

Although it would not affect my county in the least, I will not vote for the Rybczynski amendment to the amendment because of that difference, but rather support the Case-Lord amendment.

THE CHAIRMAN: Does any delegate desire to speak in favor of the amendment to the amendment?

Delegate Storm?

DELEGATE STORM: Mr. Chairman, may I ask a question?

THE CHAIRMAN: To whom is the question addressed?

DELEGATE STORM: I suppose to Mr. Rybczynski.

THE CHAIRMAN: Since he is speaking for, Delegate Rybczynski, do you yield to a question?

DELEGATE RYBCZYNSKI: Yes, sir.

THE CHAIRMAN: Delegate Storm.

DELEGATE STORM: I am trying to search for some flexibility here, and I have just been wondering if it would be inadvisable in your opinion to state simply that the State shall be divided into legislative districts for the election of senators and delegates.

DELEGATE RYBCZYNSKI: Period.

DELEGATE STORM: Then let the different subdivisions decide. In Prince George's County, for example, they might want all single-member districts. In my county, I think we would want to continue to vote county-wide, because this parochialism question does affect people when they get into office.

I have seen this work in little towns that get split, one side of the square against the other, and this is just foolish.

Now, why should we in this Convention hamstring the local authorities. Would it not be more advisable to have complete flexibility so that people could have what they want in their own county, and have their own district if they so desired. In other words, we would not describe one, two, or three, but rather allow the people to decide. If they want one, they would have one. Why tell everyone they must do it a particular way?

THE CHAIRMAN: Delegate Rybczynski?

DELEGATE RYBCZYNSKI: Delegate Storm, I did consider exactly what you are talking about to begin with and in my own

judgment I felt that this would be defeated on the floor. As I mentioned before, my hope was that this would be a compromise between the two positions; that is, merely leaving the entire question to the General Assembly, which I thought would be defeated, and creating the one-member, one-delegate system, which I also believed would be defeated.

Now, getting down to the cases involved: why does that make this good? Because the line-up would be the same, regardless of how you arrived at the conclusion. That is, the 40-120 naturally lends itself to a three to one setup. If there is going to be a Governor's commission or if it is going to be done by the General Assembly, or by this body itself, three-to-one naturally lends itself to this setup, so that you will have a nice, broad, senatorial district.

Somewhere in there you are going to have three delegates being elected, whether the districts encompass a part of a city or run over county lines.

It will still work exactly the same way. You can not get away from it. You have to consider population. You have to make the districts contiguous. You have to do a lot of things to comply with the law.

The end result must be the same, and this point answers Delegate Dulany, at the same time. How can we have a senatorial district with two delegates being elected, and have another senatorial district with four delegates being elected? This is impossible. It cannot work that way. This leads to my other argument, and the main reason I am opposed to single-member districts. Why make things so complicated for the average voter that he does not know where he belongs. Why put him in a separate delegate district, a senate district, councilmanic, and Congressional district? This is too complicated for the average newspaper reader, I believe.

THE CHAIRMAN: Delegate Storm?

DELEGATE STORM: Then you conclude there is no way that the Convention can accomplish flexibility?

THE CHAIRMAN: Delegate Rybczynski, you have one minute.

DELEGATE RYBCZYNSKI. I believe this provides all the flexibility that you can find in the ratio and in this system.

THE CHAIRMAN: Delegate Storm?

DELEGATE STORM: May I ask Delegate Gallagher a question?