

SENATOR HALL: One minute.

SENATOR CHAMBERS: ...the country. I would want to know what powers the board of directors have to put this organization on record with reference to any issues, whether they can act only after there has been another conference or just what the mechanics are going to be. There are members, I am sure, who have no interest in this, who think that it is a waste of time, but the time is just going to have to be wasted, and I'll put this word wasted in quotes. If that is what this constitutes, you all are just going to have to bear with it because a record as complete as I am able to make it is going to be formulated with the help of Senator Kristensen, as much as he is able to help, or Senator Withem, if he can add something, and Senator Beutler, if he will give his thoughts on it. But at this point, I do support the amendments that Senator Beutler is offering.

SENATOR HALL: Thank you, Senator Chambers. Senator Chambers, your light is on if you wish to be recognized. Thank you. Senator Beutler, there is no one else to speak to your amendment. Would you care to close. Senator Beutler to close.

SENATOR BEUTLER: Senator Hall and members of the Legislature, I hope I laid out clearly what the four parts of the amendment are and I hope they seem reasonable to you. I would just ask for a vote on them.

SENATOR HALL: You've heard the closing on the Beutler amendment. The question is, shall the amendment be adopted? All those in favor vote aye, opposed nay. Have you all voted? Have you all voted? Record, Mr. Clerk.

CLERK: 28 ayes, 0 nays, Mr. President, on the adoption of Senator Beutler's amendment to the committee amendments.

SENATOR HALL: The Beutler amendment is adopted to the committee amendments. Anything further on the bill?

CLERK: Senator Kristensen would move to amend the committee amendments. (See AMO835 as found on page 1006 of the Legislative Journal.)

SENATOR HALL: Senator Kristensen, to oper. on your amendment.

SENATOR KRISTENSEN: Thank you, Mr. President, members of the