



## Office of Nevada Secretary of State

### Voter Registration Statistics

01/31/2023

#### All Voters by County & Party

County Name	Democratic	Republican	Independent American Party	Libertarian	Non-Partisan	Other	Total
<b>Carson City</b>	10,947	16,152	2,120	530	11,928	653	<b>42,330</b>
<b>Churchill</b>	2,501	9,485	896	229	5,453	234	<b>18,798</b>
<b>Clark</b>	546,836	395,408	67,066	13,101	502,120	40,357	<b>1,564,888</b>
<b>Douglas</b>	8,980	22,889	2,057	517	10,453	531	<b>45,427</b>
<b>Elko</b>	4,712	18,149	1,851	465	10,697	442	<b>36,316</b>
<b>Esmeralda</b>	63	361	36	13	150	9	<b>632</b>
<b>Eureka</b>	74	834	86	7	295	11	<b>1,307</b>
<b>Humboldt</b>	1,442	5,694	492	101	2,858	127	<b>10,714</b>
<b>Lander</b>	425	2,213	155	36	833	29	<b>3,691</b>
<b>Lincoln</b>	403	2,085	173	19	601	34	<b>3,315</b>
<b>Lyon</b>	8,054	22,171	2,765	631	15,223	769	<b>49,613</b>
<b>Mineral</b>	713	1,200	160	28	1,042	25	<b>3,168</b>
<b>Nye</b>	7,599	18,087	2,428	429	12,667	609	<b>41,819</b>
<b>Pershing</b>	605	1,789	166	27	935	18	<b>3,540</b>
<b>Storey</b>	726	1,939	204	64	1,013	47	<b>3,993</b>
<b>Washoe</b>	113,940	116,928	17,008	4,596	103,834	8,005	<b>364,311</b>
<b>White Pine</b>	889	2,992	323	47	1,505	48	<b>5,804</b>
<b>Total</b>	<b>708,909</b>	<b>638,376</b>	<b>97,986</b>	<b>20,840</b>	<b>681,607</b>	<b>51,948</b>	<b>2,199,666</b>

This report has been generated from Nevada's statewide voter registration database. The transmission of registration information between the counties and the statewide database does not take place in real time.

Due to this turnaround time, the numbers reflected in this report may not exactly duplicate the registration numbers reflected in the county database at the precise moment such reports are generated.

"Active registration" status means a current registration of a voter in the official register, entitling such voter to voter in the manner provided pursuant to NRS 293.017.

"Inactive voter" means a voter designated as inactive pursuant to NRS 293.530 whose registration has not been cancelled.