

probably should be straightened out and she can call and get her information. So I would say to this body this is a very serious matter. Now it is more serious, I would say, to me as I make my living from the income of the land, and agriculture is one of the biggest businesses in the state. So when we tamper with agriculture and the value of land, we are tampering with the entire economy of the state. It is just not one issue like manufacturing plants or taking off the utilities on businesses but it covers the entire state and it has a direct impact, yes, on Lincoln, and basically more so on Omaha. So I would ask you, urge you to adopt the amendment. Let's back off and take another look because it doesn't have to be done now. Thank you, Mr. President.

SPEAKER NICHOL: Senator Miller, please.

SENATOR MILLER: If this body would think about it, this amendment would not be necessary, and it would not be necessary because we do not need to have LB 30 one more year. LB 273 (sic), in essence, will be very close to LB 30. If whatever change is made between now and next year, it will be divided by five because it is over a five-year average which means that LB 271 is going to be the same as LB 30, or very close to the same. Any major change is going to be divided by five because LB 271 is the same thing that LB 30 is because of the five-year average. If you think about that, you will find that that is true.

SPEAKER NICHOL: Senator Lundy.

SENATOR LUNDY: Mr. President, I call the question.

SPEAKER NICHOL: Do I see five hands? I do. The question is, shall debate cease? All those in favor vote aye, opposed nay. You are voting on ceasing debate. Record, Mr. Clerk, please.

ASSISTANT CLERK: 25 ayes, 0 nays to cease debate, Mr. President.

SPEAKER NICHOL: Debate has ceased. Senator DeCamp.

SENATOR DECAMP: Mr. President, there is an old saying that we have used in here several times when a bill is being passed that one group or another thinks is wonderful and somebody else knows something about the bill and it goes