

April 9, 1985

LB 157, 372

in favor of advancing LB 372 vote aye, opposed nay. Voting on the advancement of the bill. Please vote. Is there anybody else that wishes to vote? Okay, record, Mr. Clerk.

CLERK: 34 ayes, 0 nays, Mr. President, on the motion to advance LB 372.

SENATOR BEUTLER: The bill advances. Are we ready for the next bill, Mr. Clerk?

CLERK: Mr. President, the next bill is LB 157. 157 was introduced by the Banking Committee and signed by its members. (Read title.) The bill was referred to the Banking Committee. It was advanced to General File with committee amendments attached, Mr. President. On February 21 the committee amendments were adopted. There was an amendment by Senator Conway at that time that was adopted. There was then a motion by Senator Haberman to bracket the bill, Mr. President. I now have a series of amendments pending.

SENATOR BEUTLER: Senator DeCamp, why don't you refresh our memory on the bill generally and then we will take up the amendments.

SENATOR DEKAMP: The committee amendments have been adopted. This is the prejudgment interest battle. It pits 212 various special interest groups of varying degrees of greed against the trial attorneys who are nobly trying to get some integrity and honesty into the tort system with respect to litigation in that area. And at this point I believe we would be ready to take up amendments. I think Senator Higgins has an amendment. I think the proposal by Senator Landis last time was that the groups get together. In fact, Senator Landis supervised that, as I recall, along with Senator Hannibal and I think Senator Landis at one time did report to the Legislature as to the outcome of those negotiations. As I recall, the outcome was a stalemate, so to speak, and I guess the purpose here today would be to try to break that stalemate in one direction or the other. So I don't know how much else I could say.

SENATOR BEUTLER: Okay, Mr. Clerk, why don't you take up the first amendment.

CLERK: Mr. President, the first amendment I have is by