



## Legislation Details (With Text)

<b>File #:</b>	22-017	<b>Version:</b>	1	<b>Name:</b>	City of San Leandro City Council RESOLUTION Approving Annual Maintenance and Support Renewal with Tyler Technologies, Inc for Eden Financial System (for the amount of \$72,180.94)
<b>Type:</b>	Resolution - Council	<b>Status:</b>	Passed	<b>In control:</b>	City Council
<b>On agenda:</b>	1/18/2022	<b>Final action:</b>	1/18/2022		
<b>Enactment date:</b>	1/18/2022	<b>Enactment #:</b>	Reso 2022-023		
<b>Title:</b>	RESOLUTION of the City of San Leandro City Council Approving and Authorizing the City Manager to Execute the Annual Maintenance and Support Renewal with Tyler Technologies, Inc. for the Eden Financial System (for the amount of \$72,180.94)				
<b>Sponsors:</b>	Fran Robustelli				
<b>Indexes:</b>					
<b>Code sections:</b>					
<b>Attachments:</b>	1. Tyler Technologies, Inc. Invoice 045-362764				

Date	Ver.	Action By	Action	Result
1/18/2022	1	City Council	Adopted	Pass

RESOLUTION of the City of San Leandro City Council Approving and Authorizing the City Manager to Execute the Annual Maintenance and Support Renewal with Tyler Technologies, Inc. for the Eden Financial System (for the amount of \$72,180.94)

WHEREAS, an invoice for the annual renewal amount from Tyler Technologies, Inc. has been presented to this City Council; and

WHEREAS, the City Council is familiar with the contents thereof; and

WHEREAS, the City Manager recommends approval of said agreement.

NOW, THEREFORE, the City Council of the City of San Leandro hereby RESOLVES as follows:

The City Manager is hereby authorized and directed, on behalf of the City Council of the City of San Leandro, to execute payment on behalf of the City, in a form approved by the City Attorney; and

That said invoice from Tyler Technologies, Inc is in the amount of \$72,180.94 is approved; and

That said amount of \$72,180.94 is in the FY2021-2022 Operating Budget (688-13-001-5311)

### Attachment(s) to Resolution

- Tyler Technologies, Inc. Invoice No. 045-362764

