



Contra
Costa
County

To: Board of Supervisors
From: William Walker, M.D., Health Services Director
Date: September 12, 2017

Subject: Approve Clarification of July 18, 2017 Board Order Item #C.116 with Bay Area Community Resources, Inc.

RECOMMENDATION(S):

Approve clarification of Board action of July 18, 2017 (C.116), with Bay Area Community Resources, Inc. a corporation, to correct the payment limit from \$405,555 to \$321,729 which reflects the intent of the parties, with no change in the term of July 1, 2017 through June 30, 2018.

FISCAL IMPACT:

This contract is funded 55% Substance Abuse Prevention and Treatment Prevention Set-Aside, 25% Substance Abuse Prevention and Treatment Discretionary, and 20% SAMHWorks.

BACKGROUND:

On July 18, 2017, the Board of Supervisors approved Contract #74-181-20 with Bay Area Community Resources, Inc., for the provision of drug abuse prevention and treatment services, for the period from July 1, 2017 through June 30, 2018.

The purpose of this Board Order is to correct the payment limit from \$405,555 to \$321,729, to reflect the intent of the Department.

☒ APPROVE
 ☐ OTHER
☒ RECOMMENDATION OF CNTY ADMINISTRATOR
 ☐ RECOMMENDATION OF BOARD COMMITTEE

Action of Board On: **09/12/2017** ☒ APPROVED AS RECOMMENDED ☐ OTHER

Clerks Notes:

VOTE OF SUPERVISORS

AYE: John Gioia, District I Supervisor
 Candace Andersen, District II Supervisor
 Diane Burgis, District III Supervisor
 Karen Mitchoff, District IV Supervisor
 Federal D. Glover, District V Supervisor

I hereby certify that this is a true and correct copy of an action taken and entered on the minutes of the Board of Supervisors on the date shown.

ATTESTED: September 12, 2017

David Twa, County Administrator and Clerk of the Board of Supervisors

By: Stephanie Mello, Deputy

Contact: Cynthia Belon
925-957-5201

CONSEQUENCE OF NEGATIVE ACTION:

If this correction is not approved, the County's clients will not have access to the contractor's services, which may result in a reduction in the levels of service to the community.