

Legislation Details (With Text)

File #:	BILL NO. 22-183	Name:	
Type:	Ordinance - Committee	Status:	Passed
File created:	8/29/2022	In control:	City Council - Regular Session
On agenda:	9/13/2022	Final action:	9/13/2022
Title:	An Ordinance approving the award of Bid No. 2023-007 to Staat, Inc. to perform masonry repair services and authorizing the City Manager to execute a contract for the same on behalf of the City. (F&BC 9/7/22)		
Sponsors:			
Indexes:			
Code sections:			
Attachments:	1. Ordinance, 2. Exhibit A: Contract No. 2023-007, 3. Supporting Doc: Bid Tab		

Date	Ver.	Action By	Action	Result
9/13/2022	1	City Council - Regular Session	advanced to second reading	Pass
9/13/2022	1	City Council - Regular Session	adopted and numbered	Pass
9/7/2022	1	Finance and Budget Committee	recommended for approval	Pass

An Ordinance approving the award of Bid No. 2023-007 to Staat, Inc. to perform masonry repair services and authorizing the City Manager to execute a contract for the same on behalf of the City. (F&BC 9/7/22)

Issue/Request:

An Ordinance approving the award of Bid No. 2023-007 to Staat, Inc. to perform masonry repair services and authorizing the City Manager to execute a contract for the same on behalf of the City.

Key Issues:

- The City Hall building has a need for masonry repair work on the exterior of the building
- The scope of the work was defined using input from City staff and masonry workers
- The City issued Bid No. 2023-007, and 48 bidders were notified
- The City received three (3) responsive and responsible bids
- Staat, Inc. is recommended for award
- The project was included in the Central Building Services budget for FY23 as approved by Council

Proposed Committee Motion:

I move to recommend to the City Council for approval of an Ordinance approving the award of Bid No. 2023-007 to Staat, Inc. to perform masonry repair services and authorizing the City Manager to execute a contract for the same on behalf of the City.

Brian Page, Facilities Manager

Recommendation: Staff recommends approval

