CLERK: Senator Clark voting no.

SENATOR CLARK: Record the vote. Yes.

SENATOR NEWELL: (Microphone not on)....or else I will have to ask for a Call of the House. I mean a roll call vote.

SENATOR CLARK: Well, a roll call vote has been requested. We are under Call. Call the roll.

SENATOR NEWELL: Record....just a record. People can call in their votes if they want.

SENATOR CLARK: Record vote.

CLERK: Senator Dworak voting no.

SENATOR CLARK: Anyone else wish to vote?

CLERK: Senator Burrows voting yes. 13 ayes, 32 nays, Mr. President. (See pages 2161 and 2162 for record vote in the Legislative Journal.)

Mr. President, the next amendment I have is from Senator Hefner, and that would be to strike the Warner amendment adopted on May 18, found on page 2081 of the Journal.

SENATOR CLARK: Senator Hefner.

SENATOR HEFNER: Mr. President and members of the body, my motion is to strike the Warner amendment that we adopted the other day. If you will recall, the Warner amendment would remove Burt County from the 2nd District and put it into the 1st District. It would put Pierce County from the 1st District into the 3rd District. The population variance to the Warner amendment would be 1.14. And, of course, whereas the original committee amendment would be .23 of 1 percent, or slightly less than a quarter of 1 percent, and I have to do this in all good conscience. I cannot let the Warner amendment stand, not at least without a warning to this body because I feel that the plan in the Warner amendment would be challenged and we would stand a very poor chance of winning this in court. Then the courts would redistrict or reapportion our congressional districts. The committee has been working long and hard on this congressional reapportionment plan. We believe that it is the best that we can come up with, and so I say to you here this evening, let's strike the Warner amendment and go tack to the committee amendment. This plan has a population variance of only a quarter of 1 percent. The other day I passed out a letter to