

# Lobbying And Time Expenditures

2007-2008 Legislative Session

July-December 2007

Wisconsin Fabricare Institute

Description Of Totals And Expenditures	Hours Communicating	Hours Other	Dollars
<b>Contract Lobbyists</b>	<b>9.50</b>	<b>4.00</b>	<b>\$1,931.55</b>
Reinhart Boerner Van Deuren sc			\$1,241.55
Donald P Gallo Esq	3.00	0.25	\$0.00
Tori Phillips Association Management LLC			\$690.00
Brian Swingle	6.50	3.75	\$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) <b>Lobbyist Employees</b>			<b>\$0.00</b>
b) <b>Non-Lobbyist Employees</b>			<b>\$0.00</b>
<b>All Other Lobbying Expenses</b>			<b>\$0.00</b>
<b>Total Lobbying Time And Expenditures:</b>	<b>9.50 Hours</b>	<b>4.00 Hours</b>	<b>\$1,931.55</b>

Allocation of Lobbying Effort	Percent
<b>Legislative Proposals</b>	<b>0%</b>
<b>Budget Bill Subjects</b>	<b>10%</b>
Natural Resources: Air, Waste and Contaminated Land	10 %
<b>Administrative Rulemaking Proceedings</b>	<b>0%</b>
<b>Topics Not Yet Assigned A Bill Or Rule Number</b>	<b>90%</b>
The licensing of dry cleaners.	90 %
<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.

