

Lobbying And Time Expenditures

2019-2020 Legislative Session

January-June 2019

Wisconsin Association for Justice

Description Of Totals And Expenditures	Hours Communicating	Hours Other	Dollars
Lobbyists	86.00	354.50	\$71,692.00
Self Employed Contract Lobbyist			\$25,500.00
Joseph Strohl	24.00	125.50	\$0.00
The Firm Consulting, LLC			\$0.00
Buddy Julius	1.00	12.00	\$18,000.00
Ryan Murray	1.00	12.00	\$18,000.00
Wisconsin Association For Justice			\$0.00
James D Rogers	60.00	205.00	\$10,192.00
Comments:			
Non-Lobbyist Employees	0.00	34.00	\$2,618.00
Comments:			
Overhead			\$0.00
Payments to Officials²			\$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:	86.00 Hours	388.50 Hours	\$74,310.00

Allocation of Lobbying Effort	Percent
Legislative Proposals	27%
Assembly Bill 132	4 %
Assembly Bill 159	21 %
Senate Bill 129	1 %
Senate Bill 152	1 %
Budget Bill Subjects	18%
Workforce Development: Departmentwide	18 %
Administrative Rulemaking Proceedings	3%
Procedural rules for hearings in worker's compensation cases and similar cases	3 %
Topics Not Yet Assigned A Bill Or Rule Number	19%
Appointments to LIRC	6 %
Insurance Reform	1 %
Immunity Legislation	5 %
Workers' Compensation	7 %

Minor Efforts	10%
All Other Matters	23%
Total Reported Lobbying Effort:	100%

Report Certified On: Wednesday, July 31, 2019

Certification and Electronic Signature

I certify I am Bryan Roessler and certify that the information entered and reported to the Wisconsin Ethics Commission is an accurate record of the lobbying activities of Wisconsin Association for Justice.

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.