

January 25, 1995 LB 239, 240

January 9, referred to the Business and Labor Committee, advanced to General File. I have no amendments to the bill.

SENATOR CROSBY: Senator Abboud, to open on your bill.

SENATOR ABOUD: Madam President, colleagues, LB 239 was introduced at the request of the Department of Labor. The bill eliminates a five-day waiting period for decisions on unemployment insurance benefits before they become final. This change would conform with the Administrative Procedures Act and eliminate confusion as to the date for filing an appeal of an unemployment insurance decision of the district court. Currently Nebraska revised statute 48-634 provides that a determination of the Nebraska Appeal Tribunal which determines the rights of an individual to unemployment benefits does not become final for five days after the mailing of the notice and this has been interpreted by the agency to mean that the appeal does not start to run until five days after the date of the mailing. The reason that the Department of Labor developed this legislation is that it is inconsistent with the Nebraska Administrative Procedures Act and has created a significant amount of confusion on appeals to district court. The goal of the legislation is to conform with the Administrative Procedures Act and end the confusion over the appeal for unemployment benefits. Thank you.

SENATOR CROSBY: Thank you, Senator Abboud. You've heard the opening on LB 239. Any discussion? Seeing none, Senator Abboud, would you like to close?

SENATOR ABOUD: I'll waive closing.

SENATOR CROSBY: Senator Abboud waives closing. The question is the advancement to E & R initial of LB 239. All those in favor vote aye, opposed no. We're voting on LB 239. Have you all voted? Record, Mr. Clerk.

CLERK: 25 ayes, 0 nays, Madam President, on the advancement of LB 239.

SENATOR CROSBY: LB 239 advances. LB 240.

CLERK: LB 240 introduced by Senator Abboud and others. (Read title.) The bill was introduced on January 9, referred to the Business and Labor Committee, advanced to General File. I have