

SENATOR CHAMBERS: Okay.

SENATOR BEUTLER: And if we're perceived not to be acting ultimately in good faith then it could go back to the courts, that's true.

SENATOR CHAMBERS: Do you think the legislative history being put together by those who favor your amendment is that they're opposed to casino gambling?

SENATOR BEUTLER: No. I mean some of them may be, but that's not the intent, for example, of myself.

SENATOR CHAMBERS: Do you think that has been the flavor of the discussion that casino gambling is the thing that is feared and that's why the Legislature should have the power to ratify?

SENATOR BEUTLER: Senator, I don't know what's in everybody's mind. I'll let you project that.

SENATOR CHAMBERS: Okay, thank you. Members of the...oh, one other question, and it's rhetorical. The Legislature would not have the power to alter that contract, would they? It's like an offer which must be accepted as made and the Legislature could not modify it.

SENATOR BEUTLER: Oh, no. I think the Legislature could reject the contract and send it back for renegotiation.

SENATOR CHAMBERS: Thank you. Members of the Legislature, I think the legislative history will be crystal clear that the reason the Legislature wants to be in on the ratifying business is to ensure that there is no casino gambling. I think that is clear from what has been said. There is no other reason for it. If the only kind of gambling that would be involved on the reservation or Indian trust lands is the kind of gambling that already occurs in Nebraska, people are not opposed to that. They are worried about casino gambling. So if the one who is going to be in the position under law to ratify and without whose ratification there is no compact, you are imposing a precondition and that cannot be considered good faith negotiation. You establish a precondition which must be met or there is no compact. That is not good faith negotiation, that is bad faith from the beginning and I think the legislative history will establish it. So if the Legislature is going to