graders from Trinity Lutheran in Fremont with their teacher, in our north balcony. Would you folks stand? Thank you. We're very pleased to have you students with us this afternoon. Anything for the record, Mr. Clerk?

CLERK: Mr. President, I have amendments to be printed to LB 813 by Senator Morrissey. (See pages 2304-05 of the Legislative Journal.)

And, Mr. President, I have Report of Registered Lobbyists for this past week as is required by statute. (See page 2305 of the Legislative Journal.) That's all that I have, Mr. President.

SPEAKER BARRETT: Thank you. To the next bill, LB 215, please.

CLERK: LB 215, Mr. President, was introduced by Senator Schimek. (Read title.) The bill was introduced on January 9, referred to Judiciary, advanced to General File. I have no amendments to the bill, Mr. President.

SPEAKER BARRETT: Senator Schimek, please.

SENATOR SCHIMEK: Mr. President and members of the body, I don't think this is a bill that we're ever going to have to suspend the rules on to close debate. I think this is a fairly noncontroversial bill. The Judiciary Committee advanced it five to nothing. What it does is it transfers the explosives permit administration, that's for users, for storage, for purchase permits, from the State Fire Marshall to the State Patrol. the State Patrol and the State Fire Marshall's office are in agreement on this. Right now the State Patrol handles most preblast explosive problems while the State Fire Marshall's mostly with postblast investigations. technicians with the State Patrol are better trained and equipped to handle explosives and having the administration of permits with the State Patrol centralizes all explosives information with one agency. Now the State Fire Marshall deputies are trained in postblast investigations and will continue these duties. There is not really much of a fiscal impact with this bill, around \$1,600 a year, I believe. would be happy to answer any questions on the bill.

SPEAKER BARRETT: Thank you. Any discussion? Any questions? Senator Schimek, there are no lights. Anything further?