SENATOR LABEDZ: I would like to substitute an amendment for that one. It's found on page 2447.

SPEAKER BARRETT: Without objection. Substitution by unanimous consent.

SENATOR LABEDZ: Thank you, Mr. President. This amendment allows the voters of Douglas County to determine now how the Douglas County Commissioners should be elected. The question that would appear on the ballot is whether the County Board of Commissioners should be expanded from five members to seven members, and whether the members should be nominated and elected by district. This is an all or nothing question, and that is two separate ballot questions, like on my previous not amendment. On the previous amendment that was rejected I had ballot questions. This will only have the one question on the ballot. The voters must agree that the number commissioners should be increased, and they would be nominated and elected by district. I believe this is exactly the proposal that Senator Chambers has in LB 588. There is no change, it is exactly what Senator Chambers wants, but what it does, it allows the voters of Douglas County to decide whether or not they would prefer changing the system that we now have. It's identical to LB 588, but it goes to the vote of the people with no change. Thank you.

SPEAKER BARRETT: Thank you. Senator Chambers, for purposes of discussion.

SENATOR CHAMBERS: I'll continue to be very brief. Mr. Chairman and members of the Legislature, we voted down a similar bill to this the other day and, as I stated then, I will state now, a highly financed campaign can carry just about any kind of ballot issue. And I think it's a matter that the Legislature should deal with as it has dealt with it in the past. So I oppose this amendment as I opposed it the other day, and I hope we will continue with dispatch to vote these amendments down.

SPEAKER BARRETT: Thank you. Any other discussion? Senator Labedz, would you like to close?

SENATOR LABEDZ: Thank you, Mr. President. I would like to close, but before I do I would like a call of the house.