



ADDENDUM NO. 1
REQUEST FOR PROPOSAL
FOR
COLLECTION AGENCY SERVICES
RFP No. 19-10



FINANCE DEPARTMENT
CITY OF COSTA MESA

Released May 2, 2019

The referenced document has been modified as per the attached Addendum No. 1.

Please sign this Addendum where designated and include in the proposal. This addendum is hereby made part of the referenced RFP as through fully set forth therein.

Any questions regarding this addendum should be addressed to

Mike Fuentes, email mike.fuentes@costamesaca.gov

REVISED

**APPENDIX B
FORMS**

Appendix B, Forms has been revised to include an additional form, the Bidder/Applicant/Contractor Campaign Contribution Form. The revised **APPENDIX B FORMS** are as follows:

- Vendor Application Form**
- Ex Parte Communications Certification**
- Disclosure of Government Positions**
- Disqualification Questionnaire**
- Company Profile & References**
- Bidder/Applicant/Contractor Campaign Contribution Disclosure Form**

All other provisions of the request for proposal shall remain in their entirety.

Vendors hereby acknowledge receipt and understanding of the above Addendum. Complete and submit this Addendum with your proposal.

Signature Date

Typed Name and Title

Company Name

Address

City State Zip



BIDDER/APPLICANT/CONTRACTOR CAMPAIGN CONTRIBUTION

DISCLOSURE FORM

Proposer/Consultant/Applicant is required to identify any campaign contribution or cumulative contributions greater than \$249 to any city council member in the twelve months prior to submitting an application, proposal, statement of qualifications or bid requiring approval by the City Council.

Date	Name of Donor	Company/Business Affiliation	Name of Recipient	Amount

Except as described above, I/we have not made any campaign contribution in the amount of \$250 or more to any Costa Mesa City Council Member in the twelve months preceding this Application/Proposal.

I declare under penalty of perjury under the laws of the State of California that the foregoing is true and correct.

Bidder/Applicant/Proposer

Date