NNESSHI

MT. JULIET POLICE DEPARTMENT

EXECUTIVE SUMMARY

Request for Approval to Accept Insurance and Auction Proceeds, and Allocate Funds for Vehicle Replacements

1) Who: Mt. Juliet Police Department

2) What: Request approval to accept insurance proceeds from four police vehicles that were

deemed total losses due to crashes, along with proceeds from the recent auction of eight retired police vehicles. Additionally, request authorization to allocate these combined proceeds, along with general funds, toward the purchase of replacement police vehicles.

3) When: Immediately

4) Where: MJPD

5) Why: During the current fiscal year, four police vehicles were involved in crashes and were

deemed total losses by insurance. In total, the department requires twelve (12)

replacement vehicles to maintain operational readiness. While insurance proceeds will

help offset replacement costs, they are insufficient to fully fund all necessary

replacements.

With the support of general funding, the department can replace the four totaled vehicles and acquire eight additional units for replacements. Advancing the purchase of FY 25/26 replacement vehicles now is a strategic move—allowing the department to secure currently available inventory at existing prices. Delaying purchases until after July 2025 risks missing out on current vehicle availability and potentially incurring significantly higher pricing due to rising costs and limited supply.

To reduce expenses, the department repurposes equipment from crashed and retired units. If approved, this request will eliminate the need for additional vehicle purchases in the upcoming FY 25/26 budget.

6) Costs: FY 24/25 Insurance Payments for 4 totaled police vehicles: \$80,661.50.

FY 24/25 Auction Payments for 8 retired police vehicles: \$27,206.20

Total Needed from General Fund: \$509,132.30

7) Line Item: Increase 42100-944 Vehicle Purchases: \$617,000.00

Staff Recommendation: Chief Michael Mullins and City Manager Kenny Martin have provided a

positive recommendation.