RFP 2210A Selection Committee Meeting August 25, 2022 Minutes

Selection Committee for the above-mentioned RFP held a selection committee meeting on Thursday, August 25, 2022 commencing at 2:37 p.m. in the City Commission Conference Room, 3rd floor, City Hall, 228 S. Massachusetts Avenue, Lakeland, Florida.

Committee Members Present: Sara Follet, Computer Applications Specialist; Teresa Maio, Asst Director of Community Development; Dale Marquardt, Chief Building Inspector; Sanyqua Marshall, Code Enforcement Manager; Brandon Neel, Systems Analyst.

Other Attendees: Tara Walls, Senior Purchasing Agent

Discussion: Tara explained the purpose of today's meeting was to discuss the submittals and scoring/ranking of the firms for this RFP. There was discussion by all committee members. All committee members agreed to submit the score sheets they had previously emailed to Tara and the results are as follows:

Firms	Score	Ranking
Intuitive Municipal Solutions LLC	456.88	1
Tyler Technologies Inc	416.762	2
Central Square Technologies Inc	409.706	3
Speridian Technologies LLC	405.941	4
Applications Software Technology LLC	404.32	5
CityView / N Harris Computer Corp	404.22	6
Accela Inc	394.851	7
TruePoint Solutions	393.642	8
ICC Community Development Solutions LLC	382.039	9
DLT Solutions	330.049	10

The committee had discussion regarding the selection of firms. The committee decided to invite the top five ranked firms to give a presentation/demo as we continue through the selection process. Brandon will look at the calendar to place holds on everyone's schedule for the presentations. Committee members will send Tara any topics/questions they would like to have covered in the presentation by August 31st, so the presentation invite can be sent to the firms as soon as possible. There being no further business to come before the Committee, the meeting was adjourned at 3:50 p.m. These minutes are the official minutes of the Selection Committee meeting held on Thursday, August 25, 2022.

Submitted by: Tara T. Walls, CPPB, Senior Purchasing Agent