

Procedure 6220P, Requirements for Bids and Contracts

Revisions reflect new federal guidance allowing school districts to set the threshold for a micro-purchase without seeking bids up to \$50,000 if the school district meets certain requirements, such as being identified as low risk during the most recent audit. OSPI has issued guidance stating that a district that wants to use this higher micro-purchase threshold must revise its policy/procedure accordingly.

Policy 6230, Relations with Vendors

School or Associated Student Body sponsored events, such as those for the Arts and athletics, are vital components of a student's public education. However, finding ways to continue with performances and events, given the current health and safety concerns of COVID-19, can be challenging. Even after finding alternatives, such as livestreaming and remote recordings, for students to participate and engage in district events and performances, a remaining barrier for many districts has been how to sell the tickets and account for the revenue generated.

Few school districts in Washington have the capacity to develop or manage their own online ticketing service. Fortunately, there are several reputable commercial vendors offering sales and support for school events. However, use of a commercial ticketing service can be tricky. This is because as a local government entity, school districts must comply with statutory requirements that don't apply to commercial businesses or nonprofit organizations. These issues are often referred to as "third-party receipting" and include the timing of deposits of public funds. Third-party receipting issues also apply to online fundraising and can create internal control and management problems. Districts can use third-party receipting services that comply with the guidance from the [Washington State Auditor's Office](#). However, before the district can enter a third-party receipting contract, language must be added to the policy that permits crowdfunding and third-party receipting.