

City of New Braunfels, Texas

550 Landa Street New Braunfels, TX

Legislation Text

File #: 21-1240, Version: 1

PRESENTER:

Garry Ford, Transportation and Capital Improvements Director

SUBJECT:

Approval of the purchase of furniture and equipment for the new Police Station with Core Office Interiors and to declare the replaced furniture equipment as surplus.

DEPARTMENT: Police Department

COUNCIL DISTRICTS IMPACTED: City-wide

BACKGROUND INFORMATION:

The 2019 Bond authorized the construction of the Police Station and Veterans Memorial Project. The City Council approved a contract with Joeris General Contractors December 2020 and the notice to proceed was issued January 2021. The project includes allowances for required Furniture Fixtures and Equipment, (FF&E).

The furniture recommendations have been developed through the cooperation of city staff, PGAL (architect) and a variety of vendors in consideration of staff needs, design esthetics, durability, maintainability, and pricing. Given current lead times in the industry, staff is coordinating purchases to ensure delivery aligns with the completion of the construction.

Core Office Interiors was selected to provide office furniture and shelving. The building will be outfitted for full capacity at a purchase cost of \$1,508,888. The City will utilize the BuyBoard cooperative agreement to procure the best pricing. Staff is also asking for approval for the City Manager to execute contract modifications up to his authority as designated by City Ordinance 2.1.

ISSUE:

Strategic Priorities: Continue an ongoing program of infrastructure construction and maintenance.

FISCAL IMPACT:

Funding for these costs have been incorporated into the project budgets within the 2019 bond program, therefore, sufficient funds are available to approve the purchase as described above.

RECOMMENDATION:

Staff recommends of the purchase of furniture and equipment for the new Police Station with Core Office Interiors and to declare the replaced furniture equipment as surplus.