

# Lobbying And Time Expenditures

2025-2026 Legislative Session

July-December 2026

## Wisconsin Builders Association

| Description Of Totals And Expenditures       | Hours Communicating | Hours Other       | Dollars       |
|--|---------------------|-------------------|---------------|
| <b>Lobbyists</b>                             | <b>0.00</b>         | <b>0.00</b>       | <b>\$0.00</b> |
| 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>            |                     |                   |               |
| <b>a) Lobbyist Employees</b>                 |                     |                   | <b>\$0.00</b> |
| <b>b) Non-Lobbyist Employees</b>             |                     |                   | <b>\$0.00</b> |
| <b>All Other Lobbying Expenses</b>           |                     |                   | <b>\$0.00</b> |
| <b>Total Lobbying Time And Expenditures:</b> | <b>0.00 Hours</b>   | <b>0.00 Hours</b> | <b>\$0.00</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>0%</b> |
| <b>Minor Efforts</b>                                 | <b>0%</b> |
| <b>All Other Matters</b>                             | <b>0%</b> |
| <b>Total Reported Lobbying Effort:</b>               | <b>0%</b> |

