April 18, 1989 LB 89

fact that I think it's absolutely germane, so I would expect you to rule accordingly.

SENATOR LABEDZ: Senator Conway, I'm going to have to rule that your amendment is not germane. I understand what you're doing here. You're striking amendments one through three and inserting new amendments and if you're striking one through three, you're striking Senator Lynch's entire amendment. It would be germane to the bill but not to Senator Lynch's amendment. Senator Lynch's amendment has three sections and you are striking all three.

SENATOR CONWAY: I could alter my amendment not to strike his and let the bill itself sort of (inaudible). Let it happen.

SENATOR LABEDZ: Are you overruling the Chair?

SENATOR CONWAY: Sure, let's go for it.

SENATOR LABEDZ: You overrule the Chair?

SENATOR CONWAY: I would request that the body overrule the Chair.

SENATOR LABEDZ: That's a debatable motion. Would you like to speak to it, Senator Conway?

SENATOR CONWAY: Madam President, it's with a great deal of concern that I rise to suggest that my good friend, Senator Labedz, be overridden in this case. What we have got ... and again it's raising the issue and if we're in a situation where...when it came down from bill drafting I...they included the striking of all of Senator Lynch's amendments, when, in fact, I'm within my amendment I'm replacing most of those. I think the bill drafter, in drafting that amendment, that was easier mechanically for them to do is to strike those. But I am leaving in and including all of the provisions that Senator Lynch has, just rewriting them in such a way that it works better for this. That first line talking about the striking, we leave in, if you would go back to this or at least the way I requested it and I did not walk through their particular provisions to see what they did. But the intent...and I certainly was not aware that they were striking all of Senator Lynch's other than for simplicity process of bill drafting that it allowed them to be in a position to be able to write this in