new section. We were not amending the section that allowed for mechanical failure or other than normal weather conditions, and that factor now will be a part of this section of law which I believe is what the members wanted and the Public Works Committee adopted.

SENATOR HABERMAN: But they still will have an endgun, or an endgun shutoff.

SENATOR WARNER: The way the bill is now, if you have an endgun the way it is now drafted, you will have to have some means of shutting it off, but the problem was some people wanted to read the words as saying that you also had to have an endgun whether you wanted one or not, and that obviously is not the intent.

SENATOR HABERMAN: Thank you, Senator Warner.

PRESIDENT: The Chair recognizes Senator Kahle.

SENATOR KAHLE: Mr. Speaker and members, or Mr. President, I should say, I support the Warner amendment. I have had some misgivings about this bill all along and I think this clarifies at least part of the objection that I have had. There is a possibility, of course, of not only the endgun putting water on the road but the guns be next to the endgun. So this specifies specifically endgun. I think that is reasonable. When you start talking about the rest of the sprinkler system, of course, the weather and climatic conditions have a lot to do with it, so I believe this makes it more palatable for me. So I am going to support it.

PRESIDENT: Anything further on Senator Warner's motion to return for his specific amendment. Senator Warner, would you have any closing? Closing waived. The question before the House is the motion to return LB 24 for the specific amendment. All those in favor vote aye, opposed nay. Record the vote.

CLERK: 42 ayes, 0 mays on the motion to return, Mr. President.

PRESIDENT: The motion carries. LB 24 is returned. Do you want to take the amendment up, Senator Warner? The Chair recognizes Senator Warner.

SENATOR WARNER: Mr. President, I move that the amendment be adopted as it has been explained.

PRESIDENT: All right, any further discussion on the