

City of Olathe

COUNCIL AGENDA ITEM

MEETING DATE: 3/5/2019

DEPARTMENT: Resource Management

STAFF CONTACT: Michael Meadors/Amy Tharnish

SUBJECT: Acceptance of proposal and consideration of award of contract to Connelly Skis, Inc DBA Aquaglide for the design, installation, and maintenance for a floating water park at Lake Olathe for

the Parks & Recreation Department.

ITEM DESCRIPTION:

Acceptance of proposal and consideration of award of contract to Connelly Skis, Inc DBA Aquaglide for the design, installation, and maintenance for a floating water park at Lake Olathe for the Parks & Recreation Department

SUMMARY:

On February 6, 2019, two (2) proposals were received for the design, installation, and maintenance for a floating water park at Lake Olathe.

An evaluation team of Parks & Recreation staff evaluated the proposals based on experience and familiarity with products, installation/take-down process, maintenance process, overall RFP response, and cost. Commercial Recreation Specialists (CRS) was scored the highest, however, the City was unable to work out a solution to bring the cost of the product, installation, and maintenance down within budget. Since the floating water park is going to be a revenue generating feature of Lake Olathe, it was also determined that the product proposed by CRS, given its cost and playability factor, would not be suitable for this purpose. Aquaglide offered a product that was cost effective, which remained within the City's budget, as well as offer a product that had a more attractive playability factor that would be viable for generating revenue.

Staff recommends award of contract to Connelly Skis, Inc DBA Aquaglide.

Three (3) Olathe vendors were solicited but none responded to the RFP because they do not provide this type of product and service.

FINANCIAL IMPACT:

Estimated expenditure is \$75,000 to be funded by the Lake Olathe Project.

ACTION NEEDED:

Award of contract to Connelly Skis, Inc. DBA Aquaglide.

ATTACHMENT(S):

A. Proposal Composite Score Sheet