

Dear friends and neighbors,

Having grown up and raised my own family in this area, it is important to me that we are represented by elected officials who work for our community. Although our population is growing, we still have small town attitudes and values about doing what is right for our neighbors.

As your next Representative, I will work to **curb the influence of corporate dark money in politics** after having seen historic levels of spending by these groups. And if I am elected, I also promise to **restore government transparency and public input** by upholding our State Constitution (which prohibits throwing every policy into one giant bill as was done in 2018 by the House Republicans).

Most importantly, your voices will guide my decisions. I will **maintain close contact with my district** and regularly seek input from local officials. (That is why I have been endorsed by the mayors of Cottage Grove and Afton.) **Together, we CAN get things done!**

Tina Folch

YOUR vote is OUR voice! Vote Nov. 6.

Tina FOLCH!





Ways to Vote!

Voting has become much easier this year! You may vote early in person during business hours, Monday-Friday, 8AM to 4:30PM at your local county Administration Center in Hastings, Cottage Grove or the Woodbury Service Center. Residents that live within Hastings' city limits may also vote at City Hall.

Voting will also be available for limited hours on Saturday, Nov. 3rd from 10AM till 3PM and on Monday, Nov. 5th from 8AM to 5PM.

Election Day is Tuesday Nov. 6, 7AM to 8PM. Remember that everyone who is in line to vote when the polls close at 8PM is entitled to cast a vote.

Whichever day you make it, I hope to have your support!

To find information on where to vote and when, visit [MNVotes.gov](https://mnvotes.gov).

Working with the champions of
AFFORDABLE HEALTHCARE,
GREAT SCHOOLS &
a CLEAN ENVIRONMENT to
GET THINGS DONE!



Tina FOLCH for MN HOUSE - 54B

prepared & paid for by



PO Box 563
Hastings, MN 55033



TinaFOLCH.com



TinaFolch4House



651-304-0652

