

it? No roll call. Okay. The motion fails. Next motion, Mr. Clerk. I would say that since we are moving some of these amendments we should probably hang in there awhile and get some of it done.

(Vote on Sieck amendment to adjourn was 14 ayes, 19 nays.)

CLERK: Mr. President, the next amendment is offered by Senators Hefner and Lamb.

SPEAKER NICHOL: Senator Hefner, please.

SENATOR HEFNER: Mr. President and members of the body, Senator Lamb and I offer this amendment. It reduces each General Fund appropriation by an additional one percent. However, since we've chosen to reduce the higher education budget down to two percent, and Governor Kerrey says that if we reduce the budget \$17 million that he'll expand the call to raise the state income tax one percent. It is with these things in mind that I ask unanimous consent to withdraw this amendment.

SPEAKER NICHOL: It is withdrawn. Thank you.

CLERK: Mr. President, the next amendment I have is by Senator Lamb. Senator, this is your amendment that affects the Game and Parks Commission budget. (Lamb amendment appears on pages 123-24 of the Legislative Journal.)

SPEAKER NICHOL: Senator Lamb, please.

SENATOR LAMB: Mr. President, members, you have on your desks a handout that just came around which...it doesn't change the amount of money. This should be appropriate for the mood of this body at this time because instead of adding intent language I am trying to take it out, take out the intent language. I can best explain it by if you would want to look at your blue sheets, if you have them handy, on page 5 where it has Game and Parks Commission. There is an item of \$19,442 to eliminate the permanent staff at Victoria Springs State Recreation Area. Now just below that there is \$131,224 in unspecified cuts. So what I'm proposing is to move that \$19,000 item down and add it to the 131,000 so you have more unspecified cuts and we don't have the intent language which says, in effect, eliminate that position. Let the board...the game and parks commissioners make that