Division of School Business LEA Uniform Guidance-Policy and Procedure Checklist Allowability Procedure [Reference 2 CFR Part 200.302(b)(7)] MUST: Be a written procedure Address the process used for determining the allowability of costs in accordance with Subpart E - Cost Principles of the Uniform Grant Guidance and the terms and conditions of the Federal award Cash Management Procedure [Reference 2 CFR Part 200.302(b)(6)] MUST: Be a written procedure Address the process used for ensuring that Federal funds are requested on a reimbursement basis only П Procurement Procedure [Reference 2 CFR Part 200.318 - 200.320] MUST: Be a written procedure Address the standards of conduct covering conflicts of interest and governing the actions of employees engaged in the selection, award and administration П of contracts: • Address the standards set for situations in which a financial interest is not substantial or a gift is an unsolicited item of nominal value • Address the disciplinary actions to be applied for violations of such standards by officers, employees, or agents Address applicable procurement methods: Micro-purchases (\$10,000 or less) • Small purchases (\$10,001 - \$250,000) Sealed bids (\$250,001 or more) • Competitive proposals (\$250,001 or more) Non-competitive/sole source Address the process used to avoid acquisition of unnecessary or duplicative items Address the process used for procurement transactions that ensure that all solicitations: • Incorporate a clear and accurate description of the technical requirements for the material, product, or service to be procured

MUST:

☐ Be a written policy

Address the process used to reimburse expenses of employees on official business (actual cost basis, per diem basis, or mileage basis)

Identify all requirements which the offerers must fulfill and all other factors to be used in evaluating bids or proposals

Address the process used to determine whether costs for travel, including lodging, subsistence, and incidental expenses, are reasonable and allowable