HB 3178 STAFF MEASURE SUMMARY

Senate Committee On Labor and Business

Prepared By: Tyler Larson, LPRO Analyst

Meeting Dates: 4/15

WHAT THE MEASURE DOES:

Removes condition, to be deemed "unemployed," that an individual's weekly remuneration for part-time work must be less than their weekly unemployment insurance benefit amount between the measure effective date and January 2, 2022. Restores condition for weeks beginning on or after January 2, 2022. Declares emergency, effective on passage.

House vote: Ayes, 58; Excused, 2--Boshart Davis, Clem

Fiscal impact issued; revenue impact issued

ISSUES DISCUSSED:

EFFECT OF AMENDMENT:

No amendment.

BACKGROUND:

Eligible unemployed Oregonians receive a weekly unemployment insurance (UI) benefit amount that is 1.25 percent of the worker's total wages paid in the worker's base year, subject to a minimum of \$157 and a maximum of \$673. A worker is eligible to receive UI benefits if they work less than full-time but their benefit amount may be reduced. Before September 1, 2020, the UI benefit was reduced by the amount that an individual's weekly earnings exceeded the greater of ten times the minimum wage or one-third of their weekly UI benefit. However, if a part-time worker's weekly earnings are greater than their weekly UI benefit, they are not considered "unemployed," and are not eligible to receive any benefits.

During the 2020 Second Special Session, the Legislative Assembly passed Senate Bill 1701 to allow a worker, until January 1, 2022, to earn up to \$300 a week before their weekly UI benefit is reduced. The measure did not amend the statute that deems a person "unemployed" when their weekly earnings are less than their weekly benefit, and this resulted in workers with a benefit of less than \$300 not being able to earn up to \$300 even if they work less than full-time.

House Bill 3178 clarifies that an individual is considered "unemployed" in any week during which the individual performs no services or less than full-time work until January 2, 2022.