

Legislation Text

File #: 18-0387, Version: 1
Request to Purchase Cellebrite
Request to Purchase Cellebrite. A device used to obtain and analyze digital evidence from electronic devices. To access a wide range of evidence sources, including encrypted or locked mobile devices for criminal cases.
Budgetary Impact: Non-Capital Item: Budgeted under account # (discussion item) Not budgeted, requesting transfer of \$ from Account # to
Account # .
Account # Not budgeted requiring increase to account # in the amount of
\$
Capital - Departmental
Budgeted under account # for \$ and described in budget as
Additional amount needed, if any: Increase in budget of \$OR, transfer of \$from Account #to Account # X Not Budgeted - Request to transfer \$9,000.00 from account # <u>100-2010-6053</u> to account# <u>100-2010-5100</u>
Capital Project - **THE PRE-PROJECT CHECKLIST AND BUDGET CHECKLIST MUST BE ATTACHED TO THIS FILE** In current year Capital Projects Plan:
Yes, planned amount \$, requesting \$ as total project estimate,
including contingencies, under account #
No, requesting \$as total project estimate, including contingencies, under account #
WHEREAS, The Foley Police Department request to transfer \$9,000.00 from account # <u>100-2010-6053</u> to account# <u>100-2010-5100</u> to purchase Cellebrite.A device used to obtain and analyze digital evidence from electronic
devices. To access a wide range of evidence sources, including encrypted or locked mobile devices for criminal cases.
NOW THEREFORE BE IT RESOLVED that the City Council of the City of Foley, Alabama, as
follows: SECTION 1: Approves The Foley Police Department request to transfer \$9,000.00 from
account #100-2010-6053 to account# 100-2010-5100 to purchase

Cellebrite.A device used to obtain and analyze digital evidence from electronic

devices. To access a wide range of evidence sources,

including encrypted or locked mobile devices for criminal cases.

SECTION 2: This Resolution shall become effective immediately upon its adoption as required by law.