



## Legislation Details (With Text)

**File #:** ID 14-974      **Version:** 1      **Name:**  
**Type:** Resolution      **Status:** Passed  
**File created:** 3/9/2015      **In control:** Regular City Commission Meeting  
**On agenda:** 3/18/2015      **Final action:** 3/18/2015  
**Title:** WAIVING OF BIDDING FOR THE PURCHASE OF UPGRADE FORENSIC TECHNOLOGY AND SOFTWARE FROM CELLEBRITE USA, INC. AS PROVIDER OF THE EXISTING SOFTWARE UTILIZED BY THE MARGATE POLICE DEPARTMENT AND AS THE SOLE SOURCE DISTRIBUTOR AND PROVIDER OF THIS TECHNOLOGY AND SOFTWARE, IN AN AMOUNT NOT TO EXCEED \$12,000 PROVIDING FOR FUNDING FROM THE LAW ENFORCEMENT TRUST FUND.

**Sponsors:**

**Indexes:**

**Code sections:**

**Attachments:** 1. RESOLUTION, 2. BACKGROUND

Date	Ver.	Action By	Action	Result
3/18/2015	1	Regular City Commission Meeting		

**TO:** Mayor and City Commission

**FROM:** Douglas E. Smith, City Manager

**DATE:** March 18, 2015

WAIVING OF BIDDING FOR THE PURCHASE OF UPGRADE FORENSIC TECHNOLOGY AND SOFTWARE FROM CELLEBRITE USA, INC. AS PROVIDER OF THE EXISTING SOFTWARE UTILIZED BY THE MARGATE POLICE DEPARTMENT AND AS THE SOLE SOURCE DISTRIBUTOR AND PROVIDER OF THIS TECHNOLOGY AND SOFTWARE, IN AN AMOUNT NOT TO EXCEED \$12,000 PROVIDING FOR FUNDING FROM THE LAW ENFORCEMENT TRUST FUND.

**BACKGROUND:** This technology and software will be utilized for case documentation and crime suppression within the Investigative Services Bureau. This software will provide efficient and enhanced police services to support law enforcement activities. The Police Department is currently utilizing the forensic technology software from Cellebrite USA, Inc. and this is an upgrade to the existing software. The Police Chief is requesting these items be funded from the Law Enforcement Trust Fund in an amount not to exceed \$12,000.00.

**RECOMMENDATION:** To approve funding from the Law Enforcement Trust Fund.

**FISCAL IMPACT:** Funded through The Law Enforcement Trust Fund Account.

**CONTACT PERSON:** Lawrence Horak, Interim Chief of Police