

SENATOR LINDSAY: Yes.

SENATOR WARNER: ...of that, so in other words it would change that concept that was agreed to last year that we fund the two programs substantially equal, if possible.

SENATOR LINDSAY: Yes, this program would be outside those other programs.

SENATOR WARNER: And the other thing I'd like to have you address a little bit is the thing I started with on Senator Moore, is the basis for leaving out proprietary systems, because they, too, can tend to have a higher tuition rate, using the old need argument, that...well I don't know if it's called...referred...but the traditional need argument certainly would apply to proprietary as well as independent. I was wondering the rationale for leaving proprietary alone, or is the long-range thought would be one that we'd have a separate program for proprietary schools as well.

SENATOR LINDSAY: The thought is that proprietary, by the very terms you mention, in response to a question from Senator Nelson, proprietary is a for profit institution. I think that is the basis for the separation that we're dealing with. Institutions that are probably much...if you want to talk in terms of tuition remission, whatever, are in a little better position to do that. It can come out of profits as opposed to digging into as far as nonprofits, the other programs that they're trying to offer. So the proprietary versus nonproprietary nature is the basis for the division.

SENATOR WARNER: Thank you. That creates a little problem for me, because it wasn't the institution that I thought we were addressing, I thought it was the student that we were looking to that needed additional assistance. Unless, of course, you feel that the current two formulas that we do have adequately fund proprietary schools, and adequately covers those students, I simply do not know that. But it...

PRESIDENT MOUL: One minute.

SENATOR WARNER: ...bothers me for a concept that we start talking in terms of schools rather than in terms of students, which we have traditionally always worked on.