

SENATOR CROSBY: One minute.

SENATOR BEUTLER: ...that would also re...identify to the complainant their right to file for reconsideration in that short period of time?

SENATOR HALL: I would not have...I believe that is part of how it currently is handled. I would not have a problem with an amendment to clarify that, but my understanding is part of that, the boiler plate in the letter that would go out that notifies the complainant of the dismissal or the finding that there is no reasonable cause that there is...it's spelled out that the...the appeals process. But I would not object to that. And, frankly, we raised the standard from the time that they had to file the complaint from 10 to 30 days. This...this ten days from which to respond I don't believe is too short a threshold, but I would not have a problem with the other issue.

SENATOR CROSBY: Time.

SENATOR BEUTLER: Thank you, Senator Hall. Senator Schimek, thank you very much.

SENATOR CROSBY: Thank you, Senator Beutler. Senator Wesely, on the committee amendments.

SENATOR WESELY: Thank you. Madam President and members, as Senator Beutler has addressed the details of the bill, I am interested in that, but I'm also interested if Senator Hall or Senator Warner could talk. In looking at the hearing, and looking at the committee amendments, it looks like the only people who testified were on behalf of the administration and I would guess that part of their support was the movement of the agency to the Department of Labor and that is stricken by the committee amendments. I guess I'm wondering, does support continue with the administration with the committee amendments? I guess. I don't know if Senator Warner or Senator Hall could...

SENATOR HALL: Senator Wesely, the administration would prefer 886 in its introduced form, but the fact of the matter is, is that the committee amendments responded, frankly, to the debate and discussion and testimony that we heard at the public hearing and the administration is in support of the bill in its present form.