

**CITY OF HUNTINGTON BEACH POLICE DEPARTMENT**  
**Crossing Guard RFP**

4.25.23

Weight Factor	MT	ME	TT	Total Scores	Total Weighted Scores	Rank
<b>10 Compliance with RFP Requirements</b>						
All City Management Services, Inc.	5	4	4	13.00	130.00	2
Alltech Industries, Inc.	5	4.5	3	12.50	125.00	3
Crossing Guard Services LLC	5	4.5	4	13.50	135.00	1
<b>25 Technical Approach-Understanding of Project-Methodology</b>						
All City Management Services, Inc.	5	4.7	5	14.70	367.50	1
Alltech Industries, Inc.	4	4.5	3	11.50	287.50	3
Crossing Guard Services LLC	4	4	4	12.00	300.00	2
<b>25 Qualifications and experience of Firm, key individuals and sub-consultants</b>						
All City Management Services, Inc.	5	5	5	15.00	375.00	1
Alltech Industries, Inc.	4	4	3	11.00	275.00	3
Crossing Guard Services LLC	4	4	4	12.00	300.00	2
<b>10 Education background, work experience, and directly related experience</b>						
All City Management Services, Inc.	5	5	5	15.00	150.00	1
Alltech Industries, Inc.	4	4	3	11.00	110.00	3
Crossing Guard Services LLC	4	4.5	4	12.50	125.00	2
<b>25 Cost/Price</b>						
All City Management Services, Inc.	3	4	4	11.00	275.00	3
Alltech Industries, Inc.	3	4.5	4	11.50	287.50	1
Crossing Guard Services LLC	3	4.5	4	11.50	287.50	1
<b>5 References</b>						
All City Management Services, Inc.	5	5	5	15.00	75.00	1
Alltech Industries, Inc.	4	5	4	4.00	20.00	3
Crossing Guard Services LLC	3	5	4	12.00	60.00	2
<b>100</b>						

MT	ME	TT
50.00	40.00	40.00
50.00	45.00	30.00
50.00	45.00	40.00
125.00	117.50	125.00
100.00	112.50	75.00
100.00	100.00	100.00
125.00	125.00	125.00
100.00	100.00	75.00
100.00	100.00	100.00
50.00	50.00	50.00
40.00	40.00	30.00
40.00	45.00	40.00
75.00	100.00	100.00
75.00	112.50	100.00
75.00	112.50	100.00
25.00	25.00	25.00
20.00	25.00	20.00
15.00	25.00	20.00

	MT	ME	TT	Total Scores	Total Weighted Scores	Rank
All City Management Services, Inc.	450.00	457.50	465.00	83.70	1,372.50	1
Alltech Industries, Inc.	385.00	435.00	330.00	61.50	1,105.00	3
Crossing Guard Services LLC	380.00	427.50	400.00	73.50	1,207.50	2