

other about what the goals of the project are. It also puts some pretty heavy evaluation tools into place so that we can figure out whether we're getting our money's worth. Currently there just isn't any structure in place to do this. This bill, the most important thing this bill does is puts a structure in place to encourage this coordination, to encourage this communication among agencies, gives the Legislature and the Governor a tool to evaluate how well our money is being spent, and a tool to reallocate that money. Frankly, Senator Schmit, my dream would be some day that we would have a separate budget dedicated to children and families where we know where every penny is going and we know what's doing good and what is not, and that we could reallocate money as needed. As I talked to other states they get very excited when they hear about that. We're not there yet, it is a major undertaking. But there is a lot of interest out there and a lot of recognition that there is a tremendous need for this. This is really the very first step in that direction. Should we put this in place, as I believe we will, we're going to know where our money is going and we're going to be able to target money in places that we can cut down on such things as child abuse, childhood disease, all kinds of things that if left unattended just become more serious societal problems. So I thank you for asking that question, that gave me a chance to talk a bit more about the underlying philosophy of the bill.

PRESIDENT: Thank you. The question is the adoption of the Scofield amendment. All those in favor vote aye, opposed nay. Record, Mr. Clerk, please.

CLERK: 26 ayes, 0 nays, Mr. President, on adoption of the amendment.

PRESIDENT: The Scofield amendment is adopted.

CLERK: Mr. President, Senator Smith would move to amend the bill. I have a note, Senator.

SENATOR SMITH: I would like to withdraw that amendment and the additional funding that was attached to the A bill.

PRESIDENT: Okay. It is withdrawn.

SENATOR SMITH: Thank you.