RESOLUTION NO. 4167

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF KELLER, TEXAS, APPROVING THE PURCHASE OF INCODE 10 SOFTWARE IN THE AMOUNT OF \$991,617, FROM TYLER TECHNOLOGIES; AND AUTHORIZING THE CITY MANAGER TO EXECUTE ALL PURCHASE DOCUMENTS RELATING THERETO ON BEHALF OF THE CITY OF KELLER, TEXAS.

- WHEREAS, the City Council of the City of Keller, Texas, has deemed it necessary and in the best interest of the citizens of the City of Keller to purchase new financial software, for the City of Keller; and
- WHEREAS, the staff issued a Request for Proposal for software in FY 2018-19 and determined Incode 10 from Tyler Technologies to be the best value and best met the city's financial software needs; and
- WHEREAS, the total purchase price is \$991,617 and includes implementation and five-years of support; and
- WHEREAS, the Fiscal Year 2019-20 Information Technology Fund included funding for the implementation and first year of support of \$484,719 and future support costs will be included in future budget years; and

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF KELLER, TEXAS:

- Section 1: THAT, the above findings are hereby found to be true and correct and are incorporated herein in their entirety.
- Section 2: THAT, the City Council of the City of Keller, Texas, hereby approves the purchase Incode 10 financial software from Tyler Technologies; as described in Exhibit "A" attached hereto; and further authorizes the City Manager to execute all purchase documents relating thereto on behalf of the City of Keller, Texas.
- Section 3: THAT, the cost of said purchase of software, shall be funded from Information Technology Fund with funding from the General Fund and fund balance, in the amount of \$991,617 budgeted therefor.

AND IT I	IS SO RESOLVED.	
Passed b	by a vote of 6 to 0 on this th	e 1st day of October, 2019.
		CITY OF KELLER, TEXAS
	Ву	:
		P.H. McGrail, Mayor
ATTEST:		
Kelly Ba	allard, TRMC, City Secretary	

Approved as to Form and Legality:

L. Stanton Lowry, City Attorney