

SENATOR GOLL: Mr. Speaker, I have a question for Senator Beutler and I don't...you may have discussed this, Chris. On the back of this amendment, Section 3, where you are creating a Support Enforcement Cash Fund, did you talk about this and did I miss it if you did?

SENATOR BEUTLER: No, I didn't. I did not talk about it.

SENATOR GOLL: Would you explain, please, where does a General Support Enforcement Cash Fund, where does this originate or come from?

SENATOR BEUTLER: As I understand it, Senator Goll, what would happen is basically most of these costs are paid by the federal government, at least 70 percent in almost all cases and an amount in addition to that 70 percent depending on how well you do. All of that money that comes from the federal government is first given over to the Department of Social Services for allocation to different parts of the system based on how they perform and what functions they are performing. So what would happen is the Attorney General would perform this function and then the federal money would be siphoned through the Department of Social Services to the Attorney General's Office in reimbursement for the expenditures by the Attorney General's Office for child support collection. I think there would probably need to be 30 to 50,000 dollars put into it at the beginning, but...

SENATOR GOLL: Of General Fund money?

SENATOR BEUTLER: Of General Fund money, but beyond that then if the experience of the county attorney's office is the same as the experience of the good county attorney's office who have performed this function, they will be able to work it out of the Cash Fund. In other words, we are not hiring any more lawyers. Either the Department of Social Services is going to do it or the Attorney General's Office is going to do it, one of the two. That is already part of our current system.

SENATOR GOLL: Thank you. I don't understand but thank you.

SENATOR BEUTLER: Well, let's talk about it this afternoon a little later and be sure we have everything worked out. I think we do.