

existing systems. Let's not move into public relations, let's move into actual delivery of services. This is the way to go if we are going to move in this direction, and I would urge the adoption of this amendment.

PRESIDENT: Thank you. Senator Bernard-Stevens.

SENATOR BERNARD-STEVENS: Mr. President, I am just going to question the germaneness of the amendment. I would ask the Chair for a ruling.

PRESIDENT: Thank you. Let me have a look. Senator Wesely, would you like to comment on the germaneness of this?

SENATOR WESELY: Oh, Mr. President, this is absolutely germane. All it is doing is taking the same amount of money and directing it to a different regional office. He is trying to set up DED offices. I am saying use the existing NBDC Offices. It is the same amount of money. It is just a question of where the money goes. So to me, it is absolutely germane.

PRESIDENT: Senator Bernard-Stevens, would you like to comment on that?

SENATOR BERNARD-STEVENS: Not to take up any time, but the amendment deals specifically with putting money into the Department of Economic Development for branch field offices. Senator Wesely has opened up a whole new area saying we want to take the money, we want to put it into business development corporations, which is a whole different area, whole different ball game, and it is not germane to the amendment.

PRESIDENT: I am going to rule that it is germane. It is in the same section, talking about the same thing. Of course, it changes how you are going to use it, but I am going to rule that it is germane and you can battle it out on the floor. Thank you. Senator Bernard-Stevens, you are the next speaker, would you like to...?

SENATOR BERNARD-STEVENS: Thank you. I am not going to challenge the ruling. I wanted to check the ruling. I don't want to take the body's time and all the parliamentary procedures that we could do. I think, hopefully, we can simply get to a vote, and move on, because we have some major things we have to accomplish this morning besides this particular