

WEST VIRGINIA LEGISLATURE

2026 REGULAR SESSION

ENGROSSED

Committee Substitute

for

House Bill 5317

(By Request of the Executive)

[Originating in the Committee on Finance,

March 9, 2026]

1 A BILL supplementing and amending the appropriations of public moneys out of the Treasury from
2 the balance of moneys remaining as an unappropriated surplus balance in the State Fund,
3 General Revenue, to the Department of Commerce, Division of Natural Resources, fund
4 0265, fiscal year 2026, organization 0310, by supplementing and amending the
5 appropriations for the fiscal year ending June 30, 2026, by adding a new item of
6 appropriation.

1 WHEREAS, The Governor submitted the Executive Budget Document to the Legislature
2 on January 14, 2026, containing a statement of the State Fund, General Revenue, setting forth
3 therein the cash balance as of July 1, 2025, and further included the estimate of revenue for the
4 fiscal year 2026, less net appropriation balances forwarded and regular and surplus
5 appropriations for the fiscal year 2026, and further included recommended expirations to the
6 unappropriated surplus balance of the State Fund, General Revenue; and

7 WHEREAS, It appears from the Governor's Statement of the State Fund, General
8 Revenue, there now remains an unappropriated surplus balance in the Treasury which is available
9 for appropriation during the fiscal year ending June 30, 2026; therefore

Be it enacted by the Legislature of West Virginia:

1 That the total appropriation for the fiscal year ending June 30, 2026, to fund 0265, fiscal
2 year 2026, organization 0310, be supplemented and amended adding a new item of appropriation
3 as follows:

4 **TITLE II – APPROPRIATIONS.**

5 **Section 1. Appropriations from general revenue.**

6 **DEPARTMENT OF COMMERCE**

7 *38 - Division of Natural Resources*

8 (W.V. Code Chapter 20)

9 Fund 0265 FY 2026 Org 0310

Eng CS for HB 5317

10			General
11		Appro-	Revenue
12		priation	Fund
13	11a Capital Outlay, Repairs and Equipment – Surplus (R).....	67700	10,000,000