WEST VIRGINIA LEGISLATURE

2022 REGULAR SESSION

Introduced

House Bill 4837

By Delegates Hanshaw (Mr. Speaker) and Skaff  
(By Request of the Executive)

[Introduced February 25, 2022; Referred to the Committee on Finance]

A BILL supplementing and amending the appropriations of public moneys out of the Treasury from the balance of moneys remaining as an unappropriated balance in the State Fund, General Revenue, to the Executive, Governor’s Office – Civil Contingent Fund, fund 0105, fiscal year 2022, organization 0100, by supplementing and amending the appropriations for the fiscal year ending June 30, 2022.

WHEREAS, The Governor submitted the Executive Budget Document to the Legislature on January 12, 2022, containing a statement of the State Fund, General Revenue, setting forth therein the cash balance as of July 1, 2021, and further included the revised estimate of revenue for the fiscal year 2022, less net appropriation balances forwarded and regular and surplus appropriations for the fiscal year 2022; and

WHEREAS, It appears from the Governor’s Statement of the State Fund, General Revenue, there now remains an unappropriated balance in the Treasury which is available for appropriation during the fiscal year ending June 30, 2022; therefore

Be it enacted by the Legislature of West Virginia:

That the total appropriation for the fiscal year ending June 30, 2022, to fund 0105, fiscal year 2022, organization 0100, be supplemented and amended by adding a new item of appropriation as follows:

Title II – Appropriations.

Section 1. Appropriations from general revenue.

**EXECUTIVE**

*7 – Governor’s Office –*

*Civil Contingent Fund*

(WV Code Chapter 5)

Fund 0105 FY 2022 Org 0100

**General**

**Appro- Revenue**

**priation Fund**

1c Civil Contingent Fund - Total 11400 $ 27,915,000

NOTE: The purpose of this supplemental appropriation bill is to supplement, amend and add a new item of appropriation in the aforesaid account for the designated spending unit for expenditure during the fiscal year 2022.