

Treasurer's Instruction No	1128
Title	Agency Procurement Audit Requirements: goods and services
Effective date	1 July 2015
Objective and Background	Provides instruction on the internal audit requirements that agencies are required to fulfil in relation to goods and services.
Version Number	3

Black letter (or bold) items within these Instructions are mandatory and other plain font items are instructional or for the purpose of providing guidance only.

- (1) **This Instruction applies only to the procurement of goods and services and is to be read in conjunction with other Instructions relating to goods and services which are contained in the 1100 series of the Treasurer's Instructions.**

Further information on goods and services procurement, including a definition of "goods and services", can be located at www.purchasing.tas.gov.au > [Buying for Government](#).

For information on building and construction and roads and bridges procurement, refer to the 1200 series of the Treasurer's Instructions.

AUDIT REQUIREMENTS

- (2) **Agencies are required to ensure that a percentage of:**
- (a) **all direct/limited submission sourcing procurements pursuant to Instruction 1114; and**
 - (b) **contract extensions approved pursuant to Instruction 1115(2);**
- during a financial year are subject to a compliance audit either as part of the agency's internal audit program or through the engagement of an independent auditor.**
- (3) **The appropriate percentage of procurements and contract extensions to be audited is to be determined by the auditor having regard to ASA 530 in determining the sample size.**
- (4) **The compliance audit is to consider conformity with the mandatory requirements contained in the Treasurer's Instructions and in associated guidance material.**
- (5) **Agencies must report the results of the compliance audit to their Audit Committee and forward a copy of an extract from their audit report to the Department of Treasury and Finance, within 2 months of the final audit report being completed.**