

RESOLUTION NO. 82-18

A RESOLUTION OF THE CITY OF DELRAY BEACH, FLORIDA APPROVING AMENDMENT #6 TO THE AGREEMENT WITH SUPERION, LLC FOR PURCHASES OF ADDITIONAL SOFTWARE APPLICATIONS; AUTHORIZING THE CITY MANAGER TO EXECUTE ANY DOCUMENTS AND TAKE ALL ACTIONS NECESSARY; PROVIDING AN EFFECTIVE DATE; AND FOR OTHER PURPOSES.

WHEREAS, the City of Delray Beach (City) is authorized to enter into agreements to provide services, programming and products in accordance with its Charter; and

WHEREAS, the City of Delray Beach currently utilizes ONESolution public safety software from Superion, LLC, for the purpose of daily operation of the Police Department; and

WHEREAS, the City requires additional software applications within ONESolution public safety software to enhance and streamline daily operations and services; and

WHEREAS, the City desires to enter into an agreement with Superion, LLC for purchases of additional software applications within ONESolution public safety software; and

WHEREAS, the City Commission deems approval of this Resolution to be in the best interest of the health, safety, and welfare of the residents and citizens of the City of Delray Beach and the public at large.

NOW, THEREFORE, BE IT ORDAINED BY THE CITY COMMISSION OF THE CITY OF DELRAY BEACH, FLORIDA, AS FOLLOWS:

Section 1. The foregoing recitals are hereby affirmed and ratified.

Section 2. The City Commission of the City of Delray Beach has reviewed and hereby approves this Agreement between the City and Superion, LLC, a copy of which is attached to this resolution as Exhibit A.

Section 3. The City Commission authorizes the City Manager to execute the Agreement and any amendments and/or renewals thereto, and take any other actions necessary to effectuate this Agreement.

Section 4. This Resolution shall become effective immediately upon adoption.

PASSED AND ADOPTED in regular session on the ____ day of _____, 2018.

ATTEST:

M A Y O R

Katerri Johnson, City Clerk

Approved as to form and legal sufficiency:

R. Max Lohman, City Attorney