

April 5, 1979

LB 101

SENATOR LABEDZ: Thank you, Mr. Speaker. Senator Wagner, who supports LB 101, asked me to take care of his amendment for him and it simply specifies the commission officers shall be elected annually and limit the terms of commission officers to two years. I talked to the people that are responsible for my introducing LB 101 and they agree with this amendment and that is all I can say about it. Senator Wagner just asked me to introduce it for him and I do approve of the amendment. I move for adoption of the amendment.

SPEAKER MARVEL: The Chair recognizes Senator Koch. Do you wish to speak to the Wagner amendments as explained by Senator Labeledz?

SENATOR KOCH. Not to the amendment, to the body of the bill.

SPEAKER MARVEL: Are we ready to vote on the amendment then? The motion is the adoption of the amendment to LB 101. All those in favor of that motion vote aye, opposed no. Have you all voted? We are voting on the amendment as explained by Senator Labeledz to LB 101. Have you all voted? Have you all voted on the amendment to LB 101? That is the issue before the house. Senator Labeledz, do you want to call for the Call of the House?

SENATOR LABEDZ: How many are excused?

SPEAKER MARVEL: There are seven excused.

SENATOR LABEDZ: Yes, I am sure Senator Wagner would want me to do it. Call of the House.

SPEAKER MARVEL: A Call of the House has been requested. All legislators please take their seats. I'm sorry, we need to vote on it first. Sorry. We are voting on a Call of the House. Record.

CLERK: 17 ayes, 1 nay to go under Call, Mr. President.

SPEAKER MARVEL: The House is under Call. All legislators please take their seats. Please take your seats. We can not have call in votes until you are all seated. Record your presence. All unauthorized personnel please leave the floor and after the Call is raised the Banking Committee wants an executive session underneath the South balcony. The Clerk is authorized to accept call in votes. Senator Keyes. Senator Fowler, would you please record