## **Lobbying And Time Expenditures**

## 2021-2022 Legislative Session

## July-December 2022

## **Western Wisconsin Cares**

| Description Of Totals And Expenditures   | Hours<br>Communicating | Hours<br>Other | Dollars |  |  |  |  |
|------------------------------------------|------------------------|----------------|---------|--|--|--|--|
| Lobbyists                                | 0.00                   | 0.00           | \$0.00  |  |  |  |  |
| Comments:                                |                        |                |         |  |  |  |  |
| Non-Lobbyist Employees                   | 0.00                   | 0.00           | \$0.00  |  |  |  |  |
| Comments:                                |                        |                |         |  |  |  |  |
| Overhead                                 |                        |                |         |  |  |  |  |
| Payments to Officials <sup>2</sup>       |                        |                |         |  |  |  |  |
| Travel and Living Expenses               |                        |                |         |  |  |  |  |
| a) Lobbyist Employees                    |                        |                |         |  |  |  |  |
| b) Non-Lobbyist Employees                |                        |                |         |  |  |  |  |
| All Other Lobbying Expenses              |                        |                |         |  |  |  |  |
| Total Lobbying Time And<br>Expenditures: | 0.00 Hours             | 0.00<br>Hours  | \$0.00  |  |  |  |  |

| Allocation of Lobbying Effort                 |    |
|-----------------------------------------------|----|
| Legislative Proposals                         | 0% |
| Budget Bill Subjects                          | 0% |
| Administrative Rulemaking Proceedings         | 0% |
| Topics Not Yet Assigned A Bill Or Rule Number |    |
| Minor Efforts                                 | 0% |
| All Other Matters                             | 0% |
| Total Reported Lobbying Effort:               | 0% |