

SENATOR LAMB: Mr. President and members, as Senator Landis has explained, this bill would make it permissive, the county board could decide whether or not the county veterans service committee would be bonded. Present law states that those committee members shall be bonded in the amount of \$1,000. The veterans service committee, however, does not have personal contact with the funds and, of course, the veterans service officer will be bonded. So it seems unwarranted that these people on the committee be bonded. This bill would make that bonding optional with the county board. I ask that the bill be advanced.

PRESIDENT: Is there further discussion on LB 134? If not, all those in favor of advancing the bill vote aye, opposed vote no. Please record your vote on the advancement of LB 134. Have you all voted? Clerk will record the vote.

CLERK: 29 ayes, 0 nays on the motion to advance LB 134, Mr. President.

PRESIDENT: By that vote LB 134 is advanced. Next, LB 327.

CLERK: LB 327, Mr. President, offered by Senator Beutler. (Read title.) The bill was read on January 17, referred to Judiciary, advanced to General File, no amendments to the bill.

PRESIDENT: Chair recognizes Senator Beutler.

SENATOR BEUTLER: Mr. Speaker, members of the Legislature, this is basically an obsolete statute. The particular committee that is being abolished is essentially or is in fact the Judiciary Committee, that is all the members of this committee are the members of the Judiciary Committee. It has no powers that the Judiciary Committee, itself, does not have. It was formed, at one point in time, in order to receive some federal funds, but those federal funds have long since dried up. Now the only purpose of the committee is to originate fights about how many priority bills the Judiciary Committee has and how many bills they can introduce. It seems to be doing more harm than good these days. I think we just as well get rid of it. I'd move for the advancement of the bill.

PRESIDENT: Is there further discussion? The motion is to