## RESOLUTION APPROVING THE RENEWAL OF A CONTRACT WITH SYSTEM INNOVATORS FOR SOFTWARE LICENSES, MAINTENANCE, AND SUPPORT SERVICES

WHEREAS, in accordance with existing purchasing policies, the City of Winston-Salem entered into a partnership with System Innovators in 2002 to provide Cashiering and Revenue Collections services; and

WHEREAS, System Innovators software provides support for in-person over the counter, telephone, and drop box payments for citizens and businesses purchasing services and products from the City; and

WHEREAS, System Innovators software provides further technical support for and integrates directly with a wide range of additional business systems used by City departments for invoicing and collecting revenue; and

WHEREAS, user licenses must be purchased to allow for continued use of the System Innovators platform; and

WHEREAS, user licenses are granted on an annual renewal basis and would be in effect from January 1, 2021 through December 31, 2021; and

**WHEREAS,** System Innovators is a sole-source provider and does not partner with any reseller agencies to provide license renewal options; and

WHEREAS, System Innovators has provided a quote for the annual renewal of the City's licenses, maintenance, and support contract with a total cost of \$96,185.63, requiring approval by the City Council.

**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 System Innovators for

license renewals, maintenance, and support services in the annual amount of \$96,185.63.

**BE IT FURTHER RESOLVED** that the Mayor and City Council of the City of Winston-Salem authorize the City Manager to enter into a contract with System Innovators for license renewals, maintenance, and support services for three additional 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.