statement is like, that is unnecessary. That is not what a lien is for. A lien is to tell the world that certain property is pledged, and since there is not a pledge of certain property that places that at priority, it is really unnecessary to use the lien method. It's a good option. It's certainly a good fallback, but it is certainly not required and take that into account should this issue come up on Select File. Thank you. I move the advancement of the bill.

SPEAKER BARRETT: Thank you. You've heard the closing and the question is the advancement of LB 94 to E & R Initial. Those in favor vote aye, opposed nay. Record, Mr. Clerk.

CLERK: 31 ayes, 0 nays, Mr. President, on the advancement of LB 94.

SPEAKER BARRETT: LB 94 is advanced. LB 251.

CLERK: LB 251, Mr. President, introduced by the Natural Resources Committee and signed by its members. (Title read.) The bill was introduced on January 9, referred to Natural Resources. I do have committee amendments pending, Mr. President.

SPEAKER BARRETT: On the committee amendments, Senator Schmit. (Gavel.)

SENATOR SCHMIT: Mr. President and members, LB 251 is a bill which allows for the registration of certain types of land with the Game and Parks Division and the committee amendment strikes language which requires consultation with the Game prior to the withdrawal of that land from registration and instead replaces it with language which states that the Game and Parks shall be notified prior to the withdrawal of such a piece property from the registry. It is a question of whether or not there is much difference between the language consultation and notification, but it does relieve the minds of some individuals who are concerned that consultation might give more impact to the opinion of the Game and Parks than was originally concerned or considered to be necessary. So it strikes the words "consultation" and includes the language of notification. That is all that it does. I move for the adoption of the amendment.

SPEAKER BARRETT: Thank you. Discussion on the motion to adopt