

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

March 14, 2000 LB 1217

body all the time. I'm not going to plead with this body to do what I know it has no intention to do. So instead of trying to persuade, I taunt,...

PRESIDENT MAURSTAD: One minute.

SENATOR CHAMBERS: ...I mock, I ridicule, because they might understand that, because that's the attitude they take toward children. And if we have this special education bill that we support and the Governor vetoes it, we'll have people fleeing that bill like a covey of terrified quail. And those are the things that I look at. I put it all together. Life is like a seamless web. This is a very small thing we're doing. I didn't know that there would be any problem with Senator Thompson getting her amendment adopted, maybe there won't be, but I'll watch the vote now more carefully and closely than I thought I would have to before.

PRESIDENT MAURSTAD: Thank you, Senator Chambers. Senator Wehrbein, on the...

SENATOR WEHRBEIN: Question.

PRESIDENT MAURSTAD: Yours is the last light. Senator Thompson, you're recognized to close.

SENATOR THOMPSON: Thank you, Mr. Lieutenant Governor, members of the body. I urge you to adopt this amendment. If we had \$20 million we could do everything that was recommended for the first three years. I think this is an appropriate thing to do. There was a public hearing on the bill that would have allocated this money for this purpose. The administration did not support or oppose that bill, but I think there are times when we have to decide whether we, as a Legislature, are going to lead on issues or whether to leave them undetermined. If we don't make this decision, and I think have...had there been more time there might have been a possibility that it could have been proposed specifically by the Appropriations Committee, but, as you know, it wasn't proposed for this purpose. It was proposed to change the law and use it for another purpose. So it's the ball is in our court now and it's our decision to make. I think the best thing we can do is to move forward on a significant building