

Cover Memo

File #: CONS 20-301, Version: 1

DATE: June 23, 2020

TO: Mayor and City Council

FROM: Director of Public Works

SUBJECT

Adopt a Resolution Authorizing the City Manager to Enter into Exclusive Negotiations with Waste Management of Alameda County to Extend the Solid Waste and Recycling Franchise Agreement

RECOMMENDATION

That Council adopts a resolution (Attachment II) authorizing the City Manager to enter into a period of exclusive negotiations with Waste Management of Alameda County, the City's current solid waste, recycling materials, and organics service franchisee.

SUMMARY

The City holds a franchise agreement with Waste Management of Alameda County (WMAC) to provide solid waste, recycling, and organic materials collection, and processing services. The current agreement commenced March 1, 2015 and is scheduled to expire March 1, 2022. The agreement includes the option to extend for three, 12-month periods. If the City opted to extend the contract the maximum numbers of times, the agreement would expire March 1, 2025. This report presents considerations and options regarding the City's decision to either enter into exclusive negotiations with WMAC or prepare and release a request for proposals (RFP). This report also provides a list of advantages and disadvantages associated with extending the current agreement or releasing an RFP, as well as suggested services and performance requirements that may be included in the next solid waste franchise agreement.

At the March 9, 2020 Council Sustainability Committee meeting, the Committee discussed possible approaches to the new solid waste franchise agreement, and recommended the City start exclusive negotiations with WMAC. The Committee also expressed a desire for the City to partner with Hayward schools, if possible so that solid waste services would be consistent throughout Hayward. The Committee also directed staff to be innovative and sustainability-minded in negotiations.

ATTACHMENTS

Attachment I	Staff Report
Attachment II	Resolution