

**CITY OF MARATHON, FLORIDA
RESOLUTION 2024-120**

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF MARATHON, FLORIDA, APPROVING THE PURCHASE WITH M&M STELLAR TECHNOLOGIES, LLC TO PROVIDE SCADA COMPUTER/SOFTWARE AND ONGOING MAINTENANCE, IN AN AMOUNT NOT TO EXCEED \$35,000.00; AUTHORIZING THE CITY MANAGER TO ENTER INTO AN AGREEMENT, APPROPRIATING AND EXPENDING BUDGETED FUNDS; AND PROVIDING FOR AN EFFECTIVE DATE.

WHEREAS, M&M Stellar Technologies LLC was the sole respondent to multiple inquiries for repairs and ongoing maintenance to the City’s SCADA system. This system includes multiple internet providers and associated equipment, multiple computers at seven locations, industrial PLC’s at 5 WWTP’s and all the hardware and software related to these systems; and

WHEREAS, the City may waive competitive bidding in the event that “only one vendor possesses the unique and singularly available capability to meet the requirements of a particular procurement; and

WHEREAS, the City wishes to approve agreement with M&M Stellar Technologies, LLC for the City’s SCADA computer/software maintenance, in an amount not to exceed \$35,000.00; and

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF MARATHON, FLORIDA, THAT:


Section 1. The above recitals are true and correct and incorporated herein.

Section 2. The City’s purchasing policies and procedures are hereby waived and the City Council hereby authorizes the City Manager to execute any agreements in connection, and expend funds on behalf of the City.

Section 3. This resolution shall take effect immediately upon its adoption.

PASSED AND APPROVED BY THE CITY COUNCIL OF THE CITY OF MARATHON, FLORIDA THIS 12th DAY OF NOVEMBER, 2024.

THE CITY OF MARATHON, FLORIDA



Mayor Landry

AYES: DelGaizo, Matlock, Smith, Still, Landry
NOES: None
ABSENT: None
ABSTAIN: None

ATTEST:



Diane Clavier, City Clerk

(City Seal)

**APPROVED AS TO FORM AND LEGALITY FOR THE USE
AND RELIANCE OF THE CITY OF MARATHON, FLORIDA ONLY:**



Steve Williams, City Attorney