

INSTRUCTIONS: The chairman of the town committee of the Democratic, Libertarian, or Republican Party must issue a call for a town convention, when required by state law. The chairman must file a copy of the notice of the call with the circuit court clerk of the county containing the greatest percentage of the population of the town. The chairman must also post the notice for at least three (3) days in three (3) prominent public places in the town. The notice must state the time, place, and purpose of the convention.

TO THE	COUNTY CIRCUIT COURT CLERK:

In accordance with Indiana Code 3-8-5-10,	I certify the following:
---	--------------------------

I am the duly elected chairman of the town committee of the <i>(check one)</i> \Box Democratic \Box Libertarian \Box Republican Party.			
I have posted the following call for a town convention at least three (3) days before the convention is to be conducted, and in the			
following three (3) prominent places in the town:			
1. Town clerk-treasurer's office;			
2.			
3.			
The notice reads as follows:			
NOTICE OF (check one) 🗌 DEMOCRATIC 🔄 LIBERTARIAN 🗌 REPUBLICAN			
PARTY CONVENTION			
As the duly elected chairman of the town committee of the Democratic Libertarian Republican Party,			
I call a town convention of the party. The convention will be held at a.m./p.m., on			
August, 20 at the following location:,			
which is located within the town (or if not in the town, is at the county seat or the nearest available location			
within the county). This convention must be held no later than August 21, 20 The purpose of the			
convention is to select nominees for all town offices to be elected at the next town election for which more than			
one (1) declaration of candidacy has been filed by candidates of this political party namely:			
one (1) declaration of candidacy has been nied by candidates of this political party namely.			
List of Offices			

DATED, THIS ______DAY OF AUGUST, 20_____:

Signature	Printed Name		
(check one) 🗌 DEMOCRATIC	RIAN		TOWN CHAIRMAN