

SENATOR HALL: ...sees them, and I want to try and stop that. I'm not doing it for the purist of reasons because I want to get my hand into that till. I say that right up front that the state ought to be doing this, not the locals.

SENATOR ABOUD: Would you mind a clarifying amendment to...

SENATOR HALL: Not at all, and I'll tell you what else I wouldn't mind. I wouldn't mind an amendment that said that they could use these machines as long as they used them on site at the primary location. I am not opposed to the machine as a concept. I am opposed to what I see happening with these machines is that they will go beyond the confines of that one parlor, that location for the video lottery that the locals have and start...

SPEAKER BAACK: Time.

SENATOR HALL: ...springing up all over the county, all over the city. I'm not opposing the machine on site, I'm opposed to getting in and then branching out all over the place which I see happening.

SENATOR ABOUD: Thank you.

SPEAKER BAACK: Senator Schmit. Senator Schmit, did you wish to address this amendment?

SENATOR SCHMIT: Well, Mr. President and members, I would just like to make a comment or two. I believe it's good that Senator Hall has brought this amendment. The amendment very thoroughly delineates the scope of what should be the keno activity by local entities of government. I believe that it is important that if, in fact, there are not sufficient number of votes to pass Senator Hall's amendment that we should then pass the reverse of Senator Hall's amendment and specify exactly what is allowable under the keno operation. I believe that, as Senator Hall has said, I think that if, in fact, there is a proliferation of keno, as we see that has occurred, and local option lotteries become more and more prominent, the time that comes when we try to establish a state lottery will be way beyond, way behind the power curve. There will be no opportunity to put in effect a very efficient lottery. I want to say also that I think it's important that we know exactly