

BEFORE THE WORKERS' COMPENSATION BOARD OF
THE STATE OF OREGON

Adoption of Permanent Amendments to the)
Rules of Practice and Procedure for Contested)
Cases under the Workers' Compensation Law,)
(Division 015) Relating to The Determination of)
a Reasonable Assessed Attorney Fee, Including the)
Submission of Information Concerning a "Contingent)
Hourly Rate" and its Calculation (OAR 438-015-0010);)
and a Voluntary Procedure for the Bifurcation of)
the Determination of a Reasonable Assessed)
Attorney Fee From the Merits of the Claim for)
Certain Cases on Board Review (OAR 438-015-0125).)

STATEMENT OF FILING
NOTICE OF PROCEDURES

I, Kayleen Swift, as Administrative Rule Coordinator to the Workers' Compensation Board, do state as follows:

1. An original and copies of this proposed rulemaking hearing were filed with the Office of the Secretary of State on June 25, 2020.

2. Notice of this hearing was posted on the WCB website on June 25, 2020 at the following address:

<http://www.oregon.gov/wcb/legal/Pages/laws-and-rules.aspx>

3. All interested parties registered on the Workers' Compensation Board's mailing list were notified of this proposed rulemaking hearing on July 8, 2020.

4. Copies of this notice were also electronically provided to the *Oregonian*, the *Associated Press* and the *Capitol Press* on July 8, 2020.

5. Notice of this proposed rulemaking was electronically provided on July 8, 2020, to the following legislators:

Senator Peter Courtney, Senate President; and
Representative Tina Kotek, Speaker of the House.

6. Notice of this hearing was included in the June 2020, issue of the Board's News and Case Notes, which was posted on the WCB website in early July 9, 2020. In addition, members of the Workers' Compensation Section of the Oregon State Bar received notification of this hearing on July 13, 2020, when the Board's News and Case Notes was electronically distributed to them.

Dated this 29th day of July, 2020.



Kayleen Swift, Administrative Rules Coordinator
Workers' Compensation Board