

**Rules and Information for Campaigns, Candidates, and
Community Outreach Organizations**

SD51 DFL Precinct Caucuses

Tuesday, February 25, 2020

Burnsville High School

600 Highway 13

Burnsville, MN 55337

Registration begins at 6:30pm - Call to Order at 7pm

1. Campaigns, Candidates and Community Outreach Organizations (“Third Parties”) may have access to the facility at 5:45 p.m. for set-up.
2. Third Party sign policies
 - No signs are allowed on the entrance doors to the school or in the hallways.
 - No signs may be posted on the grounds outside or on the roads leading to the building.
 - No more than six 2x3' signs (or fewer, if larger) may be posted at or in close proximity to a candidate's table.
 - Please, be respectful of the limited space for displaying all the candidate signs.
 - Blue painter's tape must be used to hang the signs.
 - It is the responsibility of each third party's volunteers to hang and remove the signs, as well as any other campaign materials.
3. No third party literature or other materials may be placed in the caucus rooms. Literature may be handed out in caucuses by a third party representative, but should otherwise be kept on a campaign's own campaign table.
4. The DFL51 Third Party Liaison will assign locations for third party tables.
5. Third Parties should make arrangements with the DFL51 Third Party Liaison by no later than February 17 for the school district to provide a table of no more than 8' in length for their literature and other information.
6. Candidates (or a designated representative) and DFL officials or officeholders may speak to each precinct caucus at the precinct caucus chair's discretion, for no more than two (2) minutes.
7. No one is permitted to copy any information from the precinct caucus registration forms or report forms. Access to all forms is strictly limited to the precinct caucus chair and secretary until the forms are submitted to DFL51 Secretary after adjournment.

DFL51 Third Party Liaison: Ron Goldser, rgoldser@gmail.com, 612.590.6323

