

SENATOR BERNARD-STEVENS: One minute.

SENATOR KRISTENSEN: ...to support the activities of those entities. And to the extent that some of them are going to be used for this activity, that's right, I'm sure that some of those dues will go to pay those staff people who may be doing something else to do that.

SENATOR CHAMBERS: But this entity, because I only have one minute and I at least want to get this question in, this entity though is separate and distinct from and not under the control of any of the organizations we've mentioned, isn't that true?

SENATOR KRISTENSEN: That's correct.

SENATOR CHAMBERS: Okay. I've got my light on again.

SENATOR BERNARD-STEVENS: Thank you, Senator Chambers. Mr. Clerk, an amendment at the desk.

CLERK: Mr. President, Senator Withem would move to amend the Chambers amendment. (Withem amendment, FA86, appears on page 1261 of the Legislative Journal.)

SENATOR BERNARD-STEVENS: Senator Withem.

SPEAKER WITHEM: Yes, Mr. President, members of the body, while Senator Chambers and Senator Kristensen were visiting there I scratched out something that maybe will be...meet Senator Chambers' needs, yet not do any damage to this process that's before us. Senator Chambers, what I've done, I haven't had a chance to visit with you about this, where you state Nebraska's membership will terminate 120 days after the date of the adjournment of The Conference of the States convened in 1995, I would strike that language and say it will terminate 120 days after the presentation of the States' Petition to Congress. The reason I'm doing that is, number one, if I understand the...the main thrust behind your amendment is, from some of the questions you've been asking earlier, you don't want this entity called The Conference of the States, after it finishes its work, to remain out there in perpetuity and maybe cause some additional mischief as organizations tend to do, find new reasons for existence and suddenly...not suddenly but slowly maybe over the years this will evolve into some organization that will evolve itself into some structure that will cause continuing damage and