

CLERK: Senator Schellpeper, your amendment, AM562, Senator. (AM562 appears on page 852 of the Legislative Journal.)

SENATOR HALL: Senator Schellpeper, on the amendment.

SENATOR SCHELLPEPER: Yes, Mr. Chairman and members, once again this is another amendment that we found after the bill moved out. The current language just did not make sense. It seemed to say that they could suspend the license prior to a hearing before if that person had violated the law and this amendment then will say that there is due process, that they will be allowed their due process. So it just strikes some of that language to make it clear what they can and cannot do, as the revenue people can do. So I would move the amendment. Thank you.

SENATOR HALL: Thank you, Senator Schellpeper. Is there any discussion of the amendment? Seeing none, Senator Schellpeper waives closing. The question is the adoption of the Schellpeper amendment to LB 344. All those in favor vote aye, opposed nay. Have you all voted? Record, Mr. Clerk.

CLERK: 26 ayes, 0 nays, Mr. President, on the adoption of Senator Schellpeper's amendment.

SENATOR HALL: Senator Schellpeper's amendment is adopted. Anything further on the bill?

CLERK: Nothing further on the bill, Mr. President.

SENATOR HALL: Senator Schellpeper, did you care to open?

SENATOR SCHELLPEPER: Yes, thank you. Mr. Chairman and members, I passed out a sheet that basically lists ten things that this bill does. None of them are very strong or very...really something that's going to change a whole lot, except number three and that indicates that the Gaming Commission, which was to be created on or before January 1, 1991, which was never done, would be repealed. The commission thought there's no sense having that in this division because it's something that was never done. And also it clarifies that a volunteer fire department, they can be the recipient of bingo and pickle card profits. They are now, this just clarifies that part of it. There's nothing in here that really changes, it's just merely