

I would move adoption of the resolution. It's intended to reduce the cost of the renovation of the entire project but will permit, because of architectural suggestions, renovating the old coliseum slightly different than what they originally intended. I would move the resolution be adopted.

SPEAKER BARRETT: Thank you. Discussion? Senator Moore.

SENATOR MOORE: Well, Mr. Speaker, I was going to use this time to raise some questions about a \$1.8 million shortfall in the Athletic Department's budget at the university, but since you don't want to hear that speech anymore and I don't want to give it, I won't say it, I guess.

SPEAKER BARRETT: Thank you. Any other discussion? If not, the question is the adoption of LR 426. Those in favor please vote yes, those opposed vote no. Record, please.

CLERK: 37 ayes, 0 nays, Mr. President, on adoption of LR 426.

PRESIDENT NICHOL PRESIDING

PRESIDENT: The resolution is adopted. Senator Moore, would you please come forward.

SENATOR MOORE: Yes, Mr. President, and members, it's...the time has now come for a certain right of passage that many of us in the body over the years, from myself to Rod Johnson to Don Wesely to Tim Hall to Karen Kilgarin, since she's not still one of us, it now is the time for the presentation of the brief case to the E & R Chairman for the past two years. And though Senator Lindsay hasn't grown into the job like I did my first two years here, as Senator Hall said, given the size that I...the bulk that I added, Lindsay has done his best to do that. And, with that, I just want to present on behalf of the body. Senator Lindsay will you come up here, please. Here is a brief case to keep all those items in for next year when you have another priority bill that takes five days of debate, or something like that, John.

SENATOR LINDSAY: I can put all...I guess, my next position in following Scott's footsteps will be to be "Spending Man" and I can put all my A bills in here. Thanks. (Applause.)

PRESIDENT: Senator Dennis Baack, would you come forward,