

January 25, 1995 LB 331

Appropriations, would move to suspend Rule 6, Section 7(b) to permit Final Reading of LB 331 today.

SENATOR CROSBY: Senator Wehrbein.

SENATOR WEHRBEIN: Yes, Madam President and members of the Legislature, this would be the bill that we've discussed the last couple days...times, especially on General File, of the deficit appropriation that we think is necessary to avoid the interest to the federal government. And so I felt it appropriate to suspend the rules so we could go ahead and get this bill read, get the check on the way, and save ourselves possible interest down the road at 13.75 percent. So I would urge suspension of the rules for this purpose so that we could go ahead and have Final Reading this morning.

SENATOR CROSBY: Any discussion? Seeing none, Senator Wehrbein, do you want to say...he waives closing. The question is whether to suspend the rules for Final Reading on LB 331E. All those in favor vote aye, opposed no. This motion takes 30 votes. We're voting on the motion to suspend the rules for Final Reading. Have you all voted? Record, Mr. Clerk.

CLERK: 30 ayes, 0 nays, Madam President, on the motion to suspend the rules.

SENATOR CROSBY: Thank you, the motion carries. Would the senators...we will go to Item 6, Final Reading of LB 331. Would the senators please take their seats for Final Reading. Would the senators please take their seats so we can begin Final Reading. Mr. Clerk, we'll proceed. And I would remind the senators that with the E clause on 331 it does require 33 votes. Thank you. Mr. Clerk.

CLERK: (Read LB 331 on Final Reading.)

SENATOR CROSBY: All provisions of law having been...and procedures having been complied with, the question is whether LB 331E shall be adopted on Final Reading...with the emergency clause attached. All in favor vote aye, opposed no. We're voting on the final passage of LB 331E. Have you all voted? Record, Mr. Clerk.

CLERK: (Read record vote as found on page 472 of the Legislative Journal.) 43 ayes, 0 nays, 1 present and not