

Election of Leave Benefits with Workers' Compensation

ivam	e	Employee Number _		
PositionDep		Department/Campu	artment/Campus	
comp	employee is absent from duty be (date of first absence a pensation insurance may begin pa h day of absence from duty if an	attributable to illness or injury aying a percentage of the emp). If eligible, workers' ployee's current wages on the	
J	,	·		
District Authorized Signature		 Date		
Emp	loyee Choice:			
for w I also healt leave	absent from duty because of a jowers, compensation weekly incompensation weekly incompensation weekly incompensed in applicable (FMLA). I further understand the liums if I am on unpaid leave that	come benefits until my absend continue to pay its contributi de) as long as I am on paid lea at I will be responsible for pa	ce exceeds seven calendar days. on toward the cost of my group we and/or family and medical ying all health insurance	
	I choose to use only days of available paid leave at this time.			
	I choose to use all available paid leave. I understand that I will not receive workers' compensation weekly income benefits until I have exhausted all of my paid leave or to eth extent that paid leave does not equal my pre-illness or pre-injury wage.			
	I choose not to use any available paid leave at this time. I understand that I will not receive any regular salary payments from Friendswood Independent School District while receiving weekly income benefits under workers' compensation. No available paid leave will be deducted from my leave balance. I further understand that by selecting this option, I will only receive workers' compensation wage benefits for any absences resulting from my work related illness injury, unless and until I communicate to the district a change in my decision.			
Employee signature Date				
For Cl	aims Reporting Purposes Only:			
For all employees: Amount of leave paid to employee: \$ Daily rate: \$ Period of payment from// through//			For hourly employee only: Hourly rate: \$ Number of hours paid:	
TOr	fordays or weeks			