

Senator Schmit, there are no lights.

SENATOR SCHMIT: Mr. President, members of the Legislature, in order that this amendment, non-controversial and meritorious as it may be doesn't come romping along next time when we are on Friday afternoon and no one knows what is going on, I would like to ask a question if I could please, if not I could ask it on the bill.

SPEAKER MARVEL: Who do you want to question?

SENATOR SCHMIT: Senator Johnson, as I understand, does this LB 346 provide for a court appointed attorney for the parents under Subsection 5, and under no other provision or does it provide for an attorney under all of those provisions?

SENATOR JOHNSON: Oh no, Subsection 5 requires the appointment of a lawyer for the parent. Requires it. The rest of those subsections only allow it if the court thinks it should be done.

SENATOR SCHMIT: I guess I am concerned about what is going to occur here because I have a hunch that when we start this court appointed attorneys for the child and the parents both I think that we are opening a can of worms that is far greater than what you have expected in the past because then you have the tax payer paying both sides of the issue. The thing can be dragged out for months and months and months. Does that give you any concern, Senator Johnson?

SENATOR JOHNSON: It sure does Senator Schmit. That happens to represent existing law however. What you are looking at right now in the bill is existing law. There is a section in this bill, I can't find quickly, which in my opinion increases the amount of appointed counsel and I just decided not to object to it, but it is there.

SENATOR SCHMIT: Then I will ask the questions on the bill when we get back to the bill, Mr. Chairman.

SPEAKER MARVEL: Senator Schmit, we are on the bill right now.

SENATOR SCHMIT: Then I would like to ask Senator Nichol a question, please. Senator Nichol, I see the county judge in Scottsbluff and I believe Sidney, those judges did not support the bill. Have they come around now to supporting the bill?