

body else. It's only a matter of where that oil is, that they are holding a hearing, and they're holding the hearing for that reason only, because property is involved. If property is not involved, they do not hold a hearing. And that's all it is. It would be silly to put them from that part of the state...create that much expense, when no one's getting a different representation than they're getting right now. If he wants one, I've told him before, he can get one in the fall, and I'm sure the Governor is not going to appoint the one that's on the Commission at the present time, and he'd have all the opportunity in the world to serve back here, from there, if that's what he wants. It just doesn't make sense to do it. I certainly oppose the amendment, and I hope that everyone else does.

SPEAKER MARVEL: The Chair recognizes Senator George.

SENATOR GEORGE: Call for the question.

SPEAKER MARVEL: There are no other lights on. Senator Merz, do you want to close on your amendment?

SENATOR MERZ: Mr. President, and members, I think Clark made it very clear that he wants to keep this out in his own domain so if that's the way the body wants it, go ahead. I mean, this is your opportunity to spread equalization over the state, and I think we should be aware we're still under Call.

SPEAKER MARVEL: No, the Call was raised.

SENATOR MERZ: I'd appreciate your vote then. Thank you.

SPEAKER MARVEL: The motion is the second Merz amendment to LB 90. All those in favor vote aye, opposed vote no. This is the second Merz amendment to LB 90. Have you all voted? Have you all voted? We're voting on the second Merz amendment to LB 90. Have you all voted? Okay, Clerk record.

CLERK: 15 ayes, 15 nays, Mr. President on the motion to adopt.

SPEAKER MARVEL: Motion lost. Is there any other amendment to LB 90?

CLERK: I have nothing further on the bill, Mr. President.

SPEAKER MARVEL: What shall we do with the bill? Senator Wesely.

SENATOR WESELY: Mr. Speaker and members of the Legislature, I move LB 90 to E & R for Engrossment.