

Legislation Text

File #: 15-19669, Version: 1

Cooperative Purchasing Contract for Speed Cushion Materials

Action:

- A. Approve the purchase of rubber speed cushions from a cooperative contract,**
- B. Approve a unit price contract with Traffic and Parking Control Co., Inc. for the purchase of rubber speed cushion arrays and associated installation materials for a term of three years under OMNIA Partners Master Agreement with Barron County, WI (Contract #2020-200), and**
- C. Authorize the City Manager to extend the contract for additional terms as long as the cooperative contract is in effect, at prices and terms that are the same as or more favorable than those offered under the cooperative contract.**

Staff Resource(s):

Debbie Smith, Transportation
David Smith, Transportation
Angela Berry, Transportation

Explanation

- Speed cushions are devices installed on the street to reduce passenger car speeds without interfering with the passage of larger emergency response vehicles by including gaps for large vehicle wheel paths.
- Through the Neighborhood Traffic Calming program, the Charlotte Department of Transportation works with neighborhoods across the city to install rubber speed cushions to calm traffic on neighborhood streets per City Council adopted policy.
- NC General Statute Section 143-129(e)(3) allows local governments to purchase from formally organized cooperative purchasing contracts.
- A cooperative purchasing agreement results from the consolidation and competitive solicitation of multiple public agency requirements. By aggregating common needs, all agencies can leverage economies of scale, such as volume discounts, improved terms and conditions, reduced administrative costs, and access to professional and technical expertise.
- Annual expenditures are estimated to be \$350,000.

Charlotte Business INclusion

These are cooperative purchasing contracts and are exempt (Part A: Appendix 1.27 of the Charlotte Business INclusion Policy).

Fiscal Note

Funding: Neighborhood Traffic Calming Vision Zero