RESOLUTION NO.

WHEREAS, the City of Austin seeks to relocate and expand Austin-Bergstrom International Airport's central utility plant through its Airport Expansion Development Program Central Utility Plant Relocation project ("the Project"); and

WHEREAS, expenditures for the Project will exceed \$50,000; and

WHEREAS, pursuant to Local Government Code Section 252.021(a), before entering into a contract that requires an expenditure of more than \$50,000, the City must: (1) comply with Subchapters B and C of Chapter 252, Local Government Code, related to competitive bidding proposals; (2) use the reverse auction procedure defined by Section 2155.062(d) of the Government Code, for purchasing; or (3) comply with a method described by Chapter 2269 of the Texas Government Code; and

WHEREAS, Section 2269.056(a) of the Government Code provides that the governing body of a governmental entity that considers a construction contract using a delivery method authorized by Chapter 2269 other than competitive bidding must, before advertising, determine which method provides the best value for the governmental entity; and

WHEREAS, in relation to the Project's specifics and requirements, staff has considered the methods described in Chapter 2269 and reviewed the procedures described in Chapter 252; and

WHEREAS, with respect to the Project and the expenditures necessary to complete it, staff recommends use of the design-build method authorized by

Subchapter G, Chapter 2269, Government Code as the project delivery method that provides the best value for the City; **NOW THEREFORE**,

BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF AUSTIN:

The City finds that with respect to the Airport Expansion Development Program Central Utility Plant Relocation project, the design-build method described by Subchapter G of Chapter 2269 of the Texas Government Code provides the best value for the City.

| ADOPTED: | , 2023 | ATTEST: | |
|-----------------|--------|---------|------------|
| | | | Myrna Rios |

Myrna Rios City Clerk