## February 6, 1981

LB 24

penalties and about the trying, I really have no objection to, but I just wanted to get it on the record that if some of my city cousins think they are voting to keep water off the road by just shutting off the end gun, it is not going to do it. Thank you.

SENATOR CLARK: Senator Cullan, do you wish to close?

SENATOR CULLAN: Mr. President and members of the Legislature, I am a little bit surprised, I guess, that when we have a law enforcement problem and that is what we have in some areas and if Senator DeCamp's problem is a serious as it is. it has nothing to do with the fault of the statutes of the State of Nebraska. It has to do with the inability or the unwillingness of local officials to enforce the law of the State of Nebraska that is currently in effect, and if that is the case, changing the law is not going to solve the problem either. In our part of the state we have people who are willing to enforce the law, we have people who consult one another, Natural Resource Districts who tell a farmer if they see a problem develop, and it isn't a serious problem. I hate to see the penalty stiffened for no reason at all. So I hope that you would indefinitely postpone this bill.

SENATOR CLARK: The motion is to indefinitely postpone LB 24. It only takes a simple majority of those voting. Those in favor vote aye. Those opposed vote nay. Have you all voted? Once more, have you all voted? Record the vote.

CLERK: 7 ayes, 24 nays on the motion to indefinitely postpone, Mr. President.

SENATOR CLARK: The motion lost. Senator Haberman, what do you wish to do with the bill? Is there any discussion on advancing the bill? If not, all those in favor vote aye. All those opposed vote nay. Have you all voted? Record.

CLERK: 26 ayes, 6 nays on the motion to advance, Mr. President.

SENATOR CLARK: The motion carried. The bill is advanced. The Clerk has some things to read into the record.

CLERK: Mr. President, your Committee on Banking, Commerce and Insurance gives notice of hearing for

550