Lobbying And Time Expenditures

2015-2016 Legislative Session July-December 2015 Indivior, Inc.

Description Of Totals And Expenditures	Hours Communicating	Hours Other	Dollars
Contract Lobbyists	0.00	0.00	\$0.00
Comments:		•	•
In-House Lobbyists	0.00	0.00	\$0.00
James Sharp III	0.00	0.00	\$0.00
Comments:			
Non-Lobbyist Employees	0.00	0.00	\$0.00
Comments:			
Fringe Benefits ¹			\$0.00
Overhead ²			\$0.00
Payments to Officials ³			\$0.00
Travel and Living Expenses			
a) Lobbyist Employees			\$0.00
b) Non-Lobbyist Employees			\$0.00
All Other Lobbying Expenses			\$0.00
Total Lobbying Time And Expenditures:	0.00 Hours	0.00 Hours	· S O OO
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%
Total Reported Lobbying Effort:			0%

Report Certified On: Wednesday, January 27, 2016

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:

Certification and Electronic Signature

I certify I am Carrie Castro and certify that the information entered and reported to the Wisconsin Ethics Commission is an accurate record of the lobbying activities of Indivior, Inc..

I further understand that if I know or believe that the records I submit are not complete or that any part of it is not true, I may be fined \$10,000 or imprisoned for 5 years or both. I understand that Wisconsin Statutes require me to retain until 3 years from the date that the records are filed documents necessary to substantiate these reports.