

January 9, 1990

LB 141

the question is, shall debate cease? All those in favor vote aye, opposed nay. We're voting on ceasing debate, if you care to vote. We're voting on ceasing debate, if you care to vote. Record, Mr. Clerk, please.

CLERK: 25 ayes, 2 nays, Mr. President, to cease debate.

PRESIDENT: Debate has ceased? Senator Lamb, would you like to close, please.

SENATOR LAMB: Yes, Mr. President, members. I think this has been a helpful and interesting debate. And I guess my recommendation at this point is that this is a better proposal than we have in statute now. I don't know if it's perfect. Probably it is not perfect. And I would submit to you that very few bills that we advance out of this Legislature are perfect. This committee amendment is an effort to clarify the problem that has been described here. If, as this bill travels on down the legislative path, someone comes up with a better definition that should be inserted in there, I'm sure we will certainly seriously consider it. But we have what we have now, which I submit is better than present statute and that we go with what we have now and hope that we come up with a better solution. As Senator Abboud says, I'm not sure we will. The committee spent a lot of time on this issue and this was the best description that we could arrive at. So my recommendation at this point is to adopt the committee amendment.

PRESIDENT: Thank you. The question is the adoption of the committee amendments. All those in favor vote aye, opposed nay. Senator Lamb.

SENATOR LAMB: Mr. President, members, there are 17 people not on the floor, so I'd move for a call of the house and a roll call vote.

PRESIDENT: Thank you. The question is, shall the house go under call? All those in favor vote aye, opposed nay. Record, Mr. Clerk, please.

CLERK: 17 ayes, 1 nay to go under call, Mr. President.

PRESIDENT: The house is under call. Will you please return to your desks and record your presence. Those not in the Chamber please return to the Chamber and record your presence. Senator