

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

May 28, 2003

LR 11

the constitution. I think we either are for gambling or we don't have gambling, one or the other. I agree with Senator Schrock that I think it's up to this body to put something on the ballot for the people to vote for, but as these amendments have come down the pike here and all this paper that's laying on my desk, from what they've come around, it looks like to me I've really been sold a load of hay. I would like to see something on the order of probably Senator Janssen's measure early on. I think western Nebraska needs to be represented better in the gambling situation or the casinos than what they are with Senator Brashear's amendment. This I wouldn't really want to venture to say would be an insult to western Nebraska, but it doesn't do very much for them when you put a question mark out there in the western end of the state and there's probably...

SPEAKER BROMM: One minute.

SENATOR LOUDEN: ...seven-eighths of the state out there is what that's supposed to cover and you have one casino area. If we're going to do gambling then let's vote it in, and if we're worried about Iowa or someplace else then that's another problem. The concern seems to be about all the money that's going over to Iowa, but so what? If they have the facilities over there and Omaha doesn't, then I guess that's the way it's working. I'm sure, on the other hand, with Omaha having all the medical facilities, is there people over in Iowa worrying about building a doctors' offices and medical facilities because all their money is going to Omaha? So it's got to work both ways. It's called...it's called trade. And I think we'll...the worry about the Iowa money and the Iowa situation is something that is kind of something...I guess it'd be...

SPEAKER BROMM: Time.

SENATOR LOUDEN: ...an old lady's concern. Thank you.

SPEAKER BROMM: Thank you, Senator Louden. Senator Landis.

SENATOR LANDIS: Question.

SPEAKER BROMM: The question has been called for. I see five