

May 2, 1985

LB 204A

I would suggest to all of you, you get the A bill out and look at it.

SPEAKER NICHOL: Time is up.

SENATOR V. JOHNSON: Don't I get ten minutes, Mr. President?

SPEAKER NICHOL: We just cut you...it's Senator Miller's bill, yes.

SENATOR VICKERS: It's my motion.

SPEAKER NICHOL: That's right, you get five more.

SENATOR VICKERS: Okay, thank you.

SPEAKER NICHOL: Just trying.

SENATOR VICKERS: Well, I'm just testing you back. I read the rule book too. It occurs to me if you read the A bill, if you read the A bill you will understand that we are not spending only \$200,000. Read it. The A bill says \$200,000 this year, \$200,000 next year, a million dollars in '87, \$2,700,000 in '88, \$2,300,000 in '89. Any of you that have ever served on the Appropriations Committee know that once you put those kinds of things in statutes, once you start down those roads there isn't much of a way to back up. It's like climbing a ladder, only breaking the rungs off behind you. Once you start climbing it there isn't any way to go down unless you're going to fall. The final thing I'd like to say to you is that we do not need any funds to start talking to other folks about entering into a contract. It would be very similar to saying that I'm going to go out and start shopping for a new car, but simply because I'm shopping for it I've got to write out a check right now. Well that's crazy. You do the shopping first. You find out what kind of a deal you can get first. You find out what the trade in is going to be. You find out how much you're going to have to pay and then you decide what the amount of the check is going to be. You don't start writing the check first. All I'm saying is that I think we ought to tell the University that, yeah, look at other states, see if you can come up with a cooperative agreement and that's what 204 says, but come back to us and tell us what the agreement is. Come back to us and tell us how much is it going to cost us. Come back to us and justify to us that because of this