

January 31, 1980

LB 499

you may close on your motion to amend.

SENATOR VICKERS: Mr. President and members, I think it is very odd that the great compromiser of the Legislature would be against this compromise. I think this is a logical compromise. Sure I didn't like the bill. Sure I voted to kill it. I just couldn't get enough of the members here to go along with me. If we are going to create this great new tax, all I am saying is, let's compromise and put part of it where some people seem to want it, advertise for the tourists, bring more of them in, and then let's put part of it to the Department of Roads to help build the roads up that they are using. Senator DeCamp says it is not going to be a great amount...that is true. There is an old saying that every little bit helps, however. Senator DeCamp also admits that fifty percent of the people that are going to be paying this tax are going to be outstate people, and what is wrong with that? I think this is a logical move. I think it is a logical compromise and as such I would ask for a yes vote from this body.

PRESIDENT: The question before the House is the adoption of the Vickers amendment to LB 499. All those in favor vote aye, opposed nay. Has everybody voted? Senator Vickers, what do you wish to do?

SENATOR VICKERS: In the words of the famous Senator John DeCamp, I think we might as well let this puppy go, Mr. President.

PRESIDENT: Okay, record the vote.

CLERK: 14 ayes, 20 nays, Mr. President.

PRESIDENT: The motion fails. Any further amendments, Mr. Clerk?

CLERK: Yes, sir. Mr. President, Senator Nichol now moves to amend. (Read Nichol amendment as found on page 489 of the Legislative Journal.)

PRESIDENT: Senator Nichol.

SENATOR NICHOL: Mr. Chairman and members of the Legislature, this is simply to remove rooming houses who board or room people on a regular basis from the bill. It does not seem that these places have anything to do with tourism and I don't think they should be included in the bill. I move for the adoption of my amendment.