Emergency Justification Form

| Requisition | n #: <u>REQ1700085</u> | Date: <u>07/13/2016</u> | Amount of Purchase: | <u>\$250.00</u> | EMG: <u>FY16/17-006</u> | |
|---|--|--|--|--------------------|----------------------------|--|
| Departmen | t: MAINTENANCE | Vendor: <u>HA</u> | CIENDA | | | |
| processing | | quisition of products ar | County employees in prov ad/or services. Please com | | | |
| Dep | partmental Responsi | bilities: | TELC | | | |
| State the reason for the emergency purchase by explaining what the emergency is and/or what caused the 0emergency situation. <u>Need an open purchase order for small daily emergency purchases that are</u> required for minor maintenance and repair issues that arise. | | | | | | |
| 2. | State the financial or operational damage/risk that will occur if needs are not satisfied immediately (do not simply say there will be a loss or some damage): Minor maintenance issues will take longer to address in a timely manner and could result in becoming larger issues including property damage and safety related issues. | | | | | |
| 3. | State why the needs were not or could not be anticipated so that goods/services could not have been purchased following standard procedures: Not all needs can be anticipated because of the large number of buildings and offices. Emergency issues happen without prior notice. | | | | | |
| 4. E3 | I. State the reason and process used for selecting vendor (Attach all quotes/proposals received from other sources, if applicable): Vendor selection is random. This vendor carries certain stocked items on hand and at a reasonable price. | | | | | |
| | | nts are true and correctation for an emergency | t, and that no other materi procurement. | al fact or cons | ideration offered or given | |
| Submitted b | y: | F. B. | 3 | | | |
| Elected Offi | cial/Department Sup | pervisor | <u>07/13/</u> Date | 07/13/2016 Date | | |

FINANCE DEPARTMENT USE ONLY:

Finance Department

County Manager

Approved By: _

07/15/2016 Date

Date: <u>07/18/2016</u>