

federal programs involved, Senator Hannibal, to know in what form the funds have to exist in order to qualify for the match.

SENATOR HANNIBAL: Some federal programs require 50-50 match, 25-75, 10-90, all different kinds of programs they require that. As a matter of fact nobody knows what their regs and rules may be when they come down because they haven't been promulgated as of yet. If you were aware that we may come down with a program that there could be some federal funds available, that might require 75-25 match, would you be as adamant about not allowing funds to stay in that program for matching fund purposes?

SENATOR BEUTLER: Well, if it were required that the funds be in a particular form, or be in a particular fund in order to get the match, then that is not really of much concern to me. What I am concerned about is the build up of the fund, or the requirement that a fund build up. I mean if this Legislature says today that \$250,000 is what we should be spending this next year on this program, so be it. That is the decision of the Legislature. But I do not want the Legislature to say you will save at least 25 percent, or you will save at least 50 percent of the money that we appropriate and put it into a fund which will build up. That is the part of it that it would be my intent to seek to prohibit.

SENATOR HANNIBAL: Okay, thank you, Senator Beutler. Mr. Speaker, I am confused exactly what the ramifications of the amendment are. I think I understand Senator Beutler's intent.

SPEAKER NICHOL: One minute.

SENATOR HANNIBAL: I believe that I would go along with most of his amendment, but I'm not sure I would go along with all of it. I believe that I would probably have to oppose the amendment until I know more about what the ramifications are of the total amendment. Maybe he could come up with an amendment that would do more specifically what he is looking for and not injure the possible future of the program.

SPEAKER NICHOL: Senator Withem, please.

SENATOR WITHEM: I would call the question.