

**CITY OF BELLE SLE, FLORIDA
CITY COUNCIL AGENDA ITEM COVER SHEET**

Meeting Date: January 7th, 2025

To: Honorable Mayor and City Council Members

From: Rick J. Rudometkin, City Manager

Subject: JJ's Waste/Recycling Hurricane Helene/Milton debris clean-up invoices

Background:

Due to disaster debris blown down by Hurricanes Helene and Milton, JJ's was asked to go over and above the requirements of their city contract and keep track of the debris caused by these two hurricanes. We have paid them for this service in the past and they were asked to do it again for these latest storms. What was discovered was there is no language in their current contract stating that they are to be used for storm debris clean-up. This was an oversight and should have been addressed earlier. This will be corrected in their newly approved 5-year contract.

Our residents expect all debris to be cleaned up due to prior years of this happening. We have used our disaster debris vendors and JJ's to provide clean-up for these events. After talking with FEMA, we are not eligible for reimbursement for JJs, since the disaster clean-up language and how it was procured was not done.

The debris would have been cleaned up and paid for anyway, however JJ's provided the service. Again, in the future this will be addressed and fixed.

Staff Recommendation:

In light of the information given, it is the recommendation of the City Manager that these two invoices; Helene: \$14,190.16 and Milton: \$21,085.75 be paid this one time until contract language and a negotiated disaster clean-up cost is agreed upon.

Suggested Motion: I move to approve the two invoices that JJ's submitted for Hurricane Helene and Milton in the amounts of; Helene, \$14,190.16 and Milton, \$21,085.75 to be paid this one time until contract language and a negotiated disaster clean-up cost is agreed upon.

Alternatives: Do not approve.

Fiscal Impact: A one-time cost of \$35,275.91 for disaster debris clean-up for Helene and Milton.

Attachments:

Invoices and breakdown