

February 6, 1995 LB 28, 173A

The amendments are adopted.

CLERK: Nothing further on the bill, Senator.

PRESIDENT ROBAK: Senator Maurstad.

SENATOR MAURSTAD: Madam President, I'd move to advance LB 173A.

PRESIDENT ROBAK: Is there any discussion? Seeing none, the question before the body is the advancement of LB 173A. All those in favor say. All those opposed nay. LB 173A advances. We return now to LB 28.

CLERK: LB 28, there are no E & Rs, Madam President. When the bill was passed over this morning I do have an amendment from Senator Hall. The amendment is on page 511 of the Legislative Journal.

PRESIDENT ROBAK: The Chair recognizes Senator Hall.

SENATOR HALL: Thank you, Madam President, members. LB 28 is a bill introduced by Senator Warner that deals with the issue of campaign contributions by lottery entities that have contracts with the state. The amendment begins on page 11 but the body of the amendment is actually on page 512 of the Journal and it strikes any reference to lottery and just says anyone that has a contract with the state in excess of \$100,000 may make a contribution of no more than \$1,000. I just merely does this. We had debated this amendment to a certain extent the last time we were on LB 28 and just ran out of time before the body adjourned for the day. I don't know if there needs to be elaborate discussion or not. I'd be more than willing to answer any questions. The amendment just limits the contributions for anyone who has a contract with the state of over \$100,000 to a figure of no more than \$1,000 for folks who are running for statewide office or for the Legislature. So the campaign contribution would be limited to \$1,000 or less if an entity had a contract with the state in excess of \$100,000. With that I'd offer the amendment and answer any questions that the body has. Thank you, Madam President.

PRESIDENT ROBAK: Thank you, Senator Hall. Senator Warner.

SENATOR WARNER: Madam President, members of the Legislature, I'd rise to oppose the amendment as I did the other day and two