

do is carry the keys around. They drive the car, they're allowed to bid for that job and they are paid in essence ten cents an hour more. They do nothing more than drive the crew to where they are supposed to work and drive them home. They get out, they work, the supervisor drives out in another car and meets them, checks on their progress and drives to another work spot. So I think that what we are looking at here is basically something that says, we don't want people in a bargaining unit when they in essence belong there. They do the same kind of work, they are paid in essence the same wage, they have the same responsibilities, no more. They are not allowed to hire, they are not allowed to fire. They don't influence management decisions. They are not involved in personnel decisions. Basically what they do is they're a front line laborer and I think that the Sieck amendment in essence kills the bill, guts it and I oppose it. Thank you.

SPEAKER NICHOL: Senator Chronister.

SENATOR CHRONISTER: Mr. Speaker and members, I support the Sieck amendment. I believe that all too many times we seem to jump with alacrity on different businesses and hamstringing them with statutes, rules and regulations and we pay little heed to the end result. The end result in this case can do nothing more than increase costs of nursing homes. Any of you who have loved ones in nursing homes, and I'm sure you know of others who do, when you talk to these people who are paying the bills, they are having trouble now keeping people in the nursing homes. The fact that this will increase the cost is good enough reason at this time to support the Sieck amendment. Thank you.

SPEAKER NICHOL: Senator Lundy.

SENATOR LUNDY: Mr. Speaker and members of the body, I just would like to ask Senator Wesely one question if he would yield, please.

SPEAKER NICHOL: Senator Wesely.

SENATOR WESELY: Sure.

SENATOR LUNDY: Is it...I believe I understood you to say that the Court of Industrial Relations wanted this language in the bill. Is that correct?