

Maryland Board of Public Works

Public Comments Meeting Date: July 16, 2025

SEE NEXT PAGE

## Agenda Item First Name Last Name Organization Position

■ Agenda : Department of General Services (1)

34-IT Daphne Luke Oppose

Dear Members of the Board, I am writing to strongly oppose the approval of Item 34-IT on the July 16, 2025 Board of Public Works agenda. This proposed statewide contract, Agile Digital Experience Product Transformation (BPM044685), is duplicative of the Statewide Agile Resources and Teams (BPM043644), which this Board approved on February 26, 2025. The Statewide Agile Resources and Teams contract (BPM043644) was developed to serve as a comprehensive statewide vehicle for sourcing agile professionals and full delivery teams to provide digital services and agile development support. It includes Functional Areas 1, 2, and 3, each aligned to different stages and scopes of agile delivery, and offers the flexibility needed for Maryland agencies to staff individuals or entire teams for any IT project. The contract proposed in Item 34-IT offers no added value. In fact, it replicates the same labor categories that already exist in the Agile Resources and Teams contract. There is no meaningful distinction, every role proposed under the Agile Digital Experience Product Transformation contract is already covered and available through the existing vehicle signed just five months ago. Creating a second contract with identical offerings is unnecessary and counterproductive. Additionally, half of the vendors selected for award under Item 34-IT are already awardees on the Agile Resources and Teams contract. This further underscores the redundancy and raises the question: why create a second vehicle to do the same work, with many of the same vendors? It's also important to note that Item 34-IT Agile Digital Experience Product Transformation is a long-term contract, scheduled to run from August 6, 2025 through July 11, 2034, mirroring the 10-year term of BPM043644. Issuing overlapping statewide contracts of this length, for the same services and with no documented justification, represents not just duplication, but poor governance. There is also a serious financial and accountability concern. Maintaining multiple statewide contracts for the same scope inflates costs, procurement staff must manage duplicate contract vehicles, task orders, performance metrics, reporting requirements, and vendor communication workflows. These are not theoretical impacts; they consume real time, increase transaction complexity, and weaken the State's ability to negotiate better terms or leverage volume pricing. Vendors, including many small, minority, and veteran-owned businesses, competed for and were awarded slots under BPM043644 with the understanding that it would be the primary vehicle for agile staffing and delivery services. Introducing a parallel contract destabilizes that investment and signals that commitments made under State procurement don't hold. More critically, it raises the question of public trust. Why would the State duplicate a 10-year contract just five months after awarding the first? Without evidence that BPM043644 is failing, this decision risks being perceived by the public as wasteful and opaque. If Item 34-IT proceeds, it will appear to taxpayers and oversight entities that Maryland is authorizing redundant, multimillion-dollar procurements with no accountability. There has been no evidence presented that the current

contract is insufficient. Rather than layering on a new contract, the focus should be on enabling agency adoption and utilization of the Agile Resources and Teams vehicle. That would be the fiscally responsible and publicly defensible path forward. I respectfully urge the Board to reject or defer Item 34-IT until a full review is conducted on the performance and use of the existing contract. We do not need two statewide contracts doing the same thing. Thank you for your time and thoughtful consideration. Sincerely, Daphne Luke Maryland Resident & Civic Advocate for Fair and Efficient Procurement