

January 17, 1995

guideline in this rule, nor a definition to guide the Speaker's judgment. It will be totally arbitrary, given during the heat of conflict and with competing interests, pulling and tearing at the Speaker and whichever way he rules his motives are going to be suspect, and they probably will be. The decision will not be made on the issue before us, but on how can I bring peace among these warring groups and keep myself from being torn limb from limb and the rest of the session from going out the window or being flushed down the drain. That's what we're going to be dealing with. And contrary to what my young friend, Senator Lindsay, suggested, my tank won't run out of gas. I will be here, and when Senator Elmer and some of the others go over into the lounge, as they do, and go to sleep while we're debating these things, I will continue to do what I do.

SPEAKER WITHEM: One minute.

SENATOR CHAMBERS: I've talked nine minutes already?

SPEAKER WITHEM: Nine minutes and six seconds.

SENATOR CHAMBERS: Good lord! The problem with this whole thing, and I can't start a new train of thought, is the built in arbitrariness, where one individual's judgment in the heat of conflict is allowed. This doesn't happen with courts, as somebody suggested, where Senator Beutler talked about reasonable, this is like the Supreme Court, the court of last resort, they don't have a single judge who makes that determination and it binds everybody. But anyway, I will not take every second allotted to me.

SPEAKER WITHEM: Senator Chambers, yields back 15 seconds. Thank you, Senator Chambers. Senator Beutler, on the Chambers amendment.

SENATOR BEUTLER: Senator Chambers, let me explore for a moment the scope of your amendment so that I'm sure that I understand what's intended and what you want to do. First of all, I assume that, although it doesn't say that this is an addition to Section 11...

SENATOR CHAMBERS: Yes.

SENATOR BEUTLER: ...as being added, the new Section 11 that's being added under the proposed version two of the Rules