

# Lobbying And Time Expenditures

2005-2006 Legislative Session

July-December 2005

## General Motors Corporation

Description Of Totals And Expenditures	Hours Communicating	Hours Other	Dollars
<b>Contract Lobbyists</b>	<b>2.20</b>	<b>38.60</b>	<b>\$30,056.80</b>
Foley & Lardner LLP			\$30,056.80
Ray Carey	0.60	21.20	\$0.00
Kathleen Walby	1.60	17.40	\$0.00
Scott Tyre	0.00	0.00	\$0.00
Comments:			
<b>In-House Lobbyists</b>	<b>0.00</b>	<b>0.00</b>	<b>\$0.00</b>
Comments:			
<b>Non-Lobbyist Employees</b>	<b>0.00</b>	<b>0.00</b>	<b>\$0.00</b>
Comments:			
<b>Fringe Benefits<sup>1</sup></b>			<b>\$0.00</b>
<b>Overhead<sup>2</sup></b>			<b>\$0.00</b>
<b>Payments to Officials<sup>3</sup></b>			<b>\$0.00</b>
<b>Travel and Living Expenses</b>			
a) Lobbyist Employees			\$0.00
b) Non-Lobbyist Employees			\$0.00
<b>All Other Lobbying Expenses</b>			<b>\$0.00</b>
<b>Total Lobbying Time And Expenditures:</b>	<b>2.20 Hours</b>	<b>38.60 Hours</b>	<b>\$30,056.80</b>
<b>Allocation of Lobbying Effort</b>			<b>Percent</b>
<b>Legislative Proposals</b>			<b>85%</b>
Assembly Bill 496			30 %
Assembly Bill 594			30 %
Assembly Bill 753			25 %
<b>Budget Bill Subjects</b>			<b>0%</b>
<b>Administrative Rulemaking Proceedings</b>			<b>0%</b>
<b>Topics Not Yet Assigned A Bill Or Rule Number</b>			<b>15%</b>
Matters related to dealer franchise issues.			15 %
<b>Minor Efforts</b>			<b>0%</b>
<b>All Other Matters</b>			<b>0%</b>
<b>Total Reported Lobbying Effort:</b>			<b>100%</b>

1. Fringe benefits are automatically calculated as 30% of salary. Overhead is automatically calculated as

30% of salary plus fringe. If you wish to manually calculate fringe benefits and overhead,click the Calculate Fringe and Overhead button below:

2.

Fringe benefits are automatically calculated as 30% of salary.Overhead is automatically calculated as 30% of salary plus fringe. If you wish to manually calculate fringe benefits and overhead,click the Calculate Fringe and Overhead button below:

3.

[Wis. Stats. 13.68\(d\)](#): Reimbursement to officials.