



## Request for City Council Committee Action from the Department of BIS

Date November 6, 2006

To: The Honorable Paul Ostrow, Chair, Ways and Means Committee

Subject: Increase Unisys contract for services to purchase, install and manage network infrastructure to operate Shotspotter.

**Recommendation** Authorize proper city officials to amend the Unisys Managed Services contract C-18881 for an increase in scope in the amount of \$62,863 to develop the infrastructure of the Shotspotter system and manage the network.

Prepared by Nancy Larkey 612 673-5494

Submitted by Karl Kaiser \_\_\_\_\_, 673-3910  
Chief Information Officer

Approved by Steven Bosacker \_\_\_\_\_  
City Coordinator

Presenter in Committee Karl Kaiser

Policy Review Group  Not Applicable

Permanent Review Committee (PRC) Approval – Not Applicable

Financial Impact: Increase the expense appropriation in 6400-880-8870-880F6125 by \$27,724 and increase revenue appropriation in 6400-880-8870-3455 by \$27,724. The Police Department is funding the project.

**Financial Impact** (Check those that apply)

- No financial impact (If checked, go directly to Background/Supporting Information)
- Action requires an appropriation increase to the Capital Budget
- Action requires an appropriation increase to the Operating Budget
- Action provides increased revenue for appropriation increase
- Action requires use of contingency or reserves
- Other financial impact (Explain):
- Request provided to the Budget Office when provided to the Committee Coordinator

### **Background/Supporting Information**

The City of Minneapolis entered into a seven year, \$56 million managed services contract with Unisys Corporation on 12/31/02. The contract value and technical provisions were based on the City's technology assets and operations capacity at that point in time. Changes in the City's business requirements cause demand for increased managed services capacity that expands the scope of this contract.

Unisys will provide a computer server, system configuration, channel 7 operator console, network equipment, network configuration, and on-going managed services of the Shotspotter server, operating console and local area network. The local area network connects three remote sites with City Hall. The three remote sites provide wireless connectivity to approximately 75 acoustical sensors located in both north and south side of the City.

The cost of the equipment, hardware and implementation is \$27,724. Managed services over the 39 months at \$901 per month is \$35,139.

The Shotspotter Detection System consists of acoustic sensors (approximately 15 to 20 wireless sensors per sq. mile) mounted on rooftops or poles that are connected via a wireless network to a central computer. The firing of a gun creates a sound that is detectable up to two miles away from the firing location. The Shotspotter Detection System measures and automatically categorizes these acoustic sounds as being a single gunshot, multiple gunshots or fireworks. It determines the location of the shots fired within plus or minus 10 feet. The location detection technique called triangulation requires detecting the gunfire from three acoustic sensors. The Shotspotter System makes use of several technologies to ensure background noises do not create false detections.

The gun fire incident information is sent to a police dispatcher who is provided with both a visual and audio presentation of the event to decide whether or not to dispatch squads. This information is available to the dispatcher within 10 seconds from the time of an incident. Dispatchers with proper training can easily decide whether or not to dispatch a police squad within 30 seconds.

The City of Minneapolis Police Department is currently deploying this technology in two locations. One two-square mile coverage area south of the City in the 3<sup>rd</sup> Precinct and one two-square mile coverage area north of the City in the 4<sup>th</sup> Precinct.