

been told how that would work?

SENATOR HORGAN: Senator Pirsch, the bill itself does not address the fee. If the city wants to implement a fee based on a flat rate, it could, and at the current level of what it's costing to pick up the garbage, it would be \$7 a household.

SENATOR PIRSCH: Uh-huh.

SENATOR HORGAN: The legislation would authorize the city to implement whatever the City Council wants to do as other villages, towns and cities in the State of Nebraska can do. If they wanted to do it, based on the volume per household, or if they wanted to do it on, for instance, one of the things I think that is sometimes talked about is to encourage people not to collect yard waste into garbage and to throw it away into landfills, but to encourage people to mulch their lawns or to use their lawn clippings for other things in their yard, then the city may, at some point in the future, implement an additional fee to collect yard waste. But this bill is simply enabling and allows the City Council to make those decisions. It does not mandate or require that the city do anything.

SENATOR PIRSCH: Fine. Thank you, Senator Horgan. I realize that the bill does not say that, but, I guess, I would encourage, since this is going to be a user fee, that those who are the biggest users, perhaps, would...would pay more than those who just do a can or two at their curbside pickup. But, again, yes, I agree, that will be the City of Omaha, the City Council and the Mayor who will make that decision. I guess, I just would like to encourage them, if this is going to be a user fee, to then calibrate it so that the bigger user does pay more. Thank you.

PRESIDENT MOUL: Thank you, Senator Pirsch. Do you have a motion on the desk, Mr. Clerk?

CLERK: Madam President, Senator Haberman would move to amend. (Read the Haberman amendment, FA272. See page 901 of the Legislative Journal.)

PRESIDENT MOUL: Senator Haberman.

SENATOR HABERMAN: Madam President and members of the body, first of all, this is not a fee, it's a tax. Now a lot of