



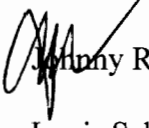
**Interoffice Memorandum**  
APPROVED

BY ORANGE COUNTY BOARD  
OF COUNTY COMMISSIONERS

**JUL 16 2013 NP NJM**

June 13, 2013

TO: Mayor Teresa Jacobs  
and the Board of County Commissioners

FROM:  Johnny Richardson, Manager, Purchasing and Contracts Division

CONTACT: Louis Schoolkate, County GIS Coordinator,  
Fiscal and Operational Support Division  
Community, Environmental and Development Services  
Department  
407-836-5304

SUBJECT: Approval of Purchase Order M-63615, Annual Software  
Maintenance and Support for Community, Environmental and  
Development Services' Land Development and Management  
System (LDMS) Phases 1 and 2

RECOMMENDATION:

Approval of Purchase Order M-63615, Annual Software Maintenance and Support for Community, Environmental and Development Services' Land Development and Management System (LDMS) Phases 1 and 2, with CSDC Systems Inc. in the amount of \$221,135. The Community, Environmental and Development Services Department and Information Systems and Services Division concur with this purchase.

PURPOSE:

To provide basic support for the software applications for Community, Environmental and Development Services' LDMS. These services include telephone support, assistance with updates to the LDMS system integrations, troubleshooting and resolving software problems. Upgraded versions of LDMS software will be provided when they become available. The LDMS provides Community, Environmental and Development Services, Public Works, and Utilities Departments with a single mechanism to manage and process development applications and building, site and underground permitting. This contract provides maintenance and support during the period July 31, 2013 through July 30, 2014.

DISCUSSION:

CSDC Systems Inc. is the only vendor authorized to provide application software maintenance for its products. This cost of the purchase is considered reasonable because it falls within the typical industry standard of charging 20% or less of the software cost for maintenance and support.