

STATE OF WEST VIRGINIA

EXECUTIVE DEPARTMENT

At Charleston

A PROCLAMATION

By the Governor

WHEREAS, developing weather patterns suggest a significant winter storm event followed by freezing rain other adverse weather events are likely to impact the entirety of the State of West Virginia; and

WHEREAS, the National Weather Service predicts snow and freezing rain beginning on Saturday, January 24, 2026, and continuing over the weekend with heavy snowfall and the possibility of freezing rain and sleet throughout the State; and

WHEREAS, it has been deemed necessary and beneficial to declare a State of Preparedness, pursuant to West Virginia Code § 15-5-6, for all 55 counties of the State of West Virginia to prepare for such adverse conditions.

NOW, THEREFORE, I, PATRICK MORRISEY, by virtue of the authority vested in me as the Governor of the State of West Virginia, and in view of the foregoing, do hereby **FIND AND DECLARE** that a State of Preparedness exists and continues throughout all 55 counties of West Virginia, said State of Preparedness to remain in effect for thirty days unless terminated by subsequent Proclamation. In response to this State of Preparedness, I have **INVOKED** the emergency powers set forth in West Virginia Code § 15-5-6; **UTILIZED** the Emergency Operations Plan, as necessary; **ORDERED** appropriate personnel and

resources to prepare to mobilize and respond to any emergency that may develop;
and **DELEGATED** certain administrative powers to the Director of the West
Virginia Emergency Management Division, as necessary, to facilitate the provision
of essential emergency services.

IN WITNESS WHEREOF, I have hereunto set my hand and caused the
Great Seal of the State of West Virginia to be affixed.

DONE at the Capitol in the City of
Charleston, State of West Virginia,
this Twenty-First Day of January, in
the Year of our Lord, Two Thousand
Twenty-Six, in the One Hundred
Sixty-Third Year of the State.



By the State

Patrick Morrisey
GOVERNOR

Krist Warner
SECRETARY OF STATE