## BEFORE THE EMPLOYMENT APPEAL BOARD

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

MICHAEL J NELSON

: **APPEAL NUMBER:** 22B-UI-11542 Claimant : **ALJ HEARING NUMBER:** 22A-UI-11542

EMPLOYMENT APPEAL BOARD DECISION

## 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, 96.3-7

## 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 PEUC 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 his PEUC overpayment from Iowa Workforce Development. Instructions for requesting a waiver of this overpayment can be found at <a href="https://www.iowaworkforcedevelopment.gov/unemployment-insurance-overpayment-and-recovery">https://www.iowaworkforcedevelopment.gov/unemployment-insurance-overpayment-and-recovery</a>. The

	and follow all instructions from Iowa Workforce on how to apply for supply, and how to appeal if necessary.	
	James M. Strohman	
	Ashley R. Koopmans	
	Myron R. Linn	
AMG/fnv	WIYIOH K. Liiiii	