

to change the policy.

SENATOR LUNDY: Do you want to restate that again?

SENATOR WESELY: Yeah, what happened...

SENATOR LUNDY: The Attorney General is the one that is doing this?

SENATOR WESELY: Yes.

SENATOR LUNDY: I don't...I certainly, and I'm not an attorney, of course that's a person's opinion, whether it is the Attorney General or whoever it might be. I'm not sure that this is good solid ground to change or to cause this change. It seems to me like that this cannot be done on the funds that are put in by you and I and others into the social security system of the United States and it is not possible for you nor I to take out money there between the age of 60 and 65 and I just can't believe that it would be illegal in the State of Nebraska to have such a law that would authorize or to control and authorize this kind of withdrawal. It's going against the philosophy of retirement. Retirement funds are there for a purpose, one purpose, and that's for retirement. I just don't believe it is good policy for us in the Legislature to start changing this so that anybody, and I mean all employees whether they're state employees, whether they're teachers, whether they're city employees, whoever they might be, it's a wrong philosophy to authorize the withdrawal of funds that have been put in for retirement and I just cannot see approval of this amendment. Thank you.

SENATOR BARRETT: Thank you. Senator Harris next on the Wesely amendment.

SENATOR HARRIS: Yes, Mr. Speaker and members of the Legislature, without injecting myself at this point into the issue itself and the philosophy behind it, I want to give you a little bit of a history behind this particular concept that we must deal with. If we are going to set policy as a Legislature, we must deal with this issue and I feel that it's probably the best time to do it right now. We have another bill that we might be able to deal with it on, but we want to do it today. This issue was brought to a head by a ruling by the Attorney General when a state employee