

the word here is that it goes to the state, not to the gaming division itself. So we want to make sure that it's clear that because of these concerns that we have for increased enforcement, we need to change the word from state to Charitable Gaming Operations Fund so that, in fact, we can do those things that Senator Hall is concerned about and I'm very much in agreement with him on that statement. Thank you.

SENATOR MORRISSEY: Thank you, Senator Smith. Our next speaker is Senator Schmit. Senator Schmit waives off. Senator Abboud. Don't see Senator Abboud. Senator Warner, waives off. Senator Hall.

SENATOR HALL: No.

SENATOR MORRISSEY: Senator Schellpeper.

SENATOR SCHELLPEPER: Thank you, Mr. Chairman and members, I guess I have a little problem with this. I'm not sure we need to put that many dollars into the gaming commission. I think people are going to be surprised, like Senator Will said, how many dollars we're really talking about here. I think we're going to put a lot of dollars into the hands of this commission when we really need it in the state treasury. I think the state treasury should be keeping these dollars. If we're going to do it, raise it that high, let's keep it in the state treasury. I guess I'm going to oppose the amendment at this time. Thank you.

SENATOR MORRISSEY: Were you finished, Senator Schellpeper?

SENATOR SCHELLPEPER: Yes.

SENATOR MORRISSEY: Would anyone else care to speak on the Smith amendment to the amendment? Senator Schmit.

SENATOR SCHMIT: Mr. President, I would just echo what Senator Schellpeper has said because I think the General Fund is where you need it. I believe that it's much easier to get the money from the General Fund back to the charitable gaming if you need it for purposes of enforcement and I have not seen the type of enforcement that I would like to see from charitable gaming at the present time. We do not enforce the bootleg pickles that come into the state. We don't enforce the illegal machines. We don't enforce any of those other aspects that have a direct