

time and what the cost would be. I do not anticipate in this biennial that there would be a General Fund request at this particular time. However, as I stated in my opening remarks, there are many ideas and many plans that can be and hopefully will be used and created in this new 233 acre land addition. That will be worked out, obviously, with the Game and Parks, with their scheduling of how they want to put in their three to five year plan and also, obviously, we'd have to work it out in the Legislature with other priorities we have in spending. So at this particular time, there are a lot of great ideas, a lot of grand ideas, to make it a greater state park with native grass, but those ideas are not necessarily close to fruition at this time for General Fund expenditures.

SPEAKER BARRETT: Further discussion on the resolution, Senator Nelson, followed by Senator Wesely.

SENATOR NELSON: Senator Stevens, would you please answer some other questions for me. I am not here to be negative and I am not here to be indifferent to your proposal, but I am also familiar that in that particular area, very close by, are considerable number of recreational areas. I also see by, I am assuming this is the accompanying correct map, that we are talking about approximately 59.7 acres of actually land. Other than that, most of it is river accretion ground, am I not correct?

SPEAKER BARRETT: Senator Bernard-Stevens.

SENATOR BERNARD-STEVENS: That is correct, Senator.

SENATOR NELSON: In other words, actually we are talking of potential development of 59.7 acres instead of the 200 acres, correct?

SENATOR BERNARD-STEVENS: In that context, you would be correct.

SENATOR NELSON: Thank you. The Games and Parks, I am assuming this has all been checked out with them and so on and that they do care to assume this extra land and the development of it, and so on then?

SENATOR BERNARD-STEVENS: Again, Senator, that is an excellent question and point. It is through Game and Parks that I offer the resolution and at Game and Parks request that we carry this