

I am emailing about your review of compensation in NB. I don't know if this is one of the areas you are looking at but what happens when a worker is injured in another province and then moves to NB before the claim has been settled? There doesn't seem to be any help available or any way to transfer the claim.

In my case, I was injured in Ontario, the claim was denied and I was forced to resign my job in order to apply for employment insurance benefits. 6 months later, my life was in ruin and I had to come back home to NB, still unable to work, still not receiving any workers compensation. I have been reduced to social assistance which has to come out of NB's pocket, even though I never worked in the province. Everyone asked me to sign papers that if my compensation claim settled that I would agree to pay them back - both UIC and welfare.

It's been over 7 years and the bottom line seems to be that I would have to return to Ontario in order to file an appeal, being on welfare, there is absolutely no way for me to do that.... so I am stuck!

As a Registered Practical Nurse in Ontario, I was working full time at about \$15.00 per hour, now I am forced to survive on just \$500 a month from NB disability welfare.

I hope something gets done so that my situation could be prevented. For instance, EI should have given me a referral to go to Legal Aid and they should be able to file the appeal on my behalf to Ontario through the NB system. If not EI, then for sure by the time I had to apply for long term assistance through welfare because it would obviously be a great benefit to NB if they didn't have to foot my bills anymore.

Honestly, I would have signed the same papers to pay back legal aid too if only it was possible for them to help my situation, but from what I understand, they do not provide services for this kind of legal matter. I would need to hire my own lawyer and being already on assistance....

Impossible for me, so I hope your review of the system will be of some help. Thanks.

An injured worker