

CONTRACT

THIS AGREEMENT, made and entered in to between James W. Potts & Zak A Kennedy, 520 W. Jay Ave., Spokane, WA. 99218 hereinafter referred to as the “Contractor”, and “FRANKLIN”, County, a municipal corporation, hereinafter referred to as the “County”, do hereby agree as Follows:

I. RECITALS: This contract is made with reference to the following facts and Objectives.

- 1.1 The County desires to have Legislative representation in Olympia during the legislative sessions, in addition to that provided by the Washington State Association of Counties.**
- 1.2 The County also desires to have representation at meetings and Conferences of interest to the County.**
- 1.3 The County also desires to contract this service to a private individual.**
- 1.4 It is desirable to have a written contract between the parties.**
- 1.5 The Contractor is a former county commissioner and familiar with the legislative process.**

II TERM: The term of this contract shall be from January 1, 2020 through December 31, 2020

- 2.1 This contract may be extended by mutual agreement of the parties.**
- 2.2 This contract may be terminated by either party by giving thirty (30) days written notice.**

III CONSIDERATION: The County agrees to pay the Contractor as follows:

- 3.1 Effective January 1, 2020 a yearly fee of five thousand two hundred eighty (\$5,280.00) dollars. This can be paid monthly \$440.00, quarterly \$1,320.00 (January, April, July, October) or yearly \$5,280.00 (January).**
- 3.2 The above noted payment schedule includes all expenses incurred by the contractor during the yearly regular legislative session.**
- 3.3 This contract includes the Contractors attendance at the WSAC Sponsored conference and the WSAC Legislative Steering Committee Meetings.**
- 3.4 Actual expense fees while attending meetings not included above, on behalf of one or more counties, will be shared by the authorizing Counties.**
- 3.5 The contractor must contact the chairperson for authorization to attend meetings on behalf of the County.**

