

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

April 11, 2006      LB 1024

another district that has issues with funding and education of students? No one has addressed the question of how this will increase the taxes in Sarpy County. We're talking about a unified levy. The money will be going to the learning community. I know Senator Thompson was considering introducing an amendment to remove Sarpy County from LB 1024. I originally did not support that, but these issues of what the cost to Sarpy County, the cost to my constituents, the land locking and the freezing of boundaries is going to cost, not only Sarpy County and Douglas County, but the state. I urge this body to seriously think about the action that they're about to take and what the repercussion to each of their individual districts will be in regards to funding. Thank you very much.

SENATOR CUDABACK: Thank you, Senator Cornett. You've heard the closing on the motion to reconsider. Mr. Clerk, please read the motion for the body.

CLERK: Motion is to reconsider the vote taken on AM3142, which was Senator Chambers' amendment to the committee amendments.

SENATOR CUDABACK: Thank you, Mr. Clerk. All in favor of the motion vote aye. Senator Bourne? There's been a request for a call of the house. All in favor of the house going under call vote aye; all those opposed vote nay. Record please, Mr. Clerk.

CLERK: (Roll call vote taken, Legislative Journal pages 1580-1581.) 38 ayes, 0 nays, Mr. President, to place the house under call.

SENATOR CUDABACK: The motion was successful. The house is under call. All unauthorized personnel please leave the floor. Unexcused senators report to the Chamber. The house is under call. The house is under call. Senator Johnson, will you check in, please? Senator Hudkins, please. Senator Kremer, will you also? Senator Baker. Senator Smith, would you just check in, please? Thank you. All members are present or accounted for. There has been a request for a roll call vote. Mr. Clerk, would you like to read the motion before the body again, before you call the roll?