

# **WEST VIRGINIA LEGISLATURE**

## **2022 REGULAR SESSION**

**Originating**

### **House Bill 4843**

BY DELEGATES BARRETT, ESPINOSA, HARDY, STORCH,

ROWAN, ROWE, HOTT AND HOUSEHOLDER

[Originating in the Committee on Finance; reported on

February 25, 2022]



1 A BILL to amend the Code of West Virginia, 1931, as amended, by adding thereto a new section,  
2 designated §15-3-7a, relating to authorizing the Commissioner of the West Virginia  
3 Division of Corrections and Rehabilitation to offer locality pay to correctional officers  
4 working at certain facilities designated by the Commissioner as having critical staffing  
5 shortages.

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

**ARTICLE 3. DIVISION OF CORRECTIONS AND REHABILITATION.**

**§15-3-7a. Locality Pay.**

1 In addition to any compensation approved pursuant to §15A-3-7 of this code, a  
2 correctional officer employed by the West Virginia Division of Corrections and Rehabilitation  
3 working at a facility or work unit designated by the Commissioner of Corrections and  
4 Rehabilitation as one where locality pay is necessary for maintaining critical missions of safety  
5 and security and to preserve the Division's ability to recruit and retain employees in a competitive  
6 manner, may receive a locality pay differential of up to \$10,000 per year in addition to the officer's  
7 regular salary. Any pay differential provided pursuant to this section may exceed the maximum  
8 salary range established for the position classification. The Commissioner shall promulgate a  
9 policy directive that establishes rules for the implementation of this section.

NOTE: The purpose of this bill is to provide correctional officers employed by the West Virginia Division of Corrections and Rehabilitation with locality pay for working at facilities designated by the Commissioner as having critical staffing shortages.

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