## **RESOLUTION NO. 24-**

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF COLUSA AUTHORIZING THE CITY MANAGER, TO EXECUTE A CONTRACT WITH R&R HORN INC. FOR THE CONSTRUCTION OF THE "WATER CONSOLIDATION WALNUT RANCH COMMUNITY FACILITIES PROJECT" STATE PROJECT NUMBER 0610002-002C

- **WHEREAS**, The City of Colusa has applied for and received funds for the replacement of the Walnut Ranch water system from the State of California Drinking Water Construction Loan (Forgivable).
- **WHEREAS**, The City advertised the Project(s), for public bidding of qualified contractors pursuant to the cities procurement policies,
- **WHEREAS**, On May 21<sup>st</sup>, 2024, The City publicly opened competitive bids from contractors for the Walnut Ranch Water and Sewer Project.
- **WHEREAS**, Resulting from the city procurement and public competitive bidding process, the City received 4 competitive bids from contractors for said work.
- **WHEREAS**, Resulting from the competitive bid process the lowest responsive bidder deemed by City Staff, after reviewing all bid submittals was determined to be R&R Horn Inc. in an amount of \$2,833,120 for the Water Project.
- **WHEREAS**, Under the City procurement procedures, wish to enter into a contract with R&R Horn Inc. for the work as described by the project plans and project specifications, and notice to contractor, otherwise known as the "contract documents".

**NOW THEREFORE**, THE CITY COUNCIL OF THE CITY OF COLUSA DOES HEREBY RESOLVE:

1.) The City Manager is hereby authorized to execute a contract with R&R Horn Inc. for the Water Consolidation Walnut Ranch Community Facilities Project State Project No. 0610002-002C in an amount of \$2,833,120 as detailed in the contract documents.

Recitals. The foregoing recitals are true and correct and made a part of this Resolution.

1. Effective Date. This Resolution shall be effective immediately.

Passed and adopted this 4th day of June 2024 by the following vote:	
AYES: NOES: ABSENT: ABSTAIN:	
	DANIEL VACA, MAYOR
Attest:	
Shelly Kittle, City Clerk	