## BEFORE THE EMPLOYMENT APPEAL BOARD Lucas State Office Building, 4<sup>TH</sup> Floor Des Moines, Iowa 50319 eab.iowa.gov

NICOLETTE WOLFE	
	: <b>APPEAL NUMBER:</b> 23B-UI-19595
Claimant	: ALJ HEARING NUMBER: 22A-UI-19595
and	: EMPLOYMENT APPEAL BOARD
BRICK STREET MARKET LLC	: DECISION
	:
Employer	:

## NOTICE

**THIS DECISION BECOMES FINAL** unless (1) a **request for a REHEARING** is filed with the Employment Appeal Board within **20 days** of the date of the Board's decision or, (2) a **PETITION TO DISTRICT COURT** IS FILED WITHIN **30 days** of the date of the Board's decision.

A **REHEARING REQUEST** shall state the specific grounds and relief sought. If the rehearing request is denied, a petition may be filed in **DISTRICT COURT** within **30 days** of the date of the denial.

**SECTION:** 96.6-2, 96.4-3

## DECISION

The Claimant appealed this case to the Employment Appeal Board. The members of the Employment Appeal Board reviewed the entire record. The Appeal Board finds the administrative law judge's decision is correct. The administrative law judge's Findings of Fact and Reasoning and Conclusions of Law are adopted by the Board as its own. The administrative law judge's decision is **AFFIRMED**.

The Board cannot waive the FPUC overpayment in the case based on the Claimant's untimely appeal. "[W]aiver determinations must be made on the facts and circumstance of each individual claim, blanket waivers are not permissible." UIPL 15-20, Change 1, Attachment I, p. I-3 (DOL ETA May 9, 2020). However, the Claimant may still request a waiver of the FPUC overpayment from Iowa Workforce Development. Instructions for requesting a waiver of this overpayment can be found at https://www.iowaworkforcedevelopment.gov/unemployment-insurance-overpayment-and-recovery. The

Claimant should then carefully read and follow all instructions from Iowa Workforce on how to apply for waiver of FPUC, what information to supply, and how to appeal if necessary.

James M. Strohman

Ashley R. Koopmans

Myron R. Linn

AMG/fnv