November 4, 2025 General Local Office Non-Primary Party Candidate Ballot Access Quick Look One Pager



Additional information can be found in the candidate bulletin:

https://www.elections.virginia.gov/media/candidatesandpacs/2025-candidate-bulletins/2025-11-04 Gen Bulletin Local rev 12-5-2024.pdf.

File the following documents with your **local General Registrar** between **1/2/25** and **7:00 pm 6/17/25**.* (Find your General Registrar: https://vote.elections.virginia.gov/VoterInformation/PublicContactLookup)

*May be postmarked by 6/17/25 deadline if mailed registered or certified USPS mail. Be prepared to provide a copy of the receipt on 6/17/25.

- Certificate of Candidate Qualification
 https://www.elections.virginia.gov/media/formswarehouse/campaign-finance/2018/candidates/SBE_501_4-rev7-18.pdf
- Statement of Economic Interests*
 http://ethics.dls.virginia.gov/SLSOEI_Fillable_FINAL_July2022.pdf

 *Not required for incumbents or counties, cities, or towns with a population of 3,500 or less.

Special Elections:

- Candidate bulletin: https://www.elections.virginia.gov/media/candidatesandpacs/2025-candidate-bulletins/2025-11-04 Spec Bulletin Local rev 12-5-2024.pdf
- If this is the 1st November election after the office's vacancy, the filing deadline is 5:00 pm 8/15/2025.
- If this is the 2nd November election after the office's vacancy, the filing deadline is 7:00 pm 6/17/2025

While **not** part of ballot access, you do need to also ensure you comply with all campaign finance requirements. Contact your local General Registrar with questions or visit ELECT's website: https://www.elections.virginia.gov/candidatepac-info/campaign-finance/.

Note: The list of candidates that qualified for ballot access will be posted on ELECT's website (https://www.elections.virginia.gov/casting-a-ballot/candidate-list/) within two weeks after the candidate filing deadline. Contact your local General Registrar (https://vote.elections.virginia.gov/VoterInformation/PublicContactLookup) to confirm your status before then.