

May 23, 1983

LB 490

SENATOR JOHNSON: Ask for a Call of the House then, please.

PRESIDENT: A Call of the House has been requested. The Clerk will clear the board. Call in votes okay? May we have call in votes? A roll call has been requested. The reading on the Call of the House. . .all those in favor of the Call vote aye, opposed vote nay. Did we do that, Senator? All those in favor of the Call of the House vote aye, opposed nay. The Clerk will record.

CLERK: 17 ayes, 0 nays to go under Call, Mr. President.

PRESIDENT: Affirmative, the House is under Call. All members sitting in the Chamber, please indicate your presence by pushing your green light. Members outside the Chamber throughout the building, please report back to the Legislature. The House is under Call on a motion to advance LB 490. We have two members excused at the present time. Senator Lundy, please record your presence and Senator Landis. Senator Landis, please report to the Chamber. Oh, there we go, okay. Senator Clark, Senator Fowler, Senator Goodrich, Senator Hannibal, Senator Higgins, please, would you record your presence. Senator Hoagland, Senator Pirsch and Senator Wagner, please report to the Chamber. The House is under Call. Senator Hoagland, Senator Fowler and Senator Clark. Senator Hoagland, press your button, please. Senators Clark and Fowler. Senators Clark and Fowler, please report to the Chamber. The House is under Call. Senators Fowler and Clark, please report to the Chamber, your presence is desired. Here they are. We have everyone here now and a roll call vote has been requested. The question before the House is the advancement of LB 490. Is that right? Okay. And a roll call has been requested. We will have quiet in the Chamber, please, from under balconies especially. (Gavel.) Quiet in the Chamber so that the call of the vote will be audible. The Clerk will proceed.

CLERK: (Read roll call vote as found on pages 2449-2450 of the Legislative Journal.) 25 ayes, 21 nays, Mr. President, on the motion to advance the bill.