

MEMORANDUM

Date: June 8, 2023

To: Honorable Mayor and Commissioners

Via: Albert P. Childress

City Manager

From: David Monroe

Information Technology Director

Subject: Key West Police Department Pro Suite Software Upgrade

Introduction

Upgrade existing Central Square Onesolution Computer Aided Dispatch (CAD)/Records Management System (RMS) software.

Background

The current version of the Central Square CAD/RMS software has reached its End-Of-Life. The new version "Pro Suite" is the direct replacement for the current version the city is using. This software is the core application of Key West Police Department. It provides the following functions:

- Computer Aided Dispatch
- Records Management
- Evidence processing
- Automatic Vehicle Locator and Mapping services
- Mobile CAD and records services

The software is also directly integrated with Monroe County 911 services and City of Key West 911 services.

The new version provides significant improvements such as application stability, fewer backend servers to manage, single user interface, community transparency, improved citation and crash reporting, significantly reduces paper documents, caller location query (CLQ), improved Fire and EMS support, and modern CAD technology.

It is in the best interest of the city to upgrade to this version instead of migrating to a different vendor. The costs would be significantly higher and the operational impact of staff trying to learn a new product would significantly impact services.

Procurement

Funds have been budgeted for this project in the Fiscal Year 2023 budget in the amount of \$355,000.00, infrastructure funds were used for this project and are allocated in 101-2101-521-6400. The final negotiated cost for the software upgrade is \$270,875.55.

Recommendation

The City Manager's Office recommends the Mayor and Commission approve the resolution authorizing the City Manager to execute documents and authorize the disbursement of budgeted funds in accordance with the schedule included in the agreement.