BEFORE THE EMPLOYMENT APPEAL BOARD

Lucas State Office Building, 4TH Floor Des Moines, Iowa 50319 eab.iowa.gov

AMANDA K HAUGEN :

HEARING NUMBER: 22B-UI-17912

Claimant

:

and : **EMPLOYMENT APPEAL BOARD**

DECISION

J&J PARMACY INC

•

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

DECISION

UNEMPLOYMENT BENEFITS ARE DENIED

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**.

Note to Claimant: This decision determines you are not eligible for regular unemployment insurance benefits. This decision will become final unless an application for rehearing, or a petition to district court is filed as set out above. In addition, individuals who do not qualify for regular unemployment insurance benefits due to disqualifying separations may still qualify for Pandemic Unemployment Assistance (PUA). You will need to apply for PUA to determine your eligibility under the program. If you do not already have a PUA

cla	im on fi	le, yo	u must	file fo	or PU	A benef	its v	within 21 days of this decision. Additional information on how		
to	apply	for	PUA	can	be	found	at	https://www.iowaworkforcedevelopment.gov/pandemic-		
unemployment-assistance-proof-earnings-submission.										

James M. Strohman	
Ashley R. Koopmans	
risiney it. Hoopmans	
Myron R. Linn	

fnv