

Nothing, nothing. Do you want 89 to end up with the fate of LB 994? I don't think so. Then, ladies and gentlemen, I challenge you, vote for the bill without my amendment, you have another 994 on your hands. Vote for the bill with my amendment and you have some genuine dedicated revenue which will be there this year, next year and five years from now. If I ever have a program on this floor and someone wants to tack that kind of an amendment on my bill, I'll welcome you with open arms and thank the good Lord that someone saw fit to protect...

SPEAKER BARRETT: Time has expired.

SENATOR SCHMIT: ...me in that manner. Thank you, Mr. President.

SPEAKER BARRETT: Thank you. Senator Lamb.

SENATOR LAMB: Question.

SPEAKER BARRETT: Senator Lamb moves the previous question. Do I see five hands? I do. Shall debate now cease? Those in favor vote aye, opposed nay. Shall debate cease? Please record.

ASSISTANT CLERK: 25 ayes, 3 nays to cease debate, Mr. President.

SPEAKER BARRETT: Debate ceases. Senator Withem, for closing.

SENATOR WITHEM: Yes, very simply, Mr. Speaker, members of the body, this amendment to the Schmit amendment, one more time what it does is it takes Senator Schmit's amendment currently, raises the sales tax rate by one percent to fund teacher salaries and to fund property tax relief component of the bill. My amendment to the Schmit amendment, if adopted, will change that amendment so that it will be raising half a cent of sales tax to fund only the teacher salary portion of the bill. The rationale for doing that is that I believe that the teachers of this state deserve an up or down vote on their bill in as pristine a fashion as we can get it, their concept, what they're after. I think it was a mistake of them to put property tax relief in their bill to begin with. We, on the committee, took that portion out of the bill. The Schmit amendment puts property tax relief back into the bill. I am recommending to the body that we adopt the Withem amendment to the Schmit amendment to remove the property