

<u>Agency</u>	<u>FY2026</u>	<u>FY2027</u>	<u>FY2028</u>	<u>FY2029</u>	<u>FY2030</u>	<u>FY2031</u>
202 (LVA)	0	1	1	1	1	1
TOTAL	0	1	1	1	1	1

Department of Planning and Budget
2026 General Assembly Session
State Fiscal Impact Statement

Fiscal Analysis:

This bill requires the Librarian of Virginia to develop a model policy on the curation and removal of library material at local and regional libraries. According to the Library of Virginia, there is not currently staff available to administer such model policy development as required by this bill. In order to complete the work, the Library of Virginia requires an additional Library Specialist III to administer the process. The mid-range salary of that position is \$87,600 per fiscal year. Benefits and retirement would cost an additional \$28,898 per fiscal year at the lower end or \$49,816 per fiscal year at the higher end, for an average cost of \$39,357 per fiscal year. Additionally, the position would require support costs, including technology, travel, and professional development, for \$4,000 each fiscal year. Thus, the total average cost of an additional Library Specialist III per fiscal year is \$130,957.

After the model policy is developed, the additional Library Specialist III would work with libraries and library systems statewide to support review committee assistance and training. This position would identify resources and collaborate with localities to support compliance with the provisions of the bill.

The bill also requires the Superintendent of Public Instruction to develop a model policy on the curation and removal of library material at school libraries. The Department of Education notes that there are a number of bills that require the Department to develop new guidelines, resources, or reports. While the work of each individual bill may be absorbed by existing staff, if several of these bills are adopted during the 2026 session, additional resources may be required.

Any impact to local school divisions is indeterminate.

Other: None.