City of Charlotte



Charlotte-Mecklenburg Government Center 600 East 4th Street Charlotte, NC 28202

Legislation Details (With Text)

File #: 15-12847 Version: 1 Name:

Type: Consent Item Status: Agenda Ready

File created: 2/11/2020 In control: City Council Business Meeting

On agenda: 4/27/2020 Final action:

Title: Public Auction for Disposal of Surplus Equipment

Attachments: 1. Property List, 2. Delegation of Authority, 3. Resolution

Date Ver. Action By Action Result

Public Auction for Disposal of Surplus Equipment

Action:

- A. Adopt a resolution declaring specific vehicles, equipment, and other miscellaneous items as surplus,
- B. Authorize said items for sale by public auction on May 9, 2020, and
- C. Authorize the City Manager to approve certain administrative and storage fees as may be required from time to time for auction events.

Staff Resource(s):

Phil Reiger, General Services Kay Elmore, General Services

Explanation

- General Services provides asset recovery and disposal services to city departments, Mecklenburg County, Emergency Management Services, and Charlotte Housing Authority now operating as INLIVIAN.
- Periodic auctions of surplus items are regularly conducted at the city's Asset Recovery and Disposal facility located at 5550 Wilkinson Boulevard in Council District 3.
- Pursuant to North Carolina General Statute 160A-270(b), approval is requested for a public auction to be held on May 9, 2020, at 9:00 a.m. to dispose of city-owned property declared as surplus.
- Due to current concerns and restrictions over mass gatherings, the auction will be virtual with a live simulcast and electronic bidding.
- The auction company will be compensated 8.5 percent of the total gross sale price of rolling stock and miscellaneous items.
- Proceeds from the auction are distributed to the city's General and Enterprise Funds (Aviation, Charlotte Water, and Charlotte Area Transit System) and other agencies based on asset ownership.

Attachment(s):

Property List Delegation of Authority Resolution