

City Council Meeting Agenda Item Data Sheet

Meeting Date: April 3, 2023

Topic:

Approve a purchase from Hydra-Shield Manufacturing, Inc. for the purchase of Hydra Storz adaptors, as a sole source provider (United States Patent Number 7,128,091), for a not-to-exceed amount of \$70,839.34, approve the expenditure of funds therefor, and authorize the City Manager to execute any and all documents related to the purchase. This expenditure is included in the FY 2022-2023 Budget.

Background:

Staff began installing Hydra Storz adaptors on all City-owned fire hydrants in 2018, all installations are completed by the Fire Department which also allows for inspection of hydrants as we work our way through the entire system completing installation. The current proposed purchase would complete the installation of all remaining City-owned hydrants aside from any hydrants installed based on need in the future.

This item authorizes the purchase of the Hydra Storz adaptors from Hydra-Shield Manufacturing, Inc. for the purchase of 442 adaptors. Hydra-Shield is a sole source provider of the Hydra Storz under United States Patent Number 7,128,091.

The FY 2022-2023 Budget allocated \$65,000 for the purchase of the adaptors, but due to inflation the price has increased resulting in the purchase being \$5,389.34 overbudget; the additional funds for the full purchase can be absorbed in the base budget for Materials and Parts.

Origination: Fire Department

Recommendation:

Staff recommends approving the purchase of Hydra Storz adaptors from Hydra-Shield Manufacturing, Inc. for a not-to-exceed amount of \$70,839.34.

Party(ies) responsible for placing this item on agenda: Joe Sykora, Fire Chief

FUNDING (IF APPLICABLE)

Are funds specifically designated in the current budget for the full amount required for this purpose?

Yes: ☒ No: ☐ If yes, specify Account Number: # 600-613-6106

If no, funds will be transferred from account # _____ To account # _____

Signed	Joe Sykora	Approved by	
	Staff Member		City Manager
	Date		Date