

February 1, 1996 LB 964

and do it now so we don't forget. I think people react differently on the one-on-one pressure than they do in the ballot box. Do you concur with that logic?

SENATOR CUDABACK: I guess I do not. When...

SPEAKER WITHEM: One minute.

SENATOR CUDABACK: ...(Interruption)...comes, you have time to scrutinize. This even gives you more time to scrutinize to debate with yourself, to listen. I just think you have...our point here with the whole voting system is not to put people through hoops, not to make it difficult, not to make it more for the...I won't say for the elderly because some of us have work that cannot get into voting booth. We always hear this. I mean, it's not to make it harder, it's to make it more open so people vote to get a consensus...

SENATOR BERNARD-STEVENS: Right. And I appreciate that, Senator Cudaback, and I didn't mean to interrupt you but I only got about thirty seconds left. The point I'm trying to make, colleagues, and I think we need to really think about this because it's not just an issue of, do we want more people to participate? It's to what kind of election do we want and what type of political process do you want. Do you want where people...where the process changed, and if you're on an interest group, now the key is you don't have to do thirty-second spots. You can just go door to door and put pressure right on people and get those things mailed in right away to get a point...

SPEAKER WITHEM: Time.

SENATOR BERNARD-STEVENS: ...that you want to make...have happen in the election.

SPEAKER WITHEM: Senator Jensen, you're next.

SENATOR JENSEN: Thank you, Mr. President and members of the body. Boy, I really have to concur with Senator Warner and both the...Senator Bernard-Stevens. When you take a look at this, and initially it really does sound like a good issue. And maybe those that are in a home and are bedridden and cannot get out would be allowed to vote, that certainly is commendable. But I do also realize that certainly you know where I am on the