## CITY OF HOLLYWOOD INTEROFFICE MEMORANDUM

- **TO:** Mayor and Commissioners **DATE:** March 26, 2024
- **FROM:** Douglas R. Gonzales, City Attorney
- **SUBJECT:** Proposed Blanket Purchase Agreement with Santa Rosa Boday Shop, Inc. d/b/a Caffi Brothers Body Shop

I have reviewed the above referenced Agreement with the participating Department/Office(s), and the proposed general business terms and other significant provisions are as follows:

- 1) Department/Division involved Department of Public Works
- 2) Type of Agreement Blanket Purchase Agreement
- 3) Method of Procurement (RFP, bid, etc.) Pursuant to Section 38.40(C)(9) of the City's Code of Ordinances, the City Commission may, when in the best interests of the City, by a 5/7 vote, waive competitive bidding and competitive proposal requirements for the purchase of, and contracts for, supplies, materials, equipment or services.
- 4) Term of Contract:
  a) initial April 8, 2024 through April 7, 2025
  b) renewals (if any) none
  c) who exercises option to renew n/a
- 5) Contract Amount Up to \$200,000.00
- 6) Termination Rights City, acting through its City Manager or his/her designee, reserves the right to terminate the order in whole or in part for default (a) if Contractor fails to perform in accordance with any of the requirements of the order or (b) If Contractor becomes insolvent or suspends any of its operations or if any petition is filed or proceeding commenced by or against Contractor under any State or Federal Law relating to bankruptcy, reorganization, receivership or assignment for the benefit of creditors. Any such termination will be without liability to City except for completed items delivered and accepted by the City. Contractor, will be liable for excess costs of reprocurement.
- 7) Indemnity/Insurance Requirements Contractor shall comply with applicable City requirements.
- 8) Scope of Services Contractor shall provide auto body repair services.
- 9) Other Significant Provisions: n/a
- cc: George R. Keller, Jr. CPPT, City Manager