

April 2, 1996

LB 1114

PRESIDENT ROBAK: Senator Maurstad.

SENATOR MAURSTAD: Madam President, I move to adopt the E & R amendments to LB 1114.

PRESIDENT ROBAK: Is there any discussion? Seeing none, all those in favor say aye. All those opposed, nay. The Chair is in doubt. I'll ask the question again. All those in favor of the Enrollment and Review amendments to LB 11...there has been a request for a machine vote on the Enrollment and Review amendments. The question before the body is the adoption of the Enrollment and Review amendments to LB 1114. All those in favor vote aye; all those opposed vote nay. Please record.

CLERK: 27 ayes, 1 nay on the adoption of the Enrollment and Review amendments.

PRESIDENT ROBAK: The E & R amendments are adopted.

CLERK: Senator Warner would move to amend with AM4265. (See pages 1791-95 of the Legislative Journal.)

PRESIDENT ROBAK: The Chair recognizes Senator Warner to open on his amendment.

SENATOR WARNER: Madam President and members of the Legislature...oh, I guess the amendment is just being handed out. I didn't realize it was coming up first. What this amendment does, it's been discussed I think somewhat in a general sense. But we talk of establishing a council at the local level, and what this is called, a council on public improvement and services, that could be created in each county by...as drafted by a resolution of the county board. And the purpose of that council then is to bring...it's not limited, but bring together at least one elected official from each school board, county board, incorporated city and villages, natural resource district, community college, educational service unit, hospital district, airport authority, fire district, township taxing property, within those counties and it has a variety of purposes. And this will begin to take effect this year. But it's to provide two or three different things. In part, some of these entities would be local governmental subdivisions that's within the 15 cents that county boards can allocate. So there