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eternity, as the people euphemistically say when somebody has croaked. He was trying to get this group of people to clap their hands in unison, so he said, I want you to clap with me. And he would clap, not too rapidly, and pretty soon, instead of applauding, they had all kind of gotten together and they were bringing their hands together and there was one sound multiplied by the number of people who were there rather than a number of different sounds multiplied by the number of people. So instead of applauding at random, they were clapping, keeping time. So then as they clapped and they felt real good about themselves--and this is the way the big shots do the Legislature--Redd Foxx then said, okay, now just keep clapping, and they did it. (Singing) If you're stupid and you know it, clap your hands. And that's what they were doing. He kept saying, if you're stupid and you know it, clap your hands. And that's what they did, mindlessly, going along because they're not aware of what's being done to them. That brings me back to the bobble-head example. Heads just bobbing up and down when they find out what the big shots behind Game and Parks wants them to do. Why don't they listen? They don't have to listen. Theirs is not to reason why, theirs is just to do what they're told to do, and they will do it. That's the way a lot of things are done in this Legislature. Sometimes I'll look at my colleagues, Senator Mines...oh, he's got off the phone so I got to be careful what I say now. But if I were the chairperson of the insurance committee or whatever that committee is, that nefarious place from which all those nefarious bills come, I could bring a lot of things that people would agree with, and my job would be so much easier. That's the nature of the work that that committee does. And some of it is complex and people don't want to give the time to it. On the other hand, I have to deal with those issues that touch people where they live. And the people that I'm really interested in trying to help don't have much of a standing on this floor.

SENATOR CUDABACK: One minute.

SENATOR CHAMBERS: So my work is a lot more difficult. But the more and the harder you work, the stronger you become in what it is that you're doing. The Game and Parks Commission may escape on this amendment, but I have a parallel one that will be