

WEST VIRGINIA LEGISLATURE

2023 REGULAR SESSION

Committee Substitute

for

House Bill 2908

By Delegates Hanshaw (Mr. Speaker) and Skaff

(By Request Of The Executive)

[Originating in the Committee on Finance; February

28, 2023]

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 Forestry, fund 0250, fiscal
4 year 2023, organization 0305, by supplementing and amending the appropriations for the
5 fiscal year ending June 30, 2023.

6 Whereas, The Governor submitted the Executive Budget Document to the Legislature on
7 January 11, 2023, containing a statement of the State Fund, General Revenue, setting forth
8 therein the cash balance as of July 1, 2022, and further included the estimate of revenue for the
9 fiscal year 2023, less net appropriation balances forwarded and regular and surplus
10 appropriations for the fiscal year 2023, and further included recommended expirations to the
11 unappropriated surplus balance of the State Fund, General Revenue; and

12 Whereas, It appears from the Governor’s Statement of the State Fund, General Revenue,
13 there now remains an unappropriated surplus balance in the Treasury which is available for
14 appropriation during the fiscal year ending June 30, 2023; therefore

Be it enacted by the Legislature of West Virginia:

1 That the total appropriation for the fiscal year ending June 30, 2023, to fund 0250, fiscal
2 year 2023, organization 0305, be supplemented and amended by adding new items of
3 appropriation as follows:

TITLE II – APPROPRIATIONS.

Section 1. Appropriations from general revenue.

DEPARTMENT OF COMMERCE

32 – Division of Forestry

(WV Code Chapter 19)

Fund 0250 FY 2023 Org 0305

10 **Appro-** **General**
11 **Revenue**

CS for HB 2908

		priation	Fund
12			
13	5a Current Expenses – Surplus (R).....	13099	1,200,000
14	6a Equipment – Surplus (R).....	34100	800,000