

TRANSCRIPT PREPARED BY THE CLERK OF THE LEGISLATURE
Transcriber's Office

March 7, 2000

LB 414

SENATOR D. PEDERSON: Okay. The thing that bothers me, and this is a basic question, doesn't have anything to do with the nuts and bolts, but why should we do this?

SENATOR CUDABACK: Would you yield, Senator Beutler?

SENATOR BEUTLER: Well, Senator...Senator, we should do it for several reasons, I think. First of all, you're going to get a better quality, much better quality on average, clerk of the district court by having them appointed by their CEOs--the judges essentially. These people are managers, not policymakers, and they should be appointed by people who know the criteria for the job and I just firmly believe that overall you're going to have a better quality and a more directly educated person for...for that particular job. So it will improve in that respect. Secondly, it will improve the...the equity and fairness of the whole judicial system, because you'll be able to integrate in a personnel system aspect all of the county court and the district court personnel. You know, right now they work side by side, but they're under completely different pay systems. In fact, they're under 95 pay systems...or 94 pay systems--93 county systems plus the state system. So there's a lot to be said for that.

SENATOR D. PEDERSON: Excuse me.

SENATOR BEUTLER: Third...

SENATOR D. PEDERSON: I want to inject some thoughts in connection with that, and maybe you'd like to respond to that.

SENATOR BEUTLER: Okay.

SENATOR D. PEDERSON: We've seen this happen with the county assessors, for example, where the state's taken over, and you've seen that in our appropriations work, and I'm concerned about the several tiers that we're developing within the...within the county system. We get some persons who are working for the state and, as Senator Vrtiska is referring to, the state scale is considerably higher. You build up animosities and things like that because of the difference in the salaries. But this is a considerable expense to the state to do this, over