

## RIVERSIDE PUBLIC UTILITIES

## Board Memorandum

**BOARD OF PUBLIC UTILITIES** 

**DATE: October 25, 2021** 

**GENERAL MANAGER'S REPORT** 

<u>SUBJECT</u>: RIVERSIDE PUBLIC UTILITIES ELECTRIC CONTRACTORS' PANEL UPDATE AS OF AUGUST 31, 2021

To streamline the bidding process for routine work, the Board of Public Utilities on April 24, 2018, recommended to the City Council approval to adopt a resolution and formation of the Electric Division Contractors' Panel. On June 5, 2018, City Council approved the Electric Contractors' Panel, Master Agreement, Resolution waiving the formal competitive procurement requirements, award utility construction projects under \$500,000 and authorize City Manager or his designee to execute Master agreements. The use of the Panel is beneficial in meeting deadlines related to construction work and urgent repair or replacement of facilities. The Contractors' Panel is a list of companies that are pre-qualified to perform work on an as-needed basis through a master agreement. This saves time and money by simplifying the bidding process for specific types of routine work.

When RPU determines a need to use the Contractors' Panel for new construction, installation, maintenance, repair, modification, or extension of work, a bid solicitation with a set of engineering plans and specifications are sent to the appropriate Panel contractors by the Purchasing Manager. Because members of the Contractors' Panel have already executed a Master Agreement that includes the general and legal requirements of the contract, they only have to address the technical aspects of the bid. The Contractors' Panel is used for projects that meet the following three criteria: 1) Construction of the project needs to start within two months from start of design; 2) Project cost is less than \$500,000; and 3) City forces do not have the ability or the resources needed to construct the project within the time frame required. Projects that deviate from these criteria proceed through the formal bidding process.