



togetherforbetter

Nevada's 2024 Presidential Preference Primary

Nevada state law requires the Clark County Election Department to conduct the Presidential Preference Primary (NRS 298.600-720). The Election Department does not have a role in political parties' policies, rules, or decisions. We recommend reaching out to the political parties directly with any questions about caucuses or the role of this Presidential Preference Primary Election in their nominating process. The phone numbers we have for the Republican Party are (702) 820-4700 and (702) 586-2000. The phone number we have for the Democratic Party is (702) 737-8683.

Frequently Asked Questions:

Who can vote in Nevada's Presidential Preference Primary?

Only voters who are registered in the Democratic or Republican parties are permitted to cast a ballot in Nevada's 2024 Presidential Preference Primary. As in any election in Nevada, voters may change their party affiliation at any time, including at the voting site when they arrive to vote, or online at RegisterToVote.NV.gov.

Why are candidates who are running for President not on the Nevada ballot? And why are there candidates on the ballot who are no longer running for President?

The only candidates on Nevada's Presidential Preference Primary ballot are those who filed with the Nevada Secretary of State's Office to run for President in this election. If a candidate did not file with the Nevada Secretary of State's Office to run in this election, then that candidate's name cannot appear on the ballot. Also, if a candidate on the ballot did not formally withdraw from the race before the withdrawal deadline (October 25, 2023), their name remains on the ballot. These are requirements under Nevada law, and we are required to follow the law (NRS 298.600-720).

What happens with other presidential candidates who are not Republican or Democratic?

Qualified non-major party candidates will go directly to the General Election ballot. (The Nevada Secretary of State's Office oversees this process.)