## **Lobbying And Time Expenditures**

### 2023-2024 Legislative Session

### July-December 2024

# **League of Wisconsin Municipalities**

Description Of Totals And Expenditures	Hours Communicating	Hours Other	Dollars	
Lobbyists	73.80	356.55	\$46,956.52	
League of Wisconsin Municipalities			\$0.00	
Toni Herkert	25.25	222.55	\$19,736.21	
Gerard Deschane	42.25	116.50	\$20,622.81	
Stafford Rosenbaum, LLP			\$0.00	
Paul G Kent	6.30	17.50	\$6,597.50	
Comments:				
Non-Lobbyist Employees	3.75	0.00	\$216.34	
Comments:				
Overhead			\$3,995.66	
Payments to Officials <sup>2</sup>			\$0.00	
Travel and Living Expenses				
a) Lobbyist Employees			\$0.00	
b) Non-Lobbyist Employees			\$0.00	
All Other Lobbying Expenses			\$18,279.83	
Total Lobbying Time And Expenditures:	77.55 Hours	356.55 Hours	\$69,448.35	

Allocation of Lobbying Effort	
Legislative Proposals	
Budget Bill Subjects	0%
Administrative Rulemaking Proceedings	
Topics Not Yet Assigned A Bill Or Rule Number	55%
municipal powers and organization, annexation, land use, property taxes, election laws, public utilities, police and fire protection, EMS, building regulation, and liquor licensing	
Expenditure Restraint, Payment for Municipal Services, Utility Aid Programs	
PFAS and Municipal Funding	10 %
Housing, TIF, Economic Development, Zoning	15 %
Minor Efforts	45%
All Other Matters	0%
Total Reported Lobbying Effort:	

Report Certified On: Monday, January 20, 2025

#### **Certification and Electronic Signature**

I certify I am Toni Herkert and certify that the information entered and reported to the Wisconsin Ethics

Commission is an accurate record of the lobbying activities of League of Wisconsin Municipalities .

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.