

If you put an invalid card onto the card reader at this time, you will get the screen shown in figure 4.2N. For security protection, three consecutive failed login attempts will cause the system to shut down.

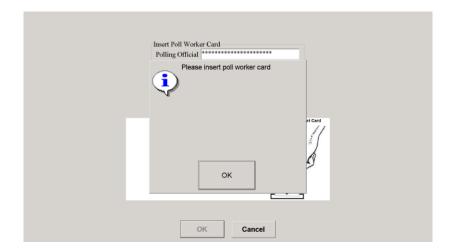


Figure 4.2N

When the login is successful, the system will print a self-diagnostic report like the one shown in figure 4.2O.

Machine ID: Machine Code: Allocated Name: Machine Status:	1.4.0 644 HW VTF0300611 Begin On Line	Description of the Test Report: Election Type: Primary or General. Test Time: Time the report was printed. Vote-Trakker: The network identification of the VOTE-TRAKKER TM . Software Version: The version of the voting software. Hardware Version: The version of the VOTE-TRAKKER TM hardware.			
Device Test Status Battery: Counter: Printer: Smart Card: Sound:	UNKNOWN NOT TESTED! PASSED!	Machine ID: Unique number assigned during ballot generation. Machine Code: Used for the paper records. Allocated Name: The name assigned to this particular VOTE-TRAKKER TM .			
C:\Hard Drive D:\Hard Drive	675400 K AVAILABLE 63568 K AVAILABLE	Machine Status: Begin (prior to opening poll), Open or Closed. Paper Record: Online or Offline. Raw Data File: Checks raw data file(s) for availability and to make sure they are the same. - Times are listed for opening, closing, first and last			
Ending Public Con		vote Each major device is checked for its operational status.			
Ending Protective	ive Counter Number Counter Number	- Each storage media is checked for available memory size. If the storage media is missing, (e.g. no floppy in drive) the system will not run as all 3			
Polling Officials S		storage media are required for redundancy and tally. All of the media storage should also be totally			
X		empty. On the printout shown in Figure 4.2O, spaces are provided for the signatures and countersignatures of			
Observers: X		all parties that observed the testing of the voting machine.			

Figure 4.2O

Unlock the printer's top latch and open the printer's front plastic cover to remove the report and save it for audit purposes. There will be a small popup box, shown in figure 4.2P, instructing you to do this. After you remove the printout, you should see Figure 4.2Q. The voting machine is now ready to be activated for voting.



Figure 4.2P



Figure 4.2Q

5 OPENING THE POLL

Before a voting machine is ready for public voting, you must complete the 'Open Poll' procedure. The 'Open Poll' procedure is required only once during the entire election process.

Press the 'Open Poll' button on the screen depicted in figure 5A.

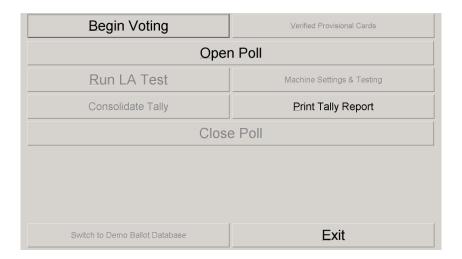


Figure 5A

Figure 5B will appear, requesting that you reset the public counter back to zero. The counter reset switch is located between the two counters. Turn the clockwise and return the key to its original position. Check the zero reading of the public counter and press 'Yes' to confirm. The machine will ask you one more time if you want to open the poll. Press 'Yes' to continue.



Figure 5B

The printer will print a zero-count verification report. Remove each page manually when it is fully presented. Do not pull the paper until it comes out fully from the printer. Normally you will have one set of zero reports for "Regular Voting". There may also be additional reports for 'Provisional' and 'After-hour Provisional'. When the printer finishes printing the zero report, you will see a 'Done' confirmation screen, shown in Figure 5C.

If more than one page is printed, staple the reports together for this voting machine. Follow your procedures for signing and maintaining this zero report. Press the 'OK' button on the screen, depicted in Figure 5C.



Figure 5C

This will bring you back to Figure 5A. Press the 'Begin Voting' button. The voting unit is now ready for real voting. From this point until the poll is closed, the two counters will increase their readings only when a ballot is cast. After every voting unit finishes printing the zero report, you need to complete the following final checklist to finish the 'Open Poll' process.

Close the front cover of the printer unit and lock the latch at the top. Use a numbered security seal to lock the display case on the printer, shown in figure 5D, to prevent access to the VVPB.



Figure 5D

The zero-count verification report for each machine should be collected and properly stapled. The current reading of the public counter for each voting unit stays at zero and the current reading for the protective counter is documented accordingly.

If you have completed the above checklist, your machine is ready for public voting. Once you have the voter cards ready for voters, they can vote on these machines.

6 ENCODING SMART CARDS

A voter card is required to activate a ballot. One option is that each voter gets assigned a card after signing in at the check-in desk. Another procedure for activating ballots is that a polling official with a universal smart card can activate the ballots as needed (this option does not require issuing separate cards for each voter at the polling location). Below are the instructions for how to set up the encoding system to issue a voting card for each voter.

6.1 CARD ENCODING UNIT

A standard card-encoding unit consists of a notebook computer and a smart card encoder.

The smart card encoder is connected to the computer via a serial cable (as seen in figure 6.1A). There is a separate cable that supplies power to the encoder, also shown in figure 6.1A.



Card Encoding Unit



Serial connection to the computer



Power and serial connections to the encoder

Figure 6.1A

After you have connected the encoder, turn on your computer. When power is supplied to the encoder, you should hear a beep and the red LED on the top panel of the encoder should be on.

Your computer will run the 'Generate VID' module automatically when it is turned on (you will see figure 6.1B displayed on the computer screen).

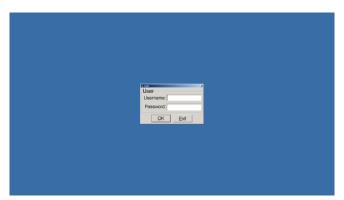


Figure 6.1B

Enter the appropriate username and password in Figure 6.1B. Click 'OK' to proceed or 'Exit' to cancel the operation. After the correct login username and password are entered, you will see Figure 6.1C.

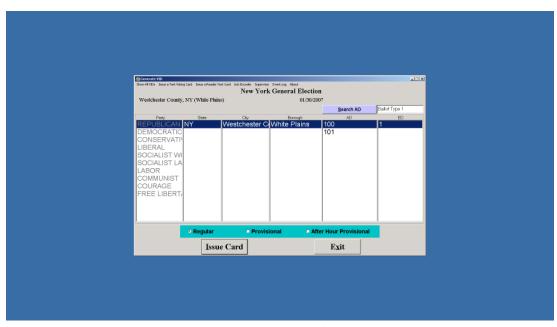


Figure 6.1C

If the message shown in figure 6.1C(1) comes up, disconnect the encoder from the computer, shut down the computer, reconnect the encoder, and then restart the computer.

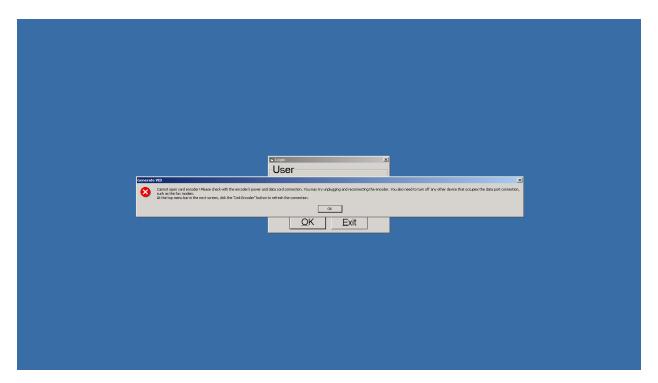


Figure 6.1C(1)

6.2 ENCODING A SMART CARD

To issue smart cards, a card encoder must be connected to the computer before the 'Generate VID' program runs. If the 'Issue Card' button in Figure 6.2A is grayed out, the card encoder is not properly connected with the computer. Use the 'Link Encoder' button in the top menu bar to reset the encoder connection after you connect a smart card encoder to the computer.

Figure 5.2A shows a sample interface screen.

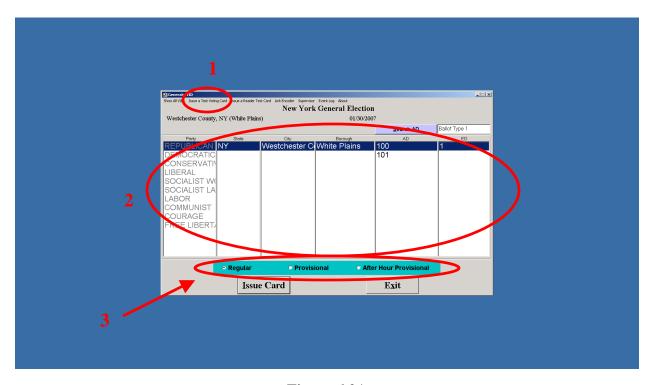


Figure 6.2A

6.2.1 SPECIAL CARDS

Item No. ①: A 'test voting' card is issued for a particular ballot when the voting machine is not opened for actual voting. This card is frequently used during pre-election logic and accuracy testing or for educating voters in the use of the voting machine. To issue a 'test voting' card, choose from the selections in area ② to indicate the desired ballot to be used (political party selection is required for Primary elections only), place a smart card on the encoder (seen in

figure 6.2B), and click the 'Issue a Test Voting Card' button on the top menu. Once encoded, this card can be reused until the voting machine is loaded with a new ballot database.



Figure 6.2B

If the computer gives you an error message like the one in figure 6.2B(1), try either re-orienting the card on the encoder, or using a different smart card.

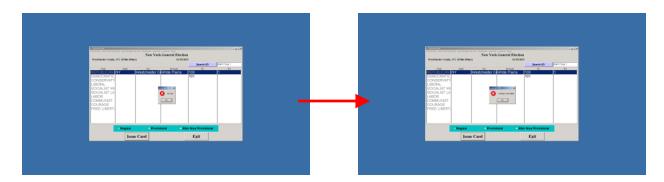


Figure 6.2B(1)

6.2.2 ISSUE A VOTING SMART CARD

As voters check in at the poll book desk, they should be given voter cards according to their jurisdictions. In area ②, select the correct information (from Jurisdiction down to Sub-Precinct) and choose a political party (primary election only) that is applicable to the voter. The 'Search Precinct' button on top of the 'Precinct' column allows you to find a certain precinct from a large number of available precincts.

In area ③, select the proper type of smart card to be issued. The following are the three types of voting cards:

Regular: For properly registered voters. This is the most commonly used option.

Provisional: For voters whose registration cannot be verified at the polling place.

After Hour Provisional: For properly registered voters who have to cast their ballots after the official time of poll-closing, because a court judge or other voting officials have demanded that the poll hours be extended due to unusual circumstances.

After you have chosen the correct settings in areas ② and ③, place a smart card on the encoder (a la figure 6.2B), and click the "Issue Card" button. You will see a 'Done' screen when the card is successfully encoded, pictured in figure 6.2C. Give the encoded voter card to the voter.

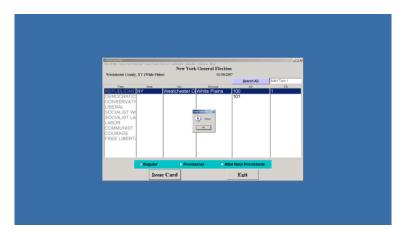


Figure 6.2C

Since provisional and after hour provisional ballots will be counted later, the randomly generated session identifier (or VID number) will be used as a tracking number when counting the ballot. Once a provisional card is issued, the VID number will be shown on the screen. The number needs to be recorded onto the voter's provisional ballot envelope. You may also need to tell the provisional voter to seal the smart card into the envelope after the vote is cast in order to be counted during the canvassing process (the election administrator will decide whether this step is required).

7 ASSISTING VOTERS DURING VOTING

As a polling official, you may need to assist voters who have questions about using the voting machine. Therefore, you need to be familiar with how to vote on the voting unit.

7.1 ACTIVATING A BALLOT

Each voter receives a card allowing them to vote. Once getting a voter card, the voter should go to any voting unit that has completed the 'Open Poll' procedure.

Figure 7.1A shows the first screen that a voter will see. This screen provides simplified voting instructions for the voter.

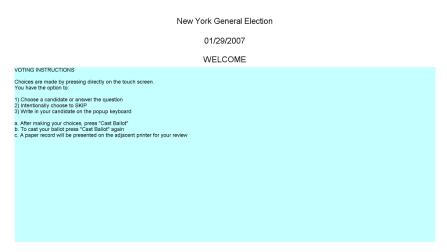


Figure 7.1A

When the voter arrives at the machine, the poll worker should take his or her card and lay it on the card reader. The first screen you see may ask you to confirm that the card was encoded for the correct Assembly District and Election District, as pictured below in figure 7.1B. If this is not the first screen, skip this paragraph. Otherwise check to make sure that this information is correct. If it is not, press the 'Cancel Voting' button, which will return you to figure 7.1A. If this information is correct, press the 'Continue Voting' button to proceed to the next screen.

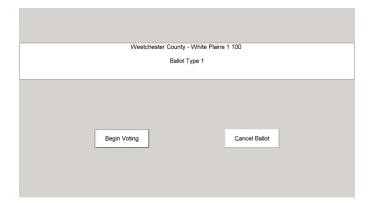


Figure 7.1B

If the election provides ballots in multiple languages, the voter first needs to choose one by pressing directly on the screen, as shown in Figure 7.1C.



Figure 7.1C

7.2 VOTING VIA THE TOUCHSCREEN

For voters who have no problem seeing the ballot screen and using their hands or any stylus to press the touchscreen, voting via the touchscreen the quickest and easiest option available to them. Selections are made by touching on the screen.

Figure 7.2A shows a sample full-face ballot.

Press Office Title to Enlarge Text	REPUBLICAN	★ DEMOCRATIC	CONSERVATIVE	LIBERAL	SOCIALIST WORKER	SOCIALIST LABOR	LABOR	RENT COMMUNIST	SWP COURAGE	FREE LIBERTARIAN	Write-In	Skip Choice
GOVERNOR AND LT- GOVERNOR Vote for ONE	WILLIAM SULLIVAN, NEIL CAREY	STEPHEN MASSIMILIAN, GLORIA DILLON	DOUGLAS STONE, RICHARD RAPP	ANNE NEET, VICKI GALEY	FRANK L MATTHEWS, DIANE RUBIN	ROBERT MARSH, SANDRA REILLY	CHRISTOPHER R. RICHARDSON, CHRIS CARPENTER	THOMAS REISS, LYNN STEWART	WILLIAM MALICKI, FRANK CAPUTO	WILLIAM RHODES, LINDA GAPP	Write-In	Skip Choice (s)
COMPTROLLER Vote for ONE	MICHAEL SANTARCANGELO	CHERYL SIMON	PETER F. SAXTON	FRANKLIN MARGO	SWP EUGENE RUFF		ARTHUR SALAMACK	THOMAS TURNER		KENNETH INTERLICCHI	Write-In	Skip Choice (s)
ATTORNEY GENERAL Vote for ONE	ARNOLD KRILL	ROBERT SQUIRE	ROBERT SQUIRE	RICHARD A SILVER	SWP LOUIS F. MURRAY		THEODORE POOLE	ROBERT TYRRELL		LOUIS PARKER	Write-In	Skip Choice (s)
ASSOCIATE JUDGE OF THE COURT OF APPEALS Vote for any TWO	ERNEST SYNDER	STEPHEN HARRICK	JOEL KAISER	CAROL RUSSELL						THOMAS LANDERS	Write-In	Skip Choice (s)
·	HERBERT DEVINE	ANDRE DECKER	CRAIG HENDERSON	HEIDI PIDGEON						MORTON STEELE	Write-In	
UNITED STATES SENATOR Vote for ONE	HARRY RIDER	ELIZABETH MACK	GAIL ROSS	HARRY RIDER	EDWIN LEWIS	HARRY RIDER	SAMUEL LAWTON	NORA KLING	GLENN VANCE		Write-In	Skip Choice (s)
REPRESENTATIVE IN CONGRESS Vote for ONE	FRANK PEARSON	LOIS KOSS	DAVID PIDGEON							HOWARD RAGGIO	Write-In	Skip Choice (s)
STATE SENATOR Vote for ONE	JAMES PIERSON	THEODORE KOPP	Conservative PAUL QUINN	BRIAN GETZ	-						Write-In	Skip Choice (s)
MEMBER OF ASSEMBLY Vote for ONE	MILDRED DUDO	CALVIN MARINO	LINDA HALL	III HARRY SOSSES							Write-In	Skip Choice (s)
JUDGE OF THE FAMILY COURT Vote for any FOUR	RAYMOND CARRUBBA	ERIC SHEEHY	MARY BURKE	JAY WAITKUS							Write-In	Skip Choice (s)
	JAY WAITKUS	SAUL CURRIER	PHILP REBIS	JOHN ROY							Write-In	
	CAROL CROSS	LEWIS TESE	FIERO FINN								Write-In	
	DORIS GAULT	PETER VALLE	KAY RAAB								Write-In	
PROPOSITION NUMBER ONE Press Here to See Detail	YES NO	(s) COL	HESTER YES JNTY DISTION ER ONE	NO Skip Choice (s)	PROPOSAL NUMBER ONE, A PROPOSITION Press Here to See Detail	YES NO	Skip Choice PROPOSAL (8) TWO, AN AMI Press Her Det:	ENDMENT e to See	NO Skip Choice (s)	PROPOSAL NUMBER THREE, AN AMENDMENT Press Here to See	YES NO	Skip Choice (s)
PROPOSAL NUMBER FOUR, AN AMENDMENT Press Here to See	YES NO	Press He	KENDMENT	NO Skip Choice (s)	PROPOSAL NUMBER SD, AN AMENDMENT Press Here to See Detail	YES NO	Skip Choice PROPOSAL (8) SEVEN AMENDI Press Her	I, AN MENT	NO Skip Choice (s)	PROPOSAL NUMBER EIGHT, AN AMENDMENT Press Here to See	YES NO	Skip Choice (8)
Westchester County 100 (Ballot Type 1)		For Black/White Display	Reverse To	one Display	For Standard Display	Sele	**	per Record Font Size Regular	ି Large		Cast Ballot	

Figure 7.2A

Press anywhere inside a box to select that choice. The selection will be highlighted to differentiate it from others. See figure 7.2B.

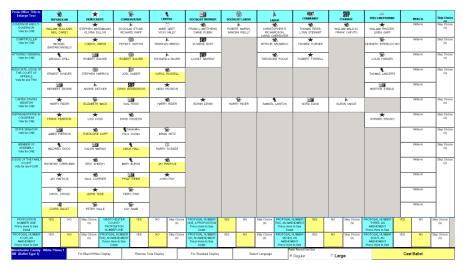


Figure 7.2B

7.2.1 WRITING IN A CANDIDATE

When choosing to enter a write-in candidate, a voter should press the 'Write-in Candidate' button for that contest. The screen depicted in figure 7.2.1A will appear. First name and last name are required.

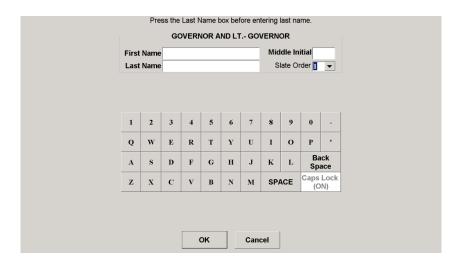


Figure 7.2.1A

Press inside the white box next to the 'First Name' heading, and enter the candidate's first name using the on-screen keypad. Enter the 'Last Name' and 'Middle Initial' in the same manner to complete your entry (middle initial is optional). Press the 'OK' button to record this write-in entry. The voter can press 'Cancel' at any time to return to the full-face display.

One mistake the voter can make is to try and enter the candidate's first and last names into the same box. If this happens, the voter will receive the message shown in figure 7.2.1B. Simple press the 'OK' button and correct the mistake to continue.

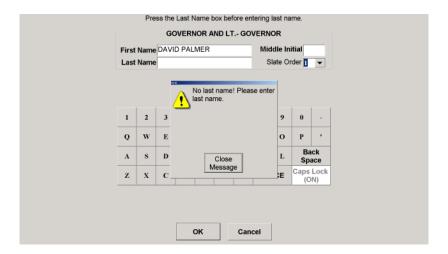


Figure 7.2.1B

The 'Slate Order' box appears only if the write-in is for a 'Slate' contest (i.e. President and Vice President). When you finish entering the first candidate's name, you will be asked to write-in the 'Vice Candidate', as seen in figure 7.2.1C. Press the 'OK' button after you complete your entry for the vice candidate.

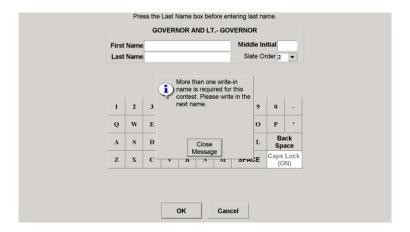


Figure 7.2.1C

You will now see your write-in displayed in the full-face screen, similar to figure 7.2.1D. You may press the write-in box again to cancel that write-in.

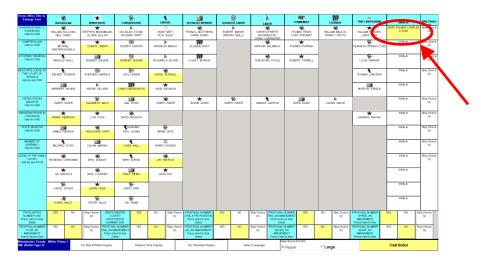


Figure 7.2.1D

7.2.2 *SKIP CHOICE(S)*

If you decide to under-vote in a contest, use the 'Skip Choice(s)' button. For example, if you only want to select one candidate in a 'Vote for 3' contest, you may select your candidate and then press the 'Skip Choice(s)' button. The machine will retain every candidate that you have selected for this contest and fill in the rest as 'Skip Choice(s)'.

7.2.3 CHANGING YOUR SELECTIONS

If you want to change your selections at any time during the voting process, press on your new choice in a 'Vote For One' contest, and you will see that the new choice is highlighted to replace the existing one for that contest. If the contest requires more than one choice, you need to deselect an existing choice before a new choice can be registered. The machine indicates this to a voter by displaying the message depicted in figure 7.2.3A. This is because the voting machine does not know which existing choice you want to replace. To de-select an existing choice, press that choice again so that the highlight is removed.

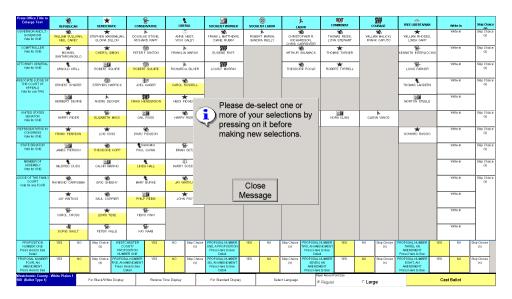


Figure 7.2.3A

7.2.4 CHANGING DISPLAY SETTINGS

To help those voters who are color-blind or vision impaired, the system provides two color/contrast options in addition to the 'Standard Display', which are shown in Figure 7.2.4A. Voters may press on the corresponding buttons at the bottom of the screen for 'Black/White Display', 'Reverse Tone Display' or 'Standard Display' to choose the display option that is most comfortable.

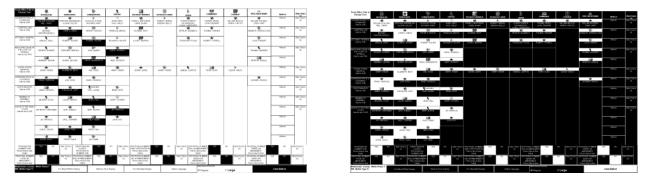


Figure 7.2.4A

If the voter desires to increase the font size in full-face display because the font is too small, he or she would press directly on the contest title to use the entire screen to display that contest in a larger font size. See Figure 7.2.4B as a sample.

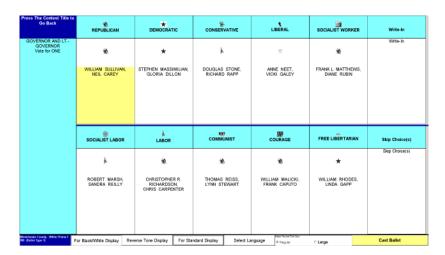


Figure 7.2.4B

After the voter makes the required number of selections in Figure 7.2.4A, the screen will automatically return to the full-face display

7.2.5 VOTING FOR A REFERENDUM OR INITIATIVE

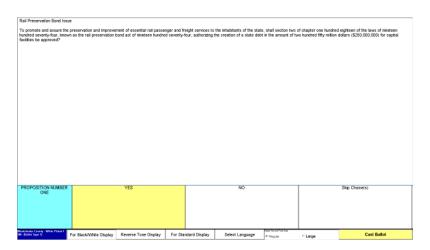


Figure 7.2.5A

All referenda/initiatives are grouped together and separated from the other contests. You may choose 'Yes', 'No' or 'Skip Choice(s)' for each question. To see the details about a referendum or initiative, press directly on the question title and the details will be shown in the entire screen. After you make a selection, the screen will return to the full-face mode automatically.

7.3 CAST YOUR BALLOT AND REVIEW THE VVPB

Once the voter has made all of his or her selections, press the 'Cast Ballot' button to cast the ballot. If you do not vote for the required number of selections in any contest or referendum, you will see the title of such contest/referendum highlighted with an under-vote alert message, as shown in figure 7.3A.

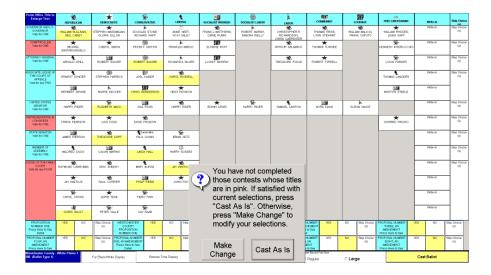


Figure 7.3A

You can press the 'Make Change' button and modify your selections. When you make the required number of choices for each highlighted contest/referendum, the under-vote highlight on the contest title will be removed automatically.

If you do not want to make any changes to your selections, press the 'Cast As Is' button to proceed with casting your ballot.

Depending on your jurisdiction's decision on how to implement the Voter Verified Paper Audit Trail (VVPB), there are three possible scenarios for completing the voting process. Check with your election administrator to see which scenario applies to your polling place. Once the voting

session is finished and the ballot is cast, the poll worker should return the voter card to the encoding table.

Sections 7.3.1, 7.3.2 and 7.3.3 will show you the three possible scenarios.

7.3.1 DO NOT PRINT VVPB

If your jurisdiction has chosen not to print the VVPB or the printer has been turned off temporarily to conserve power consumption during a power outage, you will see Figure 7.3.1A after the first time that you press the 'Cast Ballot' button.

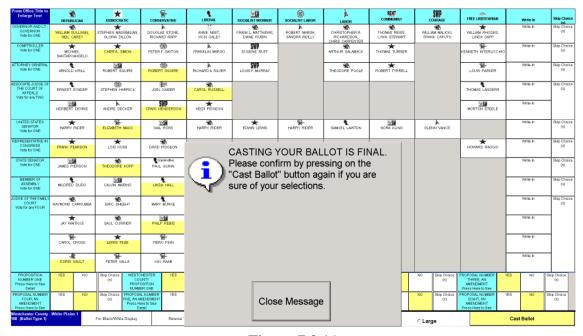


Figure 7.3.1A

This is your last chance to change your selections. You can still press the 'Close Message' button and change anything you want. If you press the 'Cast Ballot' button again in Figure 6.3.1A, your voting session will be completed. You will see a 'Thank you for voting!' message briefly displayed before the screen returns to Figure 7.1A, and is ready for the next voter.

7.3.2 PRINT A FINAL VVPB ONLY

If your jurisdiction has chosen to print a final VVPB after the voter has cast the ballot, you will see the same screen as shown in Figure 7.3.1A after you press the 'Cast Ballot' button the first time. If you press this button again to confirm casting the ballot, you will see Figure 7.3.2A shown on the screen. Meanwhile, the printer will print the VVPB and present it for the voter to review, as shown in Figure 7.3.2B.

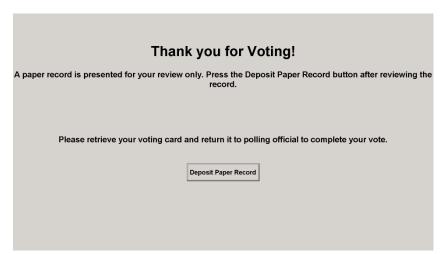




Figure 7.3.2A

Figure 7.3.2B

The VVPB is presented behind the printer's plastic cover to prevent the voter from retrieving it. The voter can check that each selection is correctly listed on the VVPB. In this case, the voter cannot change or reject this final VVPB. If the voter does not press the 'Retract Paper Record' button to deposit the VVPB within the preset time limit, the screen will change to Figure 7.3.2C to ask the voter whether he/she needs more time to review the VVPB.



Figure 7.3.2C

If the voter chooses to continue reviewing the VVPB, the screen will change back to Figure 7.3.2A and the VVPB will remain in the display area. If the voter choose to deposit the VVPB or does not make any selection within a preset time limit, the printer will withdraw the VVPB and deposit it into the VVPB compartment at the bottom of the printer unit.

7.3.3 ALLOW REJECTION OF THE VVPB

If your jurisdiction has chosen to print a VVPB and allow voters to reject it, figure 7.3.3A will appear after you press the 'Cast Ballot' button the first time. Meanwhile, the VVPB is presented by the printer, as shown in Figure 7.3.3B.

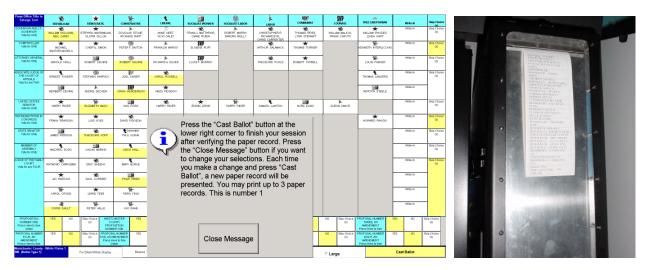


Figure 7.3.3A

Figure 7.3.3B

After reviewing the VVPB, if you press the 'Cast Ballot' button again, the VVPB will be withdrawn and deposited into the printer unit. You have finished voting and you can leave the voting booth.

If you decide to change your selection after reviewing the VVPB, you can change the selection on the touchscreen. When you press the 'Cast Ballot' button after you make the change, the current VVPB will be withdrawn and another VVPB will be printed to reflect any changes and presented for your review. Your voting session is completed when you press the 'Cast Ballot'

button to accept the VVPB or when you have reached the maximum number of changes to the VVPB as set by your jurisdiction.

7.4 VOICE-ASSISTED VOTING

If a voter cannot vote via the touchscreen or cannot read, he or she can vote independently using voice-assisted voting. As a polling official, you may help a visually impaired voter find the keyboard and the headphones and select his or her desired language if multiple language ballots are available. Once the ballot is presented on the screen, you need to press the "F9" key on the keyboard to start the voice-assisted voting feature. If the headphones have a built-in volume control, you may inform the voter of how to adjust the volume. You can now step away from the voting machine and come back only if the voter needs any help.

The voter will hear the voting instructions through the headphones. First, the voter will get familiar with the keyboard, pictured in figure 7.4A. There are four specially shaped buttons on the keyboard, one at each corner of the keyboard unit.



Figure 7.4A

Lower Right Corner Button (Red Square): Press this button when you hear your candidate's name to select it (figure 7.4A(1)).

Upper Right Corner Button (Yellow 'Up' Triangle): Press this button to repeat the reading of the current contest from the beginning (figure 7.4A(2)).

Lower Left Corner Button (Orange Circle): Press this button when you are ready to cast your ballot (figure 7.4A(3)).

Upper Left Corner Button (Black 'Down' Triangle): Press this button to skip the current candidate or instruction (figure 7.4(4)).



Figure 7.4A(4)



Figure 7.4A(3)



Figure 7.4A(2)



Figure 7.4A(1)

The voter will be asked to press each button. As they do so, the function of each button will be explained. Besides these four basic buttons, several option keys will be introduced for advanced voters who are familiar with the layout of a keyboard.

If the voter wants to listen to the instructions again, all they have to do is press the long narrow 'Space Bar' on the bottom row of the keyboard, shown in figure 7.4A(5).



Figure 7.4A(5)

For each contest, the system will read the first candidate's name, wait for the voter's response, and move on to the next candidate if the voter did not select the previous one, until all candidates are read. If a write-in option is allowed, this option will be read after all candidates are read. 'Skip Contest' will be the last choice provided for each contest.

The voter simply presses the 'square button' when the desired candidate's name is read. The system will immediately confirm that the voter has selected this candidate for the current contest. The voter will be directed to vote for the next choice or contest.

If the voter knows how to type on a keyboard, he or she can write-in a candidate by typing with the QWERTY keyboard. If the voter does not know how to type, he or she can press the 'up triangle button' to scroll through the alphabet list and press the 'square button' to select letters one at a time. Once a name is completely entered, the voter should press the 'circle button' to continue.

For public questions, the voter will hear the options 'Yes', 'No' and 'Skip Choices' after the question has been read.

When the voter has made his or her choices for every contest and question on the ballot, the system will read back every selection, one by one, for the voter to review or change. To change

a selection, press the 'square button' after you hear that selection. You will be brought back to that contest to make another choice.

If you are satisfied after you hear every selection, press the 'circle button' twice to confirm casting your ballot. If printing the VVPB is required by your jurisdiction, after the voter casts the ballot successfully, a VVPB will be printed and withdrawn immediately if the voter used the voice-assisted voting because the system assumes that the voter is not able to visually review the VVPB. Instead, the system will read what has been printed on the VVPB back to the voter giving a chance to 'review' it.

7.5 PROVISIONAL VOTING

When a voter needs to vote provisionally, a polling official needs to issue a provisional voter card. After the card is encoded, the polling official records the VID number shown on the computer screen onto the voter's provisional envelope. After receiving the provisional voting card from the polling official, the card can be used on any voting unit. A message will appear on the touchscreen notifying the voter that he or she will be voting on a provisional ballot, as shown in figure 7.5A.

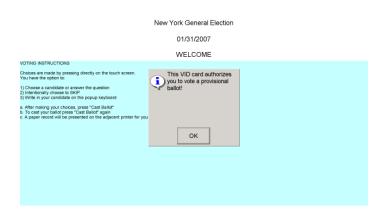


Figure 7.5A

The provisional voter can vote on the touchscreen voting unit exactly the same as a registered voter would. When the ballot is cast, the voting unit will encode the result onto the smart card and voting machine. Check with your election administrator about whether you need to tell the voter to seal the smart card inside the envelope after the ballot is cast.

7.6 UNLOCKING A FLEEING VOTER SCREEN

A fleeing voter refers to a voter who has left the polling place without casting the activated ballot on the touchscreen voting unit. The voting system has a built-in feature to protect the privacy of such a voter and reset the machine to be ready for the next voter.

After a ballot has been activated and presented on the touchscreen, a warning message will appear if no one touches the screen within the preset time limit (adjustable by your election administrator), asking the voter to touch anywhere on the touchscreen to turn off the warning message. This is shown in figure 7.6A.

There has been no selection made for the last 300 seconds. Please press anywhere on the screen to return to voting.

Figure 7.6A

If there is still no response within the next 10 seconds, figure 7.6B will appear to lock down the system.

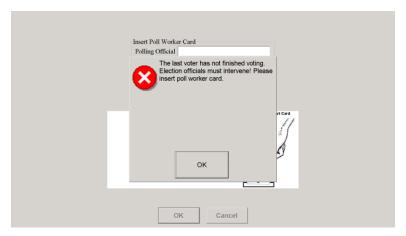


Figure 7.6B

Insert the poll worker cards. Once the required number of cards has been read, you will have the chance to unlock the screen.

- If your state law stipulates that a fleeing voter's ballot should not be counted, you should see figure 7.6D displayed on the screen, meaning the previous ballot has been spoiled automatically and the machine is ready for the next voter.
- If your state law requires that a fleeing voter's ballot be counted, you should see figure 7.6C after the polling official login has been accepted. Please check around to see whether the voter is still present and make your selection in figure 7.6C accordingly. You will be asked to confirm your choice. If you confirm to cast the ballot, both counters will increase their reading by one count and the computer will record the ballot 'As Is'. If you confirm to spoil the ballot, the current ballot will be deleted from the computer's database and the counter reading will not change.



Figure 7.6C

Once you see the screen return to figure 7.6D, the machine is ready for the next voter.

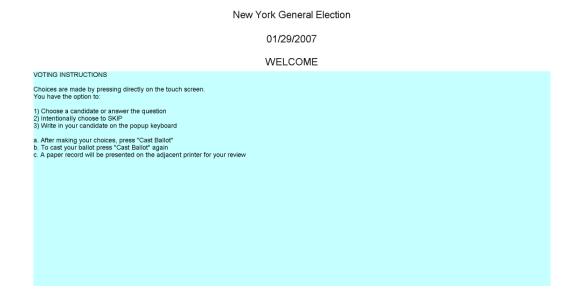


Figure 7.6D

8 CLOSING THE POLL

The 'Close Poll' procedure is the last step that you need to complete at the polling place. After this step, all voting machines will no longer accept ballots and generate a tally result in the forms of a paper report and a CD. The tally results from each voting machine may be consolidated at the polling place to form a polling place tally total. Polling officials will shut down each voting unit and transport the tally result to the tabulation center.

8.1 EXITING THE VOTING SCREEN

After the last voter has finished voting, figure 8.1A should be displayed on the touchscreen.



Figure 8.1A

To exit figure 8.1A and go back to the administrative screen where you can perform the 'Close Poll' function, insert a poll worker card. Figure 8.1B will appear on the screen asking for additional poll worker cards if necessary.

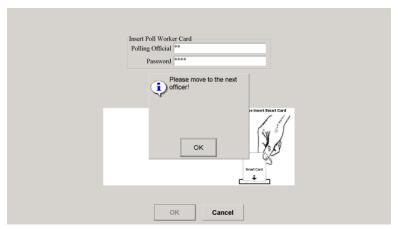


Figure 8.1B

Figure 8.1C will appear when the required number of poll worker cards has been inserted.

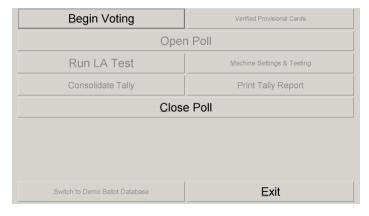


Figure 8.1C

8.2 CLOSING THE POLL ON EACH VOTING UNIT

Since every voting unit runs independently, you need to close each machine individually.

Unlatch and open the front of the printer unit. Choose the 'Close Poll' button from figure 8.1C.

Figure 8.2A will appear asking you whether you are ready to close the poll.



Figure 8.2A

If you choose the 'Yes' button, figure 8.2B will appear asking you to confirm that you want to close the poll.



Figure 8.2B

Press the 'Yes' button in Figure 8.2B to continue. When the computer starts to close the poll, there will be a status bar informing you of the current task being processed. Wait for the printer to start printing. If the voting unit has any fleeing voter's ballot casts or any offline paper records, the printer will print and withdraw such records, one by one. After that, the system will begin generating and printing the tally report. Do not pull the paper out of the printer before it is fully presented. Remove the paper tally report. Staple the report together if there are multiple pages printed. The computer will complete copying data onto the CD. You will see a 'Done!'

message when the computer has successfully completed the 'Close Poll' procedure, shown in figure 8.2C.

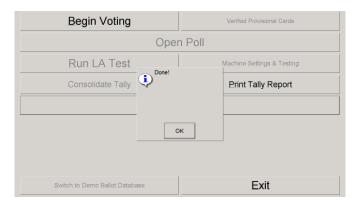


Figure 8.2C

The CD should be ejected automatically. Remove the CD from the CD drive. If the CD has not been properly labeled to identify the source (at least showing the serial number of the voting unit), please do so immediately after you get hold of the CD.

Press the 'OK' button shown in figure 8.2C. The computer screen will now show figure 8.1D.

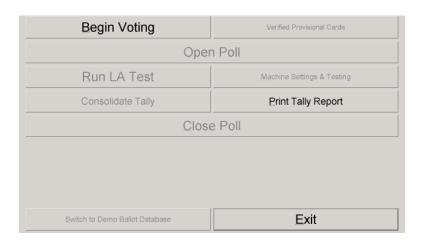


Figure 8.2D

If you need additional copies of the tally report, you can press the 'Print Tally Report' button to print additional copies of the tally report.

8.3 SHUTTING DOWN THE SYSTEM

When you want to shut down the system, press the 'Exit' button shown in figure 8.3A



Figure 8.3A

You need to confirm in Figure 8.3B to shut down the system



Figure 8.3B

After you press the 'Yes' button in Figure 8.3B, the system will start to shut down. When you see the computer screen turn black, you can lower the machine to its minimum height. Unplug

the power cord from the wall outlet and put it back in the battery compartment, shown in figure 8.3C.



Turn off the TrippLite unit by moving the power switch back to the center as demonstrated in figure 8.3D. Lock the battery box and the back service door.

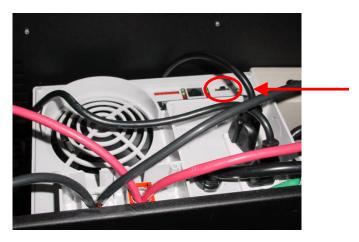


Figure 8.3D

You may leave the seal of the VVPB compartment door intact. The seal will be broken later if a manual recount is required. Now you must remove and stow the privacy curtains (a process illustrated in figure 8.3E). To do so, first lower the machine as much as possible. Pull the curtain rods out of the top of the voting machine. Fold the three rods so that they lie parallel to each other. Next, roll up the curtain around the rods. Now raise the voting machine up as high

Close the front cover of the machine. Lock the two locks on the front of the machine and the one on the side.

8.4 DELIVERING THE TALLY RESULT

After the machine is shut down, polling officials are responsible for delivering the tally result to the tabulation center. Make sure that you have the CD from every voting unit, the 'total' CD if you have consolidated your polling place's tally, and the paper tally reports for each voting unit. Each CD should be properly labeled to identify the source of tally result, and be packaged to keep it from physical damage. The tally report from each voting unit should be stapled separately. Follow your election procedure and bring all of the required items with you for delivery.

9 OTHER DUTIES

Besides the regular polling official duties explained in the previous sections, there may be other responsibilities as explained below.

9.1 **VOTING DEMONSTRATION ('TEST VOTING' MODE)**

Any voting unit can be used as a demo machine to train voters on how to vote on the touchscreen system. You must NOT perform the 'Open Poll' procedure on the demo-voting unit unless you want to turn this demo unit into a real voting unit.

To set up a demo machine, follow the instructions in section 3. Once you get to the administrative screen as shown in figure 9.1A, press the 'Begin Voting' button.



Figure 9.1A

You will see figure 9.1B appear confirming that you are running the 'Test Voting' mode.



Figure 9.1B

Press the 'OK' button in figure 9.1B. You will see figure 9.1C appear, indicating that the machine is ready for you to use the 'Test Voting' feature. Please refer to section 6 for instructions on how to vote on the voting unit.



Figure 9.1C

To get a 'Test Voting' ballot, you need a 'Test Voting' card. Please refer to section 6.2.1 for how to get a 'Test Voting' card. This card is reusable for repetitive test voting.

To exit the 'Test Voting' mode and return to the administrative screen (figure 9.1A), insert as many poll worker cards as the machine requires.

9.2 CHANGING THE PAPER ROLL

This task should rarely be rarely necessary during an election. Each printer will have a new, 1,000 ft. roll of paper when it arrives at a polling location. In case the paper runs out during an election, it needs to be changed. To remove the paper, unlock the top and side locks on the printer, shown in figures 3.1J(1), 3.1J(2), and 3.1J(3). Lower the front panel of the printer and lift up the top, exposing the printer inside, re-pictured here in figure 9.2A.



Figure 9.2A

The first thing you must do is remove the remaining paper from the printer. To do so, you must unlock the paper from the printer, and then remove the paper roll from the printer. To unlock the paper from the printer, press on the metal tab shown in figure 9.2B(1) until the adjacent metal plate flips up (figure 9.2B(2)). Pull the paper out from the printer (figure 9.2B(3)) until the paper completely wrapped around the roll (figure 9.2B(4)).