

SPEAKER WITHEM: Senator Bernard-Stevens.

SENATOR BERNARD-STEVENS: Thank you, and I think Senator Wehrbein, Senator McKenzie and I have come to an agreement, I believe, and I just want to...I was talking to, Senator Wehrbein, to Senator McKenzie and I want to make sure I understood. I don't want to pull the amendment now because of a couple of amendments that are behind it. I don't want to get them ahead because I think it really would...and I know you're aware of the amendment I'm talking about. That would really confuse the issue when we get on that. What I would prefer is if we could just set this aside, 377 aside temporarily so we could sit down and then, Mr. Speaker, if I could ask you a question. I'm assuming that we're...I haven't looked at the schedule. I know that eleven-forty we change, but in the afternoon, do we go back to Select File?

SPEAKER WITHEM: The procedure this afternoon will be to debate LR 16, hopefully reach a conclusion on that amendment. If there is time remaining, and by that I would mean if we finish some time before four o'clock probably, we would then, the intention would then be to go back to Select File.

SENATOR BERNARD-STEVENS: Which this would be the first bill that would be up if we set it aside temporarily and move to the next bill?

SPEAKER WITHEM: Depends on your definition of set aside temporarily. The term set aside temporarily is not one that exists in our rule book.

SENATOR BERNARD-STEVENS: If we simply move on to the next bill. I know we've done that in the past, Mr. Speaker, where we've said, okay, we're going to move on to the next bill. We're going to...

SPEAKER WITHEM: And again, not to be coaching procedures from the Chair, I think probably the appropriate...if the introducer were to ask for unanimous consent to bracket might be one process that we could use to move on to another bill.

SENATOR BERNARD-STEVENS: And then if the mover of the bill does or if Senator McKenzie does that motion...

SPEAKER WITHEM: Why don't we stand at ease, if we're talking