

## ADDENDUM NO. 1 RFP NO. 2014-008

## TURNKEY MANAGED VOIP PHONE SYSTEM

**1.** Is there a network diagram available that includes your existing LAN/WAN configuration and current network bandwidth? If not, what is the connectivity between sites?

Not at this time. Connectivity between Town Hall and Community Center is using a Site-to-Site VPN, there is no direct connectivity, and voice traffic should not cross that VPN.

- 2. Would you be willing to upgrade your current connection between locations to MPLS? No.
- **3.** Who is your current broadband provider and what bandwidth are they providing? IPFone - 50M Metro Ethernet at Town Hall for Data, 3M T1's for Voice, 1.5M T1 at Community Center for Data/Voice.
- **4. Would you be willing to upgrade your current broadband provider to MPLS?** No.
- 5. <u>Are you looking for a converged Voice and Data solution?</u> No, voice is currently physically separated on its own network.
- 6. Do you require 911 failover at both locations: Town Hall the Community Center? If so, how many simultaneous calls (over existing analog lines) do you want at each location? 911 Failover is only for Town Hall where the Police Department is stationed. Failover capability should include at least 3 lines to Police Dispatch.
- 7. Can you please clarify the difference between Executive Unlimited Seat and Executive Extension Seat?

These are different levels of service for the lines. Unlimited is a full-featured line with voicemail and all premium features. Extension is just a line with basic features.

- **8.** How many DID numbers would you like to retain? All of them will need to be ported over. Currently there are 84 active users.
- **9.** Are the (9) Analog Lines referred to in Section 2 for your existing Fax Lines? Existing fax lines or other equipment requiring analog lines.
- 10. Is there a paging requirement? No.
- **11. Can you please provide the quantities of existing telephones:** Polycom Sound Point IP 7000 - 3 Polycom Sound Point IP 550 - 57 Polycom Sound Point IP 650 - 6