

if there is any action taken against them by their employer, this individual is the one that is going to have to come up with the proof and try to determine what the reasons behind the employer's actions were. Remember, you are talking about an individual employee against a state agency, or the State of Nebraska. How are we going to expect an individual employee to be able to determine and prove what the state of mind was, if you will, of these supervisors of the state? If we are really concerned about holding down the cost of government, if we are really concerned about trying to come up with mechanisms to make government better, more efficient, then we ought to encourage our employees to come forth if they see waste, or fraud, or mismanagement.

SPEAKER NICHOL: One minute.

SENATOR VICKERS: The best way to encourage them is to try to protect them.

SPEAKER NICHOL: One minute.

SENATOR VICKERS: The sections that Senator Beutler is amending, out of this bill, is the key sections of this bill that provides that protection, in my estimation. To vote for the Beutler amendment is to vote to kill the bill. I think that is a mistake that this body should not make. Thank you, Mr. President.

SPEAKER NICHOL: Thank you. Senator DeCamp, Senator Abboud, Senator Beutler, in that order. Senator DeCamp first.

SENATOR DECAMP: Mr. President, my reasons for voting against the amendment are different than, I suspect, some of the others. My reasons are simple. I have a kill motion up on the bill. I would like the bill to be read today, as I told Senator Landis. I would like to give my arguments. Then I would hope that the bill would fail on Final Reading and the issue would be settled. That is why I voted against the amendment and why, I guess, I'll vote against it when we have the vote up here next time. I'm trying to kill the bill, I make no secret of it. Why am I trying to kill the bill? The bill has noble goals and motives. You can make anything sound noble, but I think it destroys the inherent ability of supervisors and bosses to be bosses. I don't know how far you want to go in "making the playing field level," in making bosses not bosses, supervisors not