

applicants participating in qualified training are disqualified from receiving unemployment insurance benefits based solely upon the date of application. LB 633 would shift the focus of approved training programs from the timing of the application for approval to the type of training that they would be wanting to take. This could impact to as many as 250 persons annually, and these persons are usually self-motivated people who have independently sought out and are participating in vocational skill enhancement. And the course they're taking applies, it should be fine, but they get hung up because they didn't get prior approval, and so they lose their unemployment compensation. So all things considered here, looking at people that I believe take the initiative when they don't have a job, go out and try and improve their skills, in my estimation, many times are punished because they didn't get prior approval, and yet they're in an approved program. This would just again shift the focus to the timing. And I would encourage your support of the bill. Thank you.

PRESIDENT ROBAK: Thank you, Senator Hillman. Senator Witek.

SENATOR WITEK: Thank you. Senator Hillman, could you answer just a couple questions?

PRESIDENT ROBAK: Senator Hillman.

SENATOR HILLMAN: Yes.

SENATOR WITEK: Okay, you might have already said. Where are they taking the training?

SENATOR HILLMAN: At community colleges, I mean their approved courses, wherever they can, could be night courses or others.

SENATOR WITEK: Are they paying for their own training then?

SENATOR HILLMAN: Well, yes, they are. But the point is they lose their unemployment compensation checks, I mean, you know, for being out of work, because they didn't get prior approval before they took the course. It can be in a...and they still have to, Department of Labor still has to approve the courses that they take to make sure that they fall under the criteria, you know, for receiving...for getting continuing education under the criteria that they get also to continue their unemployment