

RESOLUTION APPROVING A CONTRACT WITH ACCELA FOR A NEW CODE ENFORCEMENT SYSTEM

WHEREAS, replacing the City's current Code Enforcement system is a FY18-19 Key Work Item; and

WHEREAS, the current system was implemented in 1997, and while vendor provided updates have been applied over the years, the system has critical limitations; and

WHEREAS, staff released a Request for Proposals (RFP) to identify vendors qualified to provide a new solution that meets the City's needs; and

WHEREAS, staff received six vendor responses and narrowed these down to five, with two of these five vendors having offices in North Carolina, none in Forsyth County; and

WHEREAS, after completing on-site demonstrations with these five vendors, staff recommends Accela as the preferred vendor; and

WHEREAS, Accela has employees in North Carolina that will be assigned to the City's account team; and

WHEREAS, Accela has committed to partner with the City to identify services that can be delivered by Accela's certified M/WBE partners and/or local M/WBE vendors recommended by the City, for 10% of the services required for a successful project; and

WHEREAS, the proposed contract with Accela totals \$616,320 for project implementation and first-year subscription fees, with on-going annual subscription fees ranging from \$61,236 for the second year to \$70,888 for the fifth year, for a total five-year cost of \$880,255; and

WHEREAS, funding for all implementation costs and the first year of subscription fees is available in the 2018 Housing Bonds funds; and

WHEREAS, staff recommends that the City enter into a contract with Accela for the new Code Enforcement system.

NOW, THEREFORE, BE IT RESOLVED that the Mayor and City Council of the City of Winston-Salem authorizes the City Manager to enter into a contract with Accela for implementation of the new Code Enforcement system and first-year subscription fees at a cost of \$616,320.

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