

# EXHIBIT "Aii"



## POLK COUNTY BOARD OF COUNTY COMMISSIONERS PROCUREMENT DIVISION JUSTIFICATION FOR SOLE SOURCE PURCHASE

Date of Sole Source Purchase Request: January 31, 2024

This form MUST be completed and approved by the Procurement Director PRIOR to the purchase being made. A Sole Source Purchase will only be authorized when it is determined by the Procurement Director or their designee that (1) it is the ONLY item that will produce the desired results and is available from only one source of supply; or (2) where standardization is determined to be desirable by the County; (3) because of compatibility with existing equipment or systems.

Requesting Division: Parks and Natural Resources

Proposed Vendor (Include name, telephone #, and email):

Dreamtraxx (Jason & Stacey Baker) 863-670-3747, stacey@dreamtraxx.com

Describe Purchase. What will this purchase do for the Division?

Conceptualize and produce a world class moto-cross track.

Explain how this product/service best meets the needs of the County. How does this purchase meet the criteria of a sole source purchase?

Development of this track will provide a unique and attractive amenity to Bone Valley ATV Park. Dreamtraxx is local and uniquely qualified to produce this track. They are also a local company with ties to Polk County. This service was confirmed as a sole source through ISS 23-524 which received no responses.  
\$240,075

Total cost for the Sole Source Purchase: \_\_\_\_\_  
(Total cost includes shipping & installation (if applicable))

<u>Derek Harpe</u>	<u>1/31/24</u>		<u>1/31/24</u>
Requestor Name (PRINT)	Date	Signature of Division Director	Date
	<u>1/31/24</u>		<u>3/8/24</u>
Requestor Signature (SIGN)	Date	Signature of Procurement Director or Designee	Date

**PROCUREMENT USE ONLY**

Date Received: 1/31/2024 PO#: \_\_\_\_\_ P-Card Purchase: N/A

Procurement Specialist: B. Howard Sole Source #: 24-242

Insurance Received Date: \_\_\_\_\_

Purchase in excess of \$50,000 will be reported to the BoCC at the end of each budget year.