

# **WEST VIRGINIA LEGISLATURE**

## **2025 REGULAR SESSION**

**Introduced**

### **House Bill 2465**

By Delegates Anders, White, Ridenour, Kump,

Kimble, Dean, and Bridges

[Introduced February 17, 2025; referred to the  
Committee on Government Organization then the  
Judiciary]

1 A BILL to amend the Code of West Virginia, 1931, as amended, by adding three new sections,  
 2 designated §7-28-1, §7A-9-1, and §8-40-1, relating to prohibiting counties, towns, and  
 3 municipalities from using tax money to hire lobbyists to represent the counties, towns, and  
 4 municipalities at state level.

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

**CHAPTER 7. COUNTY COMMISSIONS AND OFFICERS.**

**ARTICLE 28. IMPERMISSIBLE LOBBYING.**

**§7-28-1. Ban on taxpayer-funded lobbying at state level.**

1 No county commission may use monies from taxes collected to pay for the services of a  
 2 lobbyist to represent the county at the state level.

**CHAPTER 7A. CONSOLIDATED LOCAL GOVERNMENT.**

**ARTICLE 9. IMPERMISSIBLE LOBBYING.**

**§7A-9-1. Ban on taxpayer-funded lobbying at state level.**

1 No governing body of any consolidated local government may use monies from taxes  
 2 collected to pay for the services of a lobbyist to represent the consolidated local government at the  
 3 state level.

**CHAPTER 8. MUNICIPAL CORPORATIONS.**

**ARTICLE 40. IMPERMISSIBLE LOBBYING.**

**§8-40-1. Ban on taxpayer-funded lobbying at state level.**

1 No governing body of any municipality, town, village, city, or other municipal corporation  
 2 may use monies from taxes collected to pay for the services of a lobbyist to represent the  
 3 municipal corporation at the state level.

NOTE: The purpose of this bill is to prohibit counties, towns, and municipalities from using tax money to hire lobbyists to represent the counties, towns, and municipalities at state level.

Strike-throughs indicate language that would be stricken from a heading or the present law

and underscoring indicates new language that would be added.