

## CHAPTER 245

(Senate Bill 21)

## AN ACT concerning

## Unemployment Insurance - Claims Appeal

FOR the purpose of changing the length of time that a claimant for unemployment insurance benefits has in which to appeal a determination of benefits made by an examiner.

BY repealing and reenacting, with amendments,

Article 95A - Unemployment Insurance Law  
Section 7(e)  
Annotated Code of Maryland  
(1969 Replacement Volume and 1975 Supplement)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That Section 7(e) of Article 95A - Unemployment Insurance Law, of the Annotated Code of Maryland (1969 Replacement Volume and 1975 Supplement) be and it is hereby repealed and reenacted, with amendments, to read as follows:

## Article 95A - Unemployment Insurance Law

7.

(e) The claimant or any other party entitled to notice of a determination as herein provided, may file an appeal from such determination with the Board of Appeals within [seven] ~~[[30]]~~ 15 days after the date of mailing of the notice to his last known address or if such notice is not mailed, within [seven] ~~[[30]]~~ 15 days after the date of delivery of such notice.

Unless the appeal is withdrawn or is removed to the Board of Appeals, a referee designated by the Board of Appeals, after affording the parties reasonable opportunity for a fair hearing, shall make findings and conclusions and on the basis thereof affirm, modify, or reverse such determination; provided, however, that whenever an appeal involves a question as to whether services were performed by claimant in employment or for an employer, the referee shall give special notice of such issue and of the pendency of the appeal to the employing unit and to the Executive Director, both of whom shall thenceforth be parties to the proceeding and be afforded a reasonable opportunity to adduce evidence bearing on such question.

The parties shall be promptly notified of the referee's decision and shall be furnished with a copy of the decision and the findings and conclusions in support