



Oregon

Tina Kotek, Governor



Workers'
Compensation
Division

Department of Consumer
and Business Services

Subject: How to participate in workers' compensation rulemaking

Dear customer:

We value public participation in the Workers' Compensation Division's rulemaking process and thank you for your interest.

If you want to participate in the rulemaking process, please sign up for the division's [email updates](#):

- You can register with GovDelivery [here](#). Under subscriber preferences, check the box beneath the Workers' Compensation Division named "Oregon Administrative Rules, Chapter 436."
- Make sure your email recognizes "govdelivery.com" as a safe sender.

The following webpages provide more information about the process:

- [Possible Rule Issue Form](#) – to request a specific rule be changed or updated,
- [Rulemaking calendar](#) – to find out about recent and future activities,
- [Meetings and hearings](#) – to check scheduled events,
- [Proposed rules and testimony](#) – to review proposals and public comments, and
- [New rules](#) – to find recently adopted rules.

Sometimes rulemaking must happen quickly because of a law change, a court decision, or another urgent matter. The division tries to contact interested parties well in advance to invite participation in our advisory meetings and to request agenda topics for discussion.

Getting questions early allows time for research and to make sure affected parties can attend the meetings. Last minute issues might be held over for a later discussion.

The division relies on input from advisory committees in preparing proposed rules. Proposed rules are filed with the Secretary of State and distributed for public comment, which may be presented in person at a public hearing or in writing. After considering all of the testimony, the division makes appropriate changes to the proposed rules and publishes final rules.

If you have questions, contact **Marie Rogers**, policy analyst and rules coordinator, at 971-286-0316, wcd.policy@dcbs.oregon.gov.

Thank you!