Monday, March 17, 2025		<u>Location</u>
8:00 a.m. – 5:00 p.m.	Registration Open	Pre-Conference Area
10:00 a.m 11:00 a.m.	Board of Director's Meeting	Ballroom E
11:00 a.m. – 12:00 p.m.	Concurrent Workshops	
	<b>The</b> Design-Build Board: What you need to know before you request proposals Chad Riley, WV Design-Build Board	Ballroom A
	Contracts 101: Avoiding Pitfalls and Protecting Your Municipality Guidelines and practical tools for Class III and IV municipalities navigating contract review Mark Matkovich, WV Municipal League	Ballroom B
12:00 p.m. – 1:00 p.m.	Opening General Session Lunch will be provided during this session	Ballroom C&D
1:30 p.m. – 2:30 p.m.	Concurrent Workshops	
	Abandoned Mine Land Funding Opportunities For Your Community Co-Presented by the West Virginia Department of Environmental Protection and Thrasher Engineering	Ballroom A
	From Liability to Viability Updates to the legal landscape for dealing with dilapidated properties Jesse Richardson, WVU Land Use Law Clinic	Ballroom B
3:00 p.m. – 4:00 p.m.	Afternoon General Session	Ballroom C&D
4:00 p.m. – 5:00 p.m. 5:00 p.m. – 6:00 p.m.	Clerk Recorders Association Meeting City Management Association Meeting	Ballroom A Ballroom B
6:30 p.m.	St. Patrick's Day Dinner	Ballroom C&D
After Dinner	HOSPITALITY	
Tuesday, March 18, 2025		
8:00 a.m 11:00 a.m.	Registration Open	Pre-Conference Area
9:00 a.m. – 9:30 a.m.	Municipal Lobby Day Briefing	Ballroom C&D
	Municipal Lobby Day at the Capitol g at 9:30 a.m. from Embassy Suites. Bus will pick up up at the Cultural Center bus turnaround at 4:00 p.m.	WV State Capitol
12:00 Noon	<b>Lunch</b> Be sure to have your name badge with you!	Culture Center
1:00 p.m. – 5:00 p.m.	Municipal Attorney's Association Meeting	Capitol Board Room
6:30 p.m. – 8:30 p.m. Join us for an evening of entertainn	Municipal Reception nent with legislators and state officials.	Ballroom A, B, C & D
After Reception	HOSPITALITY	
Wednesday March 19 2025		

<u>Wednesday, March 19, 2025</u> 9:00 – noon

0 - noon WV Municipal Election Seminar

Ballroom A&B