

RESOLUTION APPROVING THE RENEWAL OF A CONTRACT WITH AZTECA SYSTEMS, LCC FOR SOFTWARE LICENSES AND MAINTENANCE FOR CITYWORKS SOFTWARE

WHEREAS, software from Azteca Systems, LLC is used by staff in several departments as the system of record and to support work order and asset management (AMS) operations and permitting and inspections (PLL) business processes; and

WHEREAS, the AMS and PLL solutions provide mobile capabilities for staff in the field, and the online portal 'BuildIT' used by the public; and

WHEREAS, the Azteca platform was deployed in 2015 and renewed in January 2020 for three additional years following City Council approval; and

WHEREAS, the current contract is set to expire on December 31, 2022; and

WHEREAS, Azteca Systems, LLC does not partner with any reseller agencies to provide license renewal options and there are no M/WBE vendor options available; and

WHEREAS, Azteca has provided a proposal for the annual renewal of current software licenses and maintenance, including software upgrades and security patches for the period of January 1, 2023 through December 31, 2023 at a total cost of \$192,214.80, requiring approval by the Mayor and City Council; and

WHEREAS, approval is requested to renew the software licenses and maintenance agreement with Azteca Systems, LLC using funds included in the approved FY 22-23 Information Systems budget; and

WHEREAS, it is further requested that authorization be provided to renew for two consecutive one-year terms.

NOW, THEREFORE, BE IT RESOLVED that the Mayor and City Council of the City of Winston-Salem authorize the City Manager to enter into a contract with Azteca Systems, LLC

**Winston-Salem City Council
APPROVED
January 3, 2023**

for software licenses and maintenance in the amount of \$192,214.80, as well as the renewal of this contract for two consecutive one-year terms, subject to approved funding through the annual budget process.

BE IT FURTHER RESOLVED that the City Manager is hereby authorized to execute the contract on behalf of the City.