

# WEST VIRGINIA LEGISLATURE

## 2021 REGULAR SESSION

### House Bill 2306

BY DELEGATES HIGGINBOTHAM, TONEY AND HANNA

[Introduced February 12, 2021; Referred to the  
Committee on the Government Organization]

**FISCAL  
NOTE**

1 A BILL to amend the Code of West Virginia, 1931, as amended, by adding thereto a new article,  
2 designated §8-39-1, relating to governmental websites; requiring municipalities to  
3 maintain websites with specific information available to the public at no charge; requiring  
4 information to be updated; and requiring updated information be provided to the Office of  
5 Technology.

*Be it enacted by the Legislature of West Virginia:*

**ARTICLE 39. MUNICIPAL WEBSITES.**

**§8-39-1. Accessible municipal records; required information.**

1 (a) Beginning on or before December 31, 2021, each municipality shall maintain a website  
2 or online social media account or page that provides the following information accessible to the  
3 public without charge:  
4 (1) The title and name of each elected office holder;  
5 (2) The contact information of each elected office holder, including office telephone  
6 number, facsimile number, office location, office hours and mailing address;  
7 (3) A secure electronic means of contacting each elected office holder;  
8 (4) A copy of each municipal ordinance in effect;  
9 (5) A copy of the approved meeting minutes; and  
10 (6) A schedule of regular meeting days for each calendar year.  
11 (b) Each municipality shall update the information required pursuant to this section within  
12 30 days of the date the change occurs and provide the updated information to the Office of  
13 Technology who shall update the information on the wv.gov website.

NOTE: The purpose of this bill is to require municipalities to maintain websites with specific information available to the public at no charge.

Strike-throughs indicate language that would be stricken from a heading or the present law and underscoring indicates new language that would be added.