SENATOR NEWELL: Let me ask you this question. Why does it cost less, if you are going to do the same reviews assess the same projects, determine...try to prioritize them, why does it cost less in administrative costs if there is less money to be appropriated? You don't have to look as deep? Or as long at the various projects or...

SENATOR WARNER: Part...last year you may recall Senator Newell that I think the appropriation for the agency was aound \$220,000, but about between \$50,000 and \$60,000 of that was for that computer, putting on computer all of the state owned facilities and the work associated with the 309 Task Force. That has been completed and part of that purpose of course was to reduce some of their operating costs that they otherwise had. So the savings from the computer actually permits to slightly reduce the amount this year and still maintain their same effectiveness.

SENATOR NEWELL: You say this is not an opportunity for me to add more money to the preventative maintenance program. Is that correct?

SENATOR WARNER: The amendment we just offered is not the place to do it. You certainly could do that in that A bill or 761 or any other A bill if you like.

SENATOR NEWELL: Thank you Senator Warner. Thank you.

PRESIDENT: Any further discussion on the Warner amendment to 604A? It is a motion to return. Seeing no further... there is no further discussion Senator Warner, would you have any closing? Motion then is the return of LB 604A for the specific Warner amendment. All those in favor vote aye, opposed vote nay. Record the vote.

CLERK: 40 ayes, 0 nays Mr. President on the motion to return the bill. Motion carries, LB 604A is returned. Senator Warner, do you wish to make your move to adopt your amendment.

SENATOR WARNER: Mr. President, I move adoption of the amendment.

PRESIDENT: Any further discussion? Senator Newell, your light is still on, did you wish to speak? Motion then is the adoption of the Warner amendment to LB 604A. All those in favor vote aye, opposed nay. Record the vote.