

the amendment is divisible on page 2, lines 3 through 21, as suggested by Senator Lamb. The Chair would also feel that under the circumstances we should proceed with the remainder of that amendment, Senator Baack, with your agreement, and come back to the division.

SENATOR BAACK: That's certainly fine. I think Senator Lamb and I just discussed that, and that is perfectly fine with me.

SPEAKER BARRETT: Let's proceed then to discussion on the Baack amendment, with the exception of the section deleted by Senator Lamb. Senator Withem, yours is the next light.

SENATOR WITHEM: My comments primarily relate to the phase-in portion of the amendment. The rest of the amendment, I think, is needed clarification for special education sorts of problems. They came to the hearing and indicated there would be problems, that they'd be coming back with some suggestions later on and these are the suggestions and I think they need to be adopted.

SPEAKER BARRETT: Thank you, sir. Discussion, Senator McFarland.

SENATOR MCFARLAND: I'll pass for right now.

SPEAKER BARRETT: Thank you. Senator McFarland waives. Senator Schellpeper, any comment?

SENATOR SCHELLPEPER: Thank you, Mr. Speaker and members. I have to agree with Senator Lamb. I think we're moving awfully fast on a bill like this that is a major education bill. I think if we'll just have an interim study on this bill, and look at it, and then phase it in, it's a very good idea. But I think we're just moving way too fast, that people do not know what we're actually voting on, with this many amendments this morning. We just can't look at them all to see how it's really going to affect our own areas. I think, if Senator Baack would just look at that, he would realize that we do need an interim study on a major education bill, like this is. Thank you.

SPEAKER BARRETT: Thank you. Senator Elmer. Thank you. Senator Bernard-Stevens. Thank you. Senator Lamb, additional comments on the balance of the amendment?

SENATOR LAMB: I would merely, Mr. President, members, call your