

# Lobbying And Time Expenditures

2003-2004 Legislative Session

July-December 2004

## International Brotherhood of Electrical Workers Construction Electrician Local Unions

| Description Of Totals And Expenditures       | Hours Communicating | Hours Other       | Dollars       |
|--|---------------------|-------------------|---------------|
| Lobbyists                                    | 0.00                | 0.00              | \$0.00        |
| Comments:                                    |                     |                   |               |
| Non-Lobbyist Employees                       | 0.00                | 0.00              | \$0.00        |
| Comments:                                    |                     |                   |               |
| Overhead                                     |                     |                   | \$0.00        |
| Payments to Officials <sup>2</sup>           |                     |                   | \$0.00        |
| Travel and Living Expenses                   |                     |                   |               |
| a) Lobbyist Employees                        |                     |                   | \$0.00        |
| b) Non-Lobbyist Employees                    |                     |                   | \$0.00        |
| All Other Lobbying Expenses                  |                     |                   | \$0.00        |
| <b>Total Lobbying Time And Expenditures:</b> | <b>0.00 Hours</b>   | <b>0.00 Hours</b> | <b>\$0.00</b> |

| Allocation of Lobbying Effort                 | Percent   |
|---|-----------|
| Legislative Proposals                         | 0%        |
| Budget Bill Subjects                          | 0%        |
| Administrative Rulemaking Proceedings         | 0%        |
| Topics Not Yet Assigned A Bill Or Rule Number | 0%        |
| Minor Efforts                                 | 0%        |
| All Other Matters                             | 0%        |
| <b>Total Reported Lobbying Effort:</b>        | <b>0%</b> |

