

ESPC sets 2010 Citizen Lobbyist Training

It's that time of year once again! The Equality State Policy Center's **2010 Citizen Lobbyist Training** is just around the corner.

The ESPC's Citizen Lobbyist Training is widely recognized as the best short-course available to understand the workings of the Wyoming Legislature. The workshop provides training and mentoring for Wyoming citizens who seek to influence state lawmakers.

This year's Citizen Lobbyist Training will be held Feb. 10, the third day of the budget session, starting at 8 a.m. at the Plains Hotel in Cheyenne.

Participants in the training learn how a bill becomes law. Experienced lobbyists who work for ESPC member organizations outline the attributes of an effective lobbyist and teach attendees how to testify before a legislative committee. Other presentations outline how citizens can get the attention of legislators and affect their policy deliberations from home. Sitting and former legislators offer their perspectives on lobbying and discuss approaches that worked – and didn't work – with them. And we'll offer a virtual tour of the Legislature's website, which has become a key resource for tracking developments during and following each session.

The training also will include a real tour of the Wyoming Capitol and the opportunity to practice new lobbying skills on legislators.

The training attracts citizens from all walks of life, including students, representatives of nonprofit groups and people who simply want to learn more about lawmaking in Wyoming.

The training fee is \$30. The fee helps us defray the cost of lunch and snacks on site. We offer a discount to \$25 for attendees affiliated with ESPC groups. The fee is not meant to be prohibitive, however, and we offer scholarships to participants who need assistance.

Payments in advance are greatly appreciated.

For more information, please call Dan Neal at 307-472-5939 or go to our website at **HYPERLINK** "<http://www.equalitystate.org>" www.equalitystate.org and click on Projects.