

# **WEST VIRGINIA LEGISLATURE**

## **2026 REGULAR SESSION**

**Introduced**

### **Senate Bill 781**

BY SENATOR BARRETT

[Introduced February 5, 2026; referred  
to the Committee on Finance]



1 A BILL supplementing and amending the appropriations of public moneys out of the Treasury  
2 from the balance of moneys remaining as an unappropriated surplus balance in the State  
3 Fund, General Revenue, to the Governor's Office, Civil Contingent Fund, fund 0105, fiscal  
4 year 2026, organization 0100, by adding a new item of appropriation for the fiscal year  
5 ending June 30, 2026.

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

1 WHEREAS, It appears from the Governor's Statement of the State Fund, General  
2 Revenue, there now remains an unappropriated surplus balance in the Treasury which is  
3 available 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 0105, fiscal  
2 year 2026, organization 0100, be supplemented and amended by adding a new item of  
3 appropriation as follows:

## 4 **TITLE II – APPROPRIATIONS.**

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

#### 6 **EXECUTIVE**

7 *7 -Governor's Office –*

8 *Civil Contingent Fund*

9 *(W.V. Code Chapter 5)*

10 Fund 0105 FY 2026 Org 0100

Intr SB 781

11			<b>General</b>
12		<b>Appro-</b>	<b>Revenue</b>
13		<b>priation</b>	<b>Fund</b>
14	1a Federal Funds/Grant Match – Surplus.....	85700	15,000,000