

**RESOLUTION NO. \_\_\_\_\_ (2024 SERIES)**

**A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF SAN LUIS OBISPO, CALIFORNIA, TO DESIGNATE FLASH PARKING, INC. AS THE STANDARD VENDOR FOR GATED PARKING ACCESS AND REVENUE CONTROL SYSTEM IN CITY OF SAN LUIS OBISPO OWNED AND OPERATED PARKING GARAGES**

**WHEREAS**, on May 14, 2024, the City Council directed staff to transition to consistent pay-at-exit gated system for all parking structures; and

**WHEREAS**, the Downtown Parking Technology Roadmap Report prepared by Dixon Unlimited, Inc. includes a recommendation that “the City should install the same Parking Access and Revenue Control System (PARCS) technology at the other parking facilities to ensure consistency in the paid parking system;” and

**WHEREAS**, a standardized system will provide a cohesive and user-friendly parking experience while streamlining management and operational efficiency across all garages; and

**WHEREAS**, multiple, differing PARCS systems require the City to have different and more materials on hand to address emergent repair needs, additional training and management from staff, and results in communication challenges to education the public; and

**WHEREAS**, Flashing Parking, Inc is the approved vendor to provide a gated system for the Cultural Arts Parking District Structure; and

**WHEREAS**, Flash meets the City’s required specifications for a PARCS system including the ability to provide:

- Gated solutions including frictionless systems, or having gates on either entry or exit only
- Pay stations, pay by app, QR code, and on foot capabilities including options to accept cash and coin.
- License Plate Recognition (LPR) integration for plate-based PARCS management to accommodate permit holders or pre-payment.
- Validations that could include special events and merchant participation throughout the City. Vendor must be able to support business-managed and/or City-managed validations.
- Reservation capabilities including identifying the operational and enforcement support demands that must be supported by the City.

- EV charging integration
- System to support a monthly e-permit system with LPR and/or Bluetooth access control.
- Pedestrian access control technology options
- Occupancy counts for garage structures
- Dashboard that allows City staff to manage and monitor equipment, as well as monitor revenue, occupancy, and validations.
- 24/7 remote customer support
- Support on any administrative, operational, or technological needs, including a single point of contact for the City.
- Integrations to support any future integrations with the City sub-systems

**WHEREAS**, Flash is the only vendor that meets the City required specification and provides a cloud-based system that can process transactions offline while remaining Payment Card Industry (PCI) compliant; and

**WHEREAS**, Flash is the only PARCS vendor that meets the City required specification and integrates with both Google and Waze.

**NOW, THEREFORE, BE IT RESOLVED** by the Council of the City of San Luis Obispo as follows:

**SECTION 1.** Flash Parking, Inc. is the standard vendor and system for gated Parking Access and Revenue Control System (PARCS) for City of San Luis Obispo owned and operated parking garages.

**SECTION 2.** Sole source purchases with Flash Parking, Inc. for PARCS to include, but not limited to, equipment, software, installation and ongoing services is hereby authorized pursuant to the City of San Luis Obispo Municipal Code 3.24.060(d).

Upon motion of Council Member \_\_\_\_\_, seconded by Council Member \_\_\_\_\_, and on the following roll call vote:

AYES:  
NOES:  
ABSENT:

The foregoing resolution was adopted this \_\_\_\_\_ day of \_\_\_\_\_ 2024.

\_\_\_\_\_  
Mayor Erica A. Stewart

ATTEST:

\_\_\_\_\_  
Teresa Purrington  
City Clerk

APPROVED AS TO FORM:

\_\_\_\_\_  
J. Christine Dietrick  
City Attorney

**IN WITNESS WHEREOF**, I have hereunto set my hand and affixed the official seal of the City of San Luis Obispo, California, on \_\_\_\_\_.

\_\_\_\_\_  
Teresa Purrington  
City Clerk