

# FORM PER-37: Notice to Controvert Claim

**Instructions:** To properly dispute and controvert right of compensation to an employee claim as prescribed under A.S.C.A. §32.0662, the employer is mandated to file this controvert notice with the Commissioner on or before the 14<sup>th</sup> day after having knowledge of the alleged injury or death (or within 14<sup>th</sup> days upon receipt of either the Employee's Injury Reporting Notification or a Notice of Claim Filed).

1. <b>Date of this Notice:</b>	2. <b>Name of Employer:</b>	3. <b>Name of Injured Employee:</b>
4. <b>Is the Employer Self-Insurer?</b> <input type="checkbox"/> Yes   <input type="checkbox"/> No	5. <b>Name of Insurance Carrier:</b>	6. <b>Date of Employee's Alleged Injury or Death:</b>
7. <b>Have employer received an injury report from employee?</b> <input type="checkbox"/> Yes   <input type="checkbox"/> No	8. <b>Date of Employee's Injury Report:</b>	9. <b>Have employee filed a claim?</b> <input type="checkbox"/> Yes   <input type="checkbox"/> No
10. <b>Employer's Mailing Address:</b>	11. <b>Employee's Present Mailing Address:</b>	
12. <b>Specify the Type of Controvert Notice:</b> <input type="checkbox"/> Notice to controvert and dispute the employee claim in its entirety as work-related. <input type="checkbox"/> Notice to controvert and dispute the compensation of certain disability or death benefits <input type="checkbox"/> Notice to controvert and dispute the compensation of certain medical treatments or medical expense(s). <input type="checkbox"/> Notice to dispute and controvert employee's claim for compensation due to statute of limitation on filing. <input type="checkbox"/> Other		
13. <b>In pursuant to A.S.C.A. §32.0662, the employer hereby serves this notice to controvert claim on the following specific ground or reason:</b>		
14. <b>AUTHORIZATION:</b>  (Print Only) _____ Name of Person Approving this Notice  _____ Official Title of Person Approving this Notice  (Sign) _____ Authorized Signature of Person Approving this Notice		