RESOLUTION NO.

RESOLUTION OF THE CITY COUNCIL OF THE CITY OF CHULA VISTA APPROVING THE AGREEMENT BETWEEN CSG CONSULTANTS CORPORATION AND THE CITY OF CHULA VISTA TO PROVIDE BUILDING PERMIT PROCESSING, **PLAN** REVIEW AND **INSPECTION** SERVICES. ON AN **AS-NEEDED** BASIS. AUTHORIZING THE MAYOR TO **EXECUTE SAID AGREEMENT**

WHEREAS, the development Services Department uses contractual services to assist staff with building permit processing, plan review and inspections during periods of high construction activity and spikes in workload; and

WHEREAS, unreasonable delays in the processing and inspection of building permits are an obstacle to economic vitality and a hardship to permit applicants; and

WHEREAS, current agreements with three consultants expire January 31, 2017; and

WHEREAS, in anticipation of the need to continue to use consultants on an as needed basis, staff distributed and advertised a request for proposal for permit processing, plan check and inspection services; and

WHEREAS, a Selection Committee evaluated five responses using a pre-established list of evaluation criteria, and after a thorough evaluation, recommended that the City contract with CSG Consultants for these services on an as needed basis; and

WHEREAS, plan check and permit fees provide sufficient revenue to cover the cost of permit processing, plan check and inspection services, and the Department's administrative overhead costs.

NOW, THEREFORE, BE IT RESOLVED by the City Council of the City of Chula Vista, that it approves the Agreement with CSG Consultants to Provide Permit Processing, Building Plan Check and Building Inspection Services, between the City and CSG Consultants, in the form presented, with such minor modifications as may be required or approved by the City Attorney, a copy of which shall be kept on file in the Office of the City Clerk, and authorizes and directs the Mayor or the Director of Development Services to execute the same.

Presented by	Approved as to form by
Director of Development Services	City Attorney