

TITLE: Consider/Discuss/Act on a Resolution Awarding a Contract to Got You Covered Uniforms of Fort Worth, Texas, and Lawmen's & Shooter's Supply, Inc. of Vero Beach, Florida, for the Purchase of Firefighter Uniforms

COUNCIL GOAL: Operational Excellence

MEETING DATE: August 16, 2016

DEPARTMENT: Purchasing

CONTACT: Chris Lowry, Assistant Fire Chief

Abri Sterlacci, Contract Administrator

RECOMMENDED CITY COUNCIL ACTION:

Approval of Resolution

ITEM SUMMARY:

• This Resolution authorizes award of a fixed price contract with Got You Covered Uniforms of Fort Worth, Texas, and Lawmen's & Shooter's Supply, Inc. of Vero Beach, Florida, for the purchase of Firefighter Uniforms.

BACKGROUND INFORMATION:

- The City issued Invitation to Bid 16-26FP for Firefighter Uniforms on May 8, 2016.
- Three (3) bids were received on June 16, 2016.
- An evaluation team comprised of three City employees reviewed and ranked the bids based on the following criteria:
 - o Purchase Price
 - Reputation of the bidder and of bidders' goods or services verified through reference letters
 - Ability to meet the City's needs
 - Proposed delivery time
- The evaluation team recommends awarding as follows:
 - Got You Covered Uniforms

- Section 1-Class A Firefighter Uniforms (Primary)
- Section 2-Class B Firefighter Uniforms (Primary)
- Section 3-Physical Training Uniforms (Primary)
- Section 4-Alterations (Primary)
- Section 5-Uniform Badges (Secondary)
- Section 6-Hat Badges (Secondary)
- Section 7-Percentage Discount
- Lawmen's & Shooter's Supply, Inc.
 - Section 5-Uniform Badges (Primary)
 - Section 6-Hat Badges (Primary)
 - Section 7-Percentage Discount
- Contract will commence on date of award and continue for a one (1) year period with four (4) one (1) year renewal options.

FINANCIAL SUMMARY:

- Funding for these uniforms are budgeted in Fire Department's Uniform accounts:
 - 00132014238104
 - 00132204238104
 - 00132244238104
 - 00132254238104

BOARD OR COMMISSION RECOMMENDATION:

NA

SUPPORTING MATERIALS:

Resolution Bid Tab