

January 24, 1968.

Senate File 67

Passed on File.

By MINCKS.

Industrial Relations 1/24

Passed Senate, Date.....

Passed House, Date.....

Vote: Ayes..... Nays.....

Vote: Ayes..... Nays.....

Approved.....

A BILL FOR

An Act to amend section ninety-six point three (96.3), subsections four (4) and five (5), Code 1962, as to the method of determining benefit amount and duration of benefits.

Be It Enacted by the General Assembly of the State of Iowa:

1 Section 1. Section ninety-six point three (96.3), Code
2 1962, is hereby amended by striking subsection four (4) and
3 substituting in lieu thereof the following:
4 "4. Determination of benefits. The weekly benefit amount
5 of any individual shall be an amount equal to one-twentieth (1/20th)
6 of his total wages paid for insured work in that calendar quarter
7 in his base period in which his wages were the highest, but in
8 no case shall said amount during the period beginning July 4,
9 1963 and ending July 4, 1965, be more than fifty per cent (50%)
10 of the average weekly wage of employees covered under this
11 chapter. For the period beginning July 4, 1965, and ending July
12 4, 1967, the maximum shall not be more than sixty per cent (60%)
13 of the average weekly wage of all employees covered under this
14 chapter and after July 4, 1967, the maximum benefit amount shall
15 not exceed sixty-six and two-thirds per cent (66 $\frac{2}{3}$ %) of the
16 average weekly wage of all employees covered under this chapter."

1 Sec. 2. Section ninety-six point three (96.3), subsection
2 five (5), Code 1962, is amended by striking all after the "comma
3 (,)" in line fourteen (14) and inserting in lieu thereof the

4 following:

5 "or four hundred dollars (\$400.00) per quarter, whichever
6 is the lesser. Benefits paid to an eligible individual shall
7 be charged against the base period wage credits in his account
8 which have not been previously charged hereunder, in the same
9 chronological order as the wages on which such wage credits
10 are based were paid."