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

May 19, 2005 LB 70

include secondary violation provisions as it pertains to the current helmet provision. This amendment will remove the helmet requirement for one year, for one year. Beginning June 1 on 2006, all riders in Nebraska will then be required to wear a helmet. This means that motorcycle...

SENATOR CUDABACK: One minute.

SENATOR JENSEN: ...riders in Nebraska will be free to ride a motorcycle without a helmet, if they choose to, until June 1 of 2006. At that time, riders will be required to wear a helmet while riding in the state of Nebraska. Section 9 and the remaining sections in E & R are stricken, 9 through 26. These sections speak to changes in the current statutory scheme as it relates to structure and implementation of safety training within Nebraska. It really took a lot of soul searching to think that we might eliminate helmets for one year. But in order to study this issue, which I think really needs to be done--there have been so many statements about whose statistics are correct, whose are wrong, and is somebody given misinformation,...

SENATOR CUDABACK: Time, Senator.

SENATOR JENSEN: Thank you, Mr. President.

SENATOR CUDABACK: Thank you, Senator Jensen. You heard the opening on AM1613. (Visitors introduced.) Let's move on. Senator Smith.

SENATOR SMITH: Thank you, Mr. President and members. I am still trying to absorb the 15-page amendment that I've just seen for the first time. And I accept Senator Jensen's apology for the lack of opportunity for me to look at this. I'm trying to digest it. I have some concerns, in the onset, with the one year; that if we expect good information, good useful information, we need more than one year. You might have seen on the Chamber Viewer that I have proposed a five year. Now, I want to emphasize...and it's been interesting receiving some comments (laugh) from those with various opinions about the current status of the bill, about other issues and so forth.