

EXHIBIT K-B3: SUPPLEMENT TO CORE FINANCIAL PROJECT ASSUMPTIONS (FMS 2.0 - ENVISION - PART 2)

These assumptions are provided to assist the City in understanding the basis CGI used with regard to project scope, timing, resources, roles and responsibilities to support the FMS 2.0 – Envision – Part 2.

- General
 - Scope of analysis is limited to CGI Advantage Procurement (Commodity and Service Contracts), Inventory Management, Vendor Self Service (Online Financial Inquiry and Electronic Invoices), and impacts to FMS Accounts Payable and General Ledger. CGI Advantage Financial upgrade analysis is out of scope for Envision – Part 2.
 - Our services cost and analysis schedule assume the City will provide dedicated, knowledgeable, and qualified staff to complete its responsibilities on the project.
 - The City will provide site and facilities for the CGI project team. These facilities will include telephones, copy machines, projector, and desk/work surfaces, as well as conference and team breakout rooms.
 - The City will provide CGI with reasonable access to FMS, SMS and SciQuest database and system software in order to perform the required analysis activities. This will include City walkthroughs of the software, and access to existing system and process documentation.
 - Our approach to performing project tasks assumes that the Project Plan will be evaluated and updated as circumstances change throughout the project.
 - For increased efficiency and re-use, the project will follow the standards of the FMS project and will utilize the same tools where applicable.
 - Proprietary departments are not included in the scope and departmental involvement (outside of GSD/Controller/ITA) will be limited to key SMEs that can make decisions on behalf of their departments.
 - The City has agreed to enter into a sole source agreement with CGI and any business requirements that CGI captures during this project will not exempt CGI from any future project work with the City.
 - CGI will utilize best practice business scenarios and City's existing business processes for the prototyping sessions.
 - CGI may perform work off site at CGI's option.
 - CGI pricing is a loaded rate and includes all costs such as travel.
 - The City plans to upgrade FMS to the newest release (e.g., v3.10) of the CGI Advantage Financial software as part of the larger project in order to take advantage of newer functionality. This analysis project does not include an assessment of that upgrade.
 - All executive level briefings (materials and conducting of meetings) will be a City Project Manager responsibility.
 - This project does not include a detailed analysis of 3rd party Bar Code tools or the costs/impacts involved in developing a Bar Coding system.
 - The City will provide a designated Project Manager to oversee the project activities to be completed by CGI and the City under the SOW.

- CGI will coordinate its project activities through the City Project Manager. CGI will work with the designated City Project Manager for all project specific items such as project issues, amendments to the SOW, invoicing, status reports, etc.
- The City Project Manager will review and provide feedback on key deliverables in 5 business days in order to keep the project on schedule. Once the feedback is incorporated, the City Project Manager will sign-off on key deliverables in 5 business days in order to keep the project on schedule.
- The City will provide a team of dedicated staff knowledgeable of SMS processes (functional and technical) for the project.
- Outside of the scope of this project, CGI will work with the City to define the following items:
 - Timeline and implementation approach for future project phases
 - Develop initial project plan for future project phases
 - Define roles and responsibilities for future project phases
 - Estimate staffing resources for future project phases
 - Develop project cost breakdown for future project phases
- The following systems will not be retired and all business processes will remain as-is. Analysis for these systems will be limited to the existing SMS Inbound/Outbound interfaces (types of transactions, volumes, and frequency):
 - Enterprise Maintenance Planning and Control (EMPAC)
 - LA Business Assistance Virtual Network (LA BAVN)
 - Vehicle Management System (VMS)
 - LATAX
 - Grand Central Distribution (GCD)
- CGI Hosted Advantage Prototyping Environment
 - CGI will provide a hosted CGI Advantage prototyping environment. CGI will be responsible for maintaining the environment. The City will be responsible for connectivity and network related tasks enabling access to the environment within City firewall/locations.
 - The CGI Advantage prototyping environment will have CGI Advantage Financial, Procurement, Inventory Management, and Vendor Self Service v 3.10 installed. CGI will make all attempts to prototype on the CGI Advantage v3.10 based on availability of the software. InfoAdvantage prototyping is out of scope for this project.
 - For eProcurement hosting, a clone of the CGI demo "Trinket" site will be created in the CGI hosted prototyping environment with Punch Out connections to the CGI Advantage Procurement prototyping environment.
 - No changes are needed to existing hosted prototyping environment from Envision Part 1 with the exception of configuring a connection to the hosted eProcurement site.
 - The reference data setup in the prototyping environments will not be full production data. It will be limited to the operational data and COA elements needed to perform the prototyping activities as determined by CGI.

- Hands-on Product Training
 - Product Training Sessions will be limited to a maximum of 15 members of the City's project team per session. A fee will be assessed per student if the City requires more than 15 participants.
 - Product Training will be conducted in person over the course of two weeks.
 - Attendees for the Product Training Sessions will be GSD SMEs that will be participating in Hands-on Prototyping.
 - Product Training does not include Vendor Self Service.
 - Product Training will be on baseline CGI Advantage functionality.
- Hands-on Prototyping
 - Prototyping scripts created during Envision Part 1 will be used for the hands-on prototyping.
 - Hands-on prototyping will require the City to provide facilities / workstations for the classes.
 - A prerequisite to attending the hands-on prototyping will be completion of the Product Training courses.
 - Hands-on prototyping will be limited to 10 business scenarios
- Deferred and Additional Prototyping
 - Any deferred or additional scenarios for prototyping will be CGI led without hands-on participation by the City.
 - Additional prototyping will be limited to 10 new business scenarios (outside of what was deferred from Envision Part 1).
- FMS Vendor Creation / Maintenance Process and Cleansing Analysis
 - The City will provide CGI with detailed documentation of existing business processes for its Vendor Management process.
 - The analysis performed for FMS Vendor Creation / Maintenance Process and Cleansing Analysis may result in identifying limitations in reaching the City's desired goals. If a recommended solution is not identifiable, then CGI will document the limitations in its place.
 - The analysis for FMS Vendor Creation / Maintenance Process and Cleansing Analysis will also include analyzing any existing SMS Vendor information that is not currently tracked in FMS and identifying any impacts on Data Conversion for the FMS 2.0 implementation.
- Prototyping of CGI Advantage Procurement Service Contract Functionality
 - The City will provide CGI with detailed documentation of existing business processes for its Service Contract process.
 - Participants for Prototyping of CGI Advantage Procurement Service Contract Functionality will include the Controller's Office and a limited number of representatives from key departments involved in the Service Contract process. Prototyping Sessions will be limited to a maximum of 15 members of the City's project team per session.
 - The prototyping sessions for Prototyping of CGI Advantage Procurement Service Contract Functionality will be detailed functionality demonstrations and not hands-on training with the City representatives following along.

- Prototyping for CGI Advantage Procurement Service Contract Functionality will be limited to 10 business scenarios
- Prototyping for CGI Advantage Procurement Service Contract Functionality does not include CGI Advantage Case Management (aka Contract Management). The authoring of the physical contract is not in scope.
- Focus of prototyping for CGI Advantage Procurement Service Contract Functionality is on the business scenarios that are currently performed in FMS.
- Assessment of Impacts to FMS by Implementing Service Contract Functionality
 - The assessment for CGI Advantage Procurement Service Contract Functionality is limited to FMS and will not include any impacts to external systems/processes.
- eProcurement (PunchOut / Hosted Catalogs) – Prototyping
 - No third party vendors are involved for the eProcurement prototyping and all data is test data and not data from existing City SciQuest Vendors or CGI eProcurement vendors.
 - The City will provide CGI with detailed documentation of existing business processes for its eProcurement process.
 - Participants for eProcurement (Punch Out / Hosted Catalogs) - Prototyping will include core GSD members only. Prototyping Sessions will be limited to a maximum of 15 members of the City's project team per session.
 - Prototyping for eProcurement (Punch Out / Hosted Catalogs) - Prototyping will be limited to 5 business scenarios
 - The prototyping sessions for eProcurement (Punch Out / Hosted Catalogs) - Prototyping will be detailed functionality demonstrations and not hands-on training with the City representatives following along.
 - Prototyping for eProcurement (Punch Out / Hosted Catalogs) - Prototyping will be limited to general functionality/mechanics of Punch Out and Hosted Catalogs. Additional CGI Advantage features, such as transformation among various message standards, vendor on-boarding management, analytics, etc., will not be included.
- Implementation Analysis Document
 - Implementation Assessment will follow the same FMS process / strategy as documented in the FMS Implementation Analysis Document (IAD). The FMS IAD will be updated to be specific to the SMS Replacement sub-project.
 - The Envision – Part 1 documentation for High Level Data Conversion / Interface assessment will be re-used/formalized in the Implementation Assessment so that the project has a formal IAD in one place.
 - The Implementation Assessment does not include details on the FMS Upgrade sub-project.

Exhibit L-B3 - Supplement to Core Financial Pricing Schedule (FMS 2.0 - ENVISION - PART 2)

| Milestone | Payment Deliverable | Due Date | Deliverable Amount | Holdback | Invoice Amount |
|-------------------------------------|---|----------|---------------------|---------------|---------------------|
| B3-1.0 | CGI Hosted Advantage Prototyping Environment | 03/07/14 | \$9,600.00 | \$0.00 | \$9,600.00 |
| B3-2.0 | Hands-on Product Training | 04/04/14 | \$33,500.00 | \$0.00 | \$33,500.00 |
| B3-3.0 | Hands-on Prototyping | 05/30/14 | \$34,600.00 | \$0.00 | \$34,600.00 |
| B3-4.0 | Deferred and Additional Prototyping | 06/30/14 | \$55,400.00 | \$0.00 | \$55,400.00 |
| B3-5.0 | FMS Vendor Creation / Maintenance Process and Cleansing Analysis | 06/30/14 | \$44,300.00 | \$0.00 | \$44,300.00 |
| B3-6.0 | Prototyping of CGI Advantage Procurement Service Contract Functionality | 06/30/14 | \$83,100.00 | \$0.00 | \$83,100.00 |
| B3-7.0 | Assessment of Impacts to FMS by Implementing Service Contract Functionality | 06/30/14 | \$13,800.00 | \$0.00 | \$13,800.00 |
| B3-8.0 | eProcurement (PunchOut / Hosted Catalogs) - Prototyping | 06/30/14 | \$34,600.00 | \$0.00 | \$34,600.00 |
| B3-9.0 | Implementation Analysis Document | 06/30/14 | \$37,900.00 | \$0.00 | \$37,900.00 |
| Total Payments and Holdbacks | | | \$346,800.00 | \$0.00 | \$346,800.00 |