

City Council Report

Date: November 21, 2022

To: City Council

Through: Michael Kennington, Deputy City Manager/Chief Financial Officer

From: Edward Quedens, Business Services Director

Kristy Garcia, Procurement Administrator

Subject: Dollar Limit Increase to the Term Contract for Landscape Irrigation and

Sprinkler Supplies for the Materials and Supply Warehouse (for the Parks, Recreation and Community Facilities and Transportation Departments)

(Citywide)

Recommendation

The Business Services and Transportation Departments and Purchasing recommend increasing the dollar limit with Sprinkler World of Arizona, Inc.; Ewing Irrigation Products; and Horizon Distributors, Inc.; Years 4 and 5 by \$350,000, from \$690,000 to \$1,040,000 annually.

Background / Discussion

This contract provides landscape sprinkler and irrigation supplies (PVC pipe, fittings, valves and miscellaneous supplies) on an as-needed basis, for repair, modification and new installation of irrigation systems located in landscaped areas owned or maintained by the City, including parks and landscaped medians.

The Transportation Department created a new lifecycle budget and allocated \$250,000 funding to upgrade their Calsense irrigation system to a new centralized irrigation system. Purchases will be made from this contract for the upgrade using the lifecycle funds and the Department's operating budget.

Purchase Information

Action: Amendment (Years 4 and 5) Procurement Type: Request for Bids

Contract Number: 2020041

Initial Contract Term: Three years (10/22/2019 to 10/21/2022)

Possible Renewals: N/A

Funding Source: Business Services Department - Materials and Supply operating budget through the Warehouse Internal Services Fund, Parks, Recreation and Community

Facilities and Facilities Maintenance, and Transportation budgets

Dollar Limit History

Administrative Renewal Award – 10/6/2022: \$690,000.00
This Increase Request for Years 4 and 5: \$350,000.00
New Annual Contract Value (10/22/2022 through 10/21/2024): \$1,040,000.00