

SENATOR BEUTLER: We're putting into the constitution all this language about the Gaming Commission, which of course makes it difficult to then change anything having to do with the Gaming Commission. So I think probably we should be very careful about what it is that goes in. Some of it is very easy to understand. Some of it takes the kind of knowledge that you have working in the area. And the part I'm concerned about is basically the whole structure from lines...on page 1, lines 12 through 20, that is what the commission will regulate and what it will not regulate and why it will operate in one area but not in another. And it says that, the Legislature may direct, including with respect to new forms of gambling activity authorized on or after the election date, but not including the regulation of the state lottery. So the commission, in any event, will have no authority over the state lottery.

SENATOR SCHELLPEPER: That's right.

SENATOR BEUTLER: Okay, that will be separate. And then it goes on to say, all other gaming regulated by the state of Nebraska or its political subdivisions, on the effective date of this amendment, shall continue to be regulated in the manner in which, and by...in the manner in which and by the same entity as they were regulated on the effective date of this amendment, until January 1st, the year 2001, and after such date, until otherwise directed by the Legislature. What that seems to be saying to me, and let me be sure I have the intent straight to begin with, after January 1st of the year 2001, the Legislature can then direct any law that it sees fit with respect to entities, other than lotteries, which are regulated before the effective date of the amendment.

SENATOR SCHELLPEPER: That's right. So, basically,...

SENATOR BEUTLER: Is that right?

SENATOR SCHELLPEPER: ...what we're saying is...

SENATOR BEUTLER: What's the intent of that provision? It's a little convoluted and hard to read.

SENATOR SCHELLPEPER: That's...that's designed so that any city that currently has any keno operation, they would not affect