

Legislation Text

File #: 15-9410, Version: 1

# CMPD Night Vision Goggles

## Action:

- A. Approve a unit price contract to the lowest responsive bidder Lawmen's Distribution, LLC for the purchase of SWAT night vision goggles and accessories for one year, and
- B. Authorize the City Manager to renew the contract for up to two, one-year terms with possible price adjustments and to amend the contract consistent with the purpose for which the contract was approved.

#### Staff Resource(s):

Kerr Putney, Police Steven Brochu, Police Chris Kimbell, Police

#### Explanation

- Night vision goggles are used by the Charlotte-Mecklenburg Police Department's (CMPD) SWAT team to allow officers to fully function safely in the dark and reduce the chance of an armed encounter.
- Night vision goggles will allow CMPD to remain current with the National Tactical Officers Association industry standard and better accomplish the SWAT mission priority of preserving life.
- Funding for the purchase of night vision goggles is provided by the Urban Area Security Initiative grant program (UASI). UASI's purpose is to provide financial assistance to build and sustain the capabilities and address the unique multi-discipline planning, organization, equipment, training, and exercise needs of high-threat, high-density urban areas.
  - The Charlotte USAI region spans 11 counties and two states including Mecklenburg, Iredell, Gaston, Catawba, Cabarrus, Union, Anson, Stanly, and Lincoln Counties, North Carolina; and Lancaster and York Counties, South Carolina.
- On October 9, 2018, the City issued an Invitation to Bid; two bids were received.
- Lawmen's Distribution, LLC was selected as the lowest responsive, responsible bidder.
- Estimated expenditures to outfit 50 SWAT officers is \$545,900.

## **Charlotte Business INClusion**

No subcontracting goal is established because there are no subcontracting opportunities (Part B: Section 2.1 (a) of the Charlotte Business INClusion Policy).

## **Fiscal Note**

Funding: General Grants Fund