

STATE OF ALASKA DEPARTMENT OF LABOR AND WORKFORCE DEVELOPMENT
WORKERS' COMPENSATION DIVISION
WORKERS' COMPENSATION BOARD

NOTICE OF PUBLIC MEETING: The Alaska Workers' Compensation Board will conduct a full board meeting, October 1-2, 2020. This meeting is open to the public, and will begin at 9:00am.

Due to concerns related to the COVID-19 public health disaster, the meeting will be held telephonically and by video conference.

- To participate telephonically, call 800-315-6338, access code 92019
 - Alternative telephone line through Zoom: 253-215-8782, Meeting ID: 697 315 2079
- To participate by Zoom Video Conference: <https://us02web.zoom.us/j/6973152079>
 - Meeting ID: 697 315 2079

The agenda consists of the regular business of the Workers' Compensation Board and Division, consisting of but not limited to: discussion of issues pertaining to the Alaska Workers' Compensation Act, and approval of potential changes to regulations. The Board will also conduct other business as necessary and useful.

Public comment will be taken telephonically from 10:15AM to 11:15AM on October 1, 2020, and might be extended to accommodate those on the call before 10:15AM. If you are unable to participate telephonically, you may submit written comments prior to the meeting for consideration by the Board. The comments must be received not later than 5:00p.m. on September 28, 2020. Send written comments to:

Charles Collins, Chair
Workers' Compensation Board
PO Box 115512
Juneau, AK 99811-5512
-or-
charles.collins@alaska.gov

If you are a person with a disability who needs a special accommodation in order to participate in this process, please contact Alexis Newman at (907) 465-6059 or alexis.newman@alaska.gov not later than September 18, 2020 to ensure that any necessary accommodations can be provided.

For additional information regarding the Board meeting, please contact the Division of Workers' Compensation at 465-2790.

Charles Collins
Director
Division of Workers' Compensation
Office: 907-465-2790
Fax: 907-465-2797