Public Contracts Checklist

Below is a brief checklist of basic legal requirements for public contracts

- 1. Were all (if any) statutorily required *procurement procedures* followed? (If formal or informal bidding is required, is the awardee the *lowest responsible*, *responsive bidder?*)
- 2. Is the contract required to be in *writing*?
 - ✓ Cities all (G.S. 160A-16)
 - ✓ Conveyance of real property (including easement), mining rights, or lease exceeding 3 years (G.S. 22-2)
 - ✓ Construction contracts costing \$500,000 or more, and purchase contracts costing \$90,000 or more (G.S. 143-129)
 - ✓ Sale of goods exceeding \$500 (G.S. 25-2-201(1))
 - ✓ Other UCC and common law contract requirements
 - ✓ NOTE: Putting *all* contracts in writing is highly recommended even if not legally required
 - ✓ NOTE: Defects in writing requirements can be cured by Board ratification
- 3. Did the proper legal authority *award* the contract?
 - ✓ Governing board only for formal construction, informal and formal solesource, piggyback contracts (G.S. 143-129) and small jurisdiction exception to conflict of interest prohibition (G.S. 14-234(d1))
 - ✓ Delegated authority authorized for formal purchase contracts (G.S. 143-129)
 - ✓ Board approval is not required for informal construction and informal purchase contracts (G.S. 143-131)
 - ✓ Board approval is not required for contracts below informal range
 - ✓ Check local policies for more stringent board approval requirements
 - ✓ Confirm delegated award authority either explicitly or implicitly (best to have explicit delegation)
- 4. Did the proper legal authority *execute* the contract?
 - ✓ Distinguish between "award" and "execute"
 - ✓ Confirm execution authority either explicitly or implicitly (best to have explicit authorization)
- 5. If in *electronic form*, is the form valid / if an *electronic signature* is used, is it in proper form?

- ✓ Most forms of electronic transactions are valid if the parties agree (Uniform Electronic Transactions Act (Article 40, Chapter 66)
- ✓ Electronic signatures defined and authorized, and procedural requirements for use (Article 11A, Chapter 66)
- 6. Are all terms and conditions (T&C) current and in compliance with state law?
 - ✓ Construction indemnity agreements prohibits a party from insulating itself from its own negligence (G.S. 22B-1)
 - ✓ Real property improvement dispute venue prohibits making a contract subject to the laws of another state or setting exclusive venue in other state (G.S. 22B-2)
 - ✓ Forum selection prohibits requiring prosecution of an action or arbitration of a dispute in another state (G.S. 22B-3)
 - ✓ Jury trial waiver prohibits requiring a party to waive its right to a jury trial (does not prohibit mutually agreed to mediation, arbitration, or other alternative dispute resolution processes) (G.S. 22B-10)
 - ✓ Constitutional limitations on local government indemnifying obligations of other parties (incurring debt) (N.C. Const. Art. V, Sec. 4)
- 7. Does the contract adequately describe or incorporate by reference the information that relates to the *scope of work* or *other details specific to the basis for the contract*?
- 8. Does the contract include a *preaudit certificate*? (G.S. 159-28)
 - ✓ Preaudit certification required for all public contracts obligating public funds to ensure that sufficient funds are available and unencumbered (G.S. 159-28(a))
 - ✓ Some question about preaudit certificate requirement if fiscal obligation is in future year (*Meyers v. Town of Plymouth, 135 N.C. App. 707 522 S.E.2d 122 (1999)*); safest course is to always include preaudit certificate (violation can result in personal liability for employee or officer disbursing funds)
- 9. Is the contract compliant with applicable *local policies*, *grant rules* (*if grant funds are used*), *and federal regulations* (if federal funds are used)?
- 10. Do any *conflicts of interest* exist that would render the contract void? (G.S. 14-234) If the *small jurisdiction exception* applies, have all required procedures been followed? (G.S. 14-234(d1))