SENATOR NICHOL: A question, Mr. Chairman, if we should stay in existence for another hour of debating and passing amendments, would that extend the time later for our closing?

SENATOR CLARK: There is no way that E & R can get those back to us and they must be up here and back before twelve o'clock on Final Reading.

SENATOR NICHOL: Yes, but what I am saying is if we continue now for another hour, can they still do that?

SENATOR CLARK: No, they cannot.

SENATOR NICHOL: At what time must we quit before they can get it back to us?

SENATOR CLARK: She said two hours before twelve o'clock, but it depends on how much work there is to do and he has been keeping in contact with her. He said between ten and ten-thirty she could still get it back by a quarter of twelve.

SENATOR NICHOL: Okay, thank you.

SENATUR CLARK: Senator Schmit.

SENATOR SCHMIT: Mr. President, members of the Legislature, I'd just like to suggest this, in past years when we were operating like this Emory has been at it for a good many years, more than most of us and he probably has most of those bills over there right now that we're discussing and they can be back over here post haste so I don't think there is any set time that you have to cut off. I think it depends on whether you want to work or not and it is obvious some don't and some do but at least we know we can work for another half hour. Senator Labedz has a bill or two. Why don't we go ahead and work on it? Senator Chambers has one, I have one, probably clear at the end of the list, Senator Chambers.

SENATOR CLARK: Senator Schmit, the only thing I can go by is what they tell me. They said between ten and ten-thirty then we get it back by a quarter of twelve. I don't know how fast they are working or how hard or anything else and I know what you mean. I've been here fourteen years also. Do you want a Call of the House and a roll call vote?

SENATOR SCHMIT: I want both, Mr. President.

SENATOR CLARK: Well the House is under Call.

SENATOR SCHMIT: Well they are running all over hell.