

# Lobbying And Time Expenditures

2019-2020 Legislative Session

January-June 2020

## AFSCME Wisconsin Council 32

Description Of Totals And Expenditures	Hours Communicating	Hours Other	Dollars
<b>Lobbyists</b>	<b>28.00</b>	<b>21.00</b>	<b>\$2,473.56</b>
AFSCME Wisconsin Council 32			\$0.00
Patrick J Wycoff	28.00	21.00	\$2,473.56
Comments:			
<b>Non-Lobbyist Employees</b>	<b>0.00</b>	<b>0.00</b>	<b>\$0.00</b>
Comments:			
<b>Overhead</b>			<b>\$0.00</b>
<b>Payments to Officials<sup>2</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>28.00 Hours</b>	<b>21.00 Hours</b>	<b>\$2,473.56</b>

Allocation of Lobbying Effort	Percent
<b>Legislative Proposals</b>	<b>0%</b>
<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>60%</b>
Collective Bargaining Rights for Public Employees. Support granting collective bargaining rights for wages, benefits, workplace conditions, and worker safety.	40 %
Local Revenue. Eliminate or reduce restrictions on local government's ability to generate revenue	20 %
<b>Minor Efforts</b>	<b>40%</b>
<b>All Other Matters</b>	<b>0%</b>
<b>Total Reported Lobbying Effort:</b>	<b>100%</b>

**Report Certified On: Wednesday, July 29, 2020**

### Certification and Electronic Signature

I certify I am Patrick Wycoff and certify that the information entered and reported to the Wisconsin Ethics Commission is an accurate record of the lobbying activities of AFSCME Wisconsin Council 32.

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.

