



Request for City Council Committee Action from the Department of Information Technology

Date: June 9, 2014

To: The Honorable John Quincy, Chair, Ways and Means Committee

Referral to: Full City Council

Subject: ShotSpotter Contract, C-35511

Recommendation: Authorize proper City officials to amend ShotSpotter contract, C-35511, to:

- a) enhance the North Minneapolis service area
- b) increase the contract \$300,000 for a new not-to-exceed total of \$650,640

Previous Directives:

- June 14, 2013 - Authorization to amend contract C-35511 with ShotSpotter, Inc. to include ShotSpotter Flex hosted subscription services, and to customize the liability terms and conditions as indicated in the staff report.
- September 21, 2012 - Authorization to increase contract with ShotSpotter, Inc. by \$80,640 for replacement equipment for the gunfire detection system.
- April 13, 2012 - Approval to execute a contract with ShotSpotter, Inc. not to exceed \$270,000 for maintenance and support of the existing gunfire detection system for five years, through March 2017.

Department Information:

Prepared by: Barbara Malinski, Contract Administrator, IT
Submitted by: Otto Doll, CIO
Approved by: Jay Stroebel, Interim City Coordinator
Presenter(s) in Committee: Otto Doll, CIO

	Approval	Date	Not Applicable
Reviews			
Permanent Review Committee (PRC):	<input type="checkbox"/>		<input checked="" type="checkbox"/>
Civil Rights Approval:	<input type="checkbox"/>		<input checked="" type="checkbox"/>
Policy Review Group (PRG):	<input type="checkbox"/>		<input checked="" type="checkbox"/>

Financial Impact

An additional appropriation is not required. The annual costs will be charged to the Minneapolis Police Department through Information Technology’s allocation model.

ANNUAL COSTS	2014-2015	2015-2016	2016-2017
	\$100,000	\$100,000	\$100,000

Supporting Information

The City established a contract, C-35511, with ShotSpotter, Inc. to provide support and maintenance of the City’s gunfire detection system through March 21, 2017. The system currently encompasses both hardware and software licensing components. The hardware consists of sensors that detect gunfire, which are deployed in the field. The hardware and software provided by ShotSpotter is proprietary; the sensors are developed by ShotSpotter to interface with their gunfire detection application. The City is not required to own/lease or possess any gunfire detection equipment.

The City recently added the ShotSpotter Flex System which is a more robust application offered as a hosted subscription service through ShotSpotter directly. Flex software is accessed through a web interface, so mobile computers with a web-based connection can access the application.

Information Technology (IT) is requesting funds to enhance the current services and coverage of ShotSpotter in North Minneapolis. This funding includes installation, labor, equipment, testing, repairs, servicing, calibration, and on-going gunfire analytics and notifications.