RESOLUTION NO. _

A RESOLUTION OF THE CITY COMMISSION OF THE CITY OF KEY WEST, FLORIDA, RENEWING FOR TWO YEARS THE GENERAL ENGINEERING SERVICES CONTRACTS WITH NINE (9) FIRMS, ORIGINALLY AWARDED IN RESOLUTION 17-207 IN RESPONSE TO REQUEST FOR QUALIFICATIONS NO. 17-002 FOR GENERAL ENGINEERING SERVICES; AUTHORIZING THE CITY MANAGER TO EXECUTE NECESSARY DOCUMENTS UPON CONSENT OF THE CITY ATTORNEY; PROVIDING FOR AN EFFECTIVE DATE

WHEREAS, in Resolution 17-207 the City Commission approved nine (9) engineering firms to provide General Engineering Services for the City of Key West, and authorized the City Manager to negotiate three-year contracts with the option of a two-year renewal at the option of the City; and

WHEREAS, City staff recommends exercising the two-year renewal option for each engineering firm; and

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COMMISSION OF THE CITY OF KEY WEST, FLORIDA, AS FOLLOWS:

Section 1: That contracts for general engineering services are hereby renewed for a term of additional two years, upon mutually agreed terms for the following nine (9) firms:

Section 2: That the City Manager is hereby authorized to execute a two-year renewal upon agreed terms for each of the above-described contracts, upon the advice and consent of the City Attorney.

CHERYL SMITH, CITY CLERK
TERI JOHNSTON, MAYOR ATTEST:
Commissioner Jimmy Weekley
Commissioner Billy Wardlow
Commissioner Clayton Lopez
Commissioner Mary Lou Hoover
Commissioner Gregory Davila
Mayor Teri Johnston Vice Mayor Sam Kaufman
Filed with the Clerk on, 2020.
Commission onday of, 2020.
Authenticated by the Presiding Officer and Clerk of the
this, day of, 2020.
Passed and adopted by the City Commission at a meeting held
Commission.
the signature of the Presiding Officer and the Clerk of the
immediately upon its passage and adoption and authentication by
Section 4: That this Resolution shall go into effect
guidelines.
contracts shall continue to comply with the City's procurement
Section 3: Specific task orders issued pursuant to the