

**ROCHELLE CITY COUNCIL
AGENDA ITEM MEMO
REGULAR MEETING**

SUBJECT: Resolution Approving the purchase and installation of a Kohler 48 kilowatt standby generator for the City of Rochelle Police Department Call Center.

Staff Contact: Geoff Starr

Summary: The Rochelle Police Department Call Center has a standby generator that is nearly forty years old. The current generator is in poor shape and is costly to repair with a service call cost of two to four thousand dollars on average. The current generator is installed in a poor location, with the possibility of exhaust gases being able to enter the building through adjacent doors and windows. The proposal is to purchase a new, larger, generator and to locate it adjacent to the other mechanical equipment at the north end of City Hall, Just West of the employee entrance, adjacent to the alley. The new generator will be outside of the brick equipment courtyard, on an elevated concrete pad, protected by concrete filled steel bollards. The City of Rochelle will purchase the new generator and required accessory equipment, and will hire three separate contractors to complete the required excavation, plumbing, and electrical connections to install. The project will be managed in house. The Fire Chief, in conjunction with The 911 Board, has promised to offset the total cost of this project by \$30,000.00 via reimbursement.

Funding Sources:

Source:	Budgeted Amount:	Proposed Expenditure:
General Fund	\$69,784.00	\$69,784.00

Strategic Plan Goal Application: To update the Police Department Call Center generator to avoid power outages and to eliminate the building code violations with the generator in its current location.

Recommendation: Approve an ordinance waiving the competitive bidding requirements and allowing the City Manager to enter into contracts for the purchase and installation of a standby generator for the total cost of \$60,681.00 and to grant the City Manager the additional 15% spending authority of \$9,103.00 for any change orders or cost overruns.