

**AMENDMENT NUMBER ONE  
TO PROFESSIONAL SERVICES AGREEMENT  
WITH G&W TOWING**

This Amendment is made and entered into this \_\_\_\_ day of January, 2014 (“Effective Date”) by and between the CITY OF COSTA MESA, a municipal corporation (“City”) and G&W TOWING, INC., a California corporation and licensed automobile towing service (“Consultant”).

WHEREAS, Consultant and City entered into an agreement on March 3, 2009, for Consultant to provide towing services (the “Agreement”); and

WHEREAS, Section 4.1 of the Agreement provides that the term of the Agreement shall end on February 28, 2014; and

WHEREAS, Section 4.1 of the Agreement also provides that the City, at its sole option, may extend the Agreement for three (3) additional one (1) year periods upon recommendation from the Police Department; and

WHEREAS, Consultant has requested the City exercise the first one year option to extend the Agreement, and the City desires to extend the term of the Agreement upon the recommendation of the Police Department.

NOW, THEREFORE, for valuable consideration, the receipt and sufficiency of which is hereby acknowledged, the Parties agree as follows:

1. The term of the Agreement shall be extended one year, ending February 28, 2015.
2. Consultant shall use the Adjusted Tow Rate Schedule attached as Exhibit “1” to this Amendment for the provision of services under the Agreement until such time as the rate schedule is adjusted pursuant to the terms of the Agreement.
3. All other terms, conditions, and provisions of the Agreement not in conflict with this Amendment shall remain in full force and effect.

IN WITNESS WHEREOF, the Parties hereto have set their hand by their duly authorized representatives as of the day and year first above written.

[Signatures appear on the following page.]

CITY OF COSTA MESA,  
A municipal corporation

[Redacted]

Chief Executive Officer  
*per P.D. Recommendation*

Date: 3/4/14

G&W TOWING, INC.

[Redacted]

Signature

Date: 1-7-14

APPROVED AS TO FORM:

[Redacted]

City Attorney