

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

March 4, 2004

LR 209

matter is, the nature of the Nebraska State Fair has changed. You want a livestock show? You...they've got a livestock show. It's from 1:00 to 4:30 on one day of the week, and if you get there at 4:35, they're gone. I go to some county fairs, Pierce, Wayne, Madison, and they're better than the State Fair, except they don't have Wayne Newton, which was the big attraction at the last one of the State Fairs I went to, several years ago. What we are doing if we send this thing forward is we are buying oats for a dead horse. That's item number one. Item number two--and this is a matter I want to complain about--we're 36 days into a 60-day session, and Senator Chambers finally comes up something that I can vote on, which is to bracket until April 15, and he's going to pull that.

SENATOR VRTISKA: One minute.

SENATOR TYSON: However, I do have a solution for the \$2 million. We can direct the lottery people who are in the Department of Revenue on how to spend money. And they are spending 4 percent of their take for advertising. That's \$3.2 million. Now I think \$1.2 million is plenty of money to try and entice the suckers into buying a chance on a 151 million to 1 shot. They pass out T-shirts and they pass out pins and all the rest. I don't think that induces one person to buy one ticket. They have this guy with "Fate" on his shirt. He's my favorite.

SENATOR VRTISKA: Time.

SENATOR TYSON: Thank you.

SENATOR VRTISKA: Thank you, Senator Tyson. Senator Preister, on the bracket motion.

SENATOR PREISTER: Thank you, Mr. President, members of the body. I remember going to the State Fair as a youngster, remember going to other fairs. And there's always the midway, and there's an allure to the midway. And the barkers are out there and calling you in, making it look good. The lights are bright at night, the glitter, the glow. But all that glitters is not gold, as they say, and I learned some valuable lessons