

amendment up there in case this other one failed because I feel I have to protect those where a civil procedure done or civil-criminal action is done and the victim would be given his pecuniary loss and I feel this has to be in there because if we are going to give restitution I don't want this to impede upon anything that we could give to an individual that has lost in a pecuniary fashion. I did visit with the staff of Warner's office and they felt that this wouldn't hurt anything and it would protect and they didn't really want to get into this particular area. And I don't know whether Warner is going to say it is a friendly amendment but I felt it was and I ask the body to support this amendment.

SENATOR LAMB: Senator Beutler on the Sieck amendment.

SENATOR BEUTLER: Senator Sieck, if I could ask you to explain that again. I am sorry, I didn't understand it. What are you changing in the statute and what is it intended to do?

SENATOR SIECK: It actually is clarifying that language in there to be sure that the victim's actual pecuniary loss...

SENATOR BEUTLER: What is it you are changing? What exact language are you changing?

SENATOR SIECK: After line 12, insert the following: "Nothing in this section shall limit payments to a victim by an offender which are made as full or partial restitution of the victim's actual pecuniary loss."

SENATOR BEUTLER: You mean regardless of where the restitution is coming from, regardless of whether it is coming from the state or from the individual or from the criminal?

SENATOR SIECK: It was my feeling it would be coming from the criminal and it should not involve this. I mean actual loss from the offender to the victim would actually take place and I wanted to protect that so that this money that was coming from the offender would go to the victim.

SENATOR BEUTLER: All right, so you are in accord with the limitations as far as state money is concerned but you don't want it to limit reimbursement from the criminal himself, is that correct?

SENATOR SIECK: That is right. That is what I am trying to get across here.