

COPY

80/81

SHEET 1 OF 1 SHEET

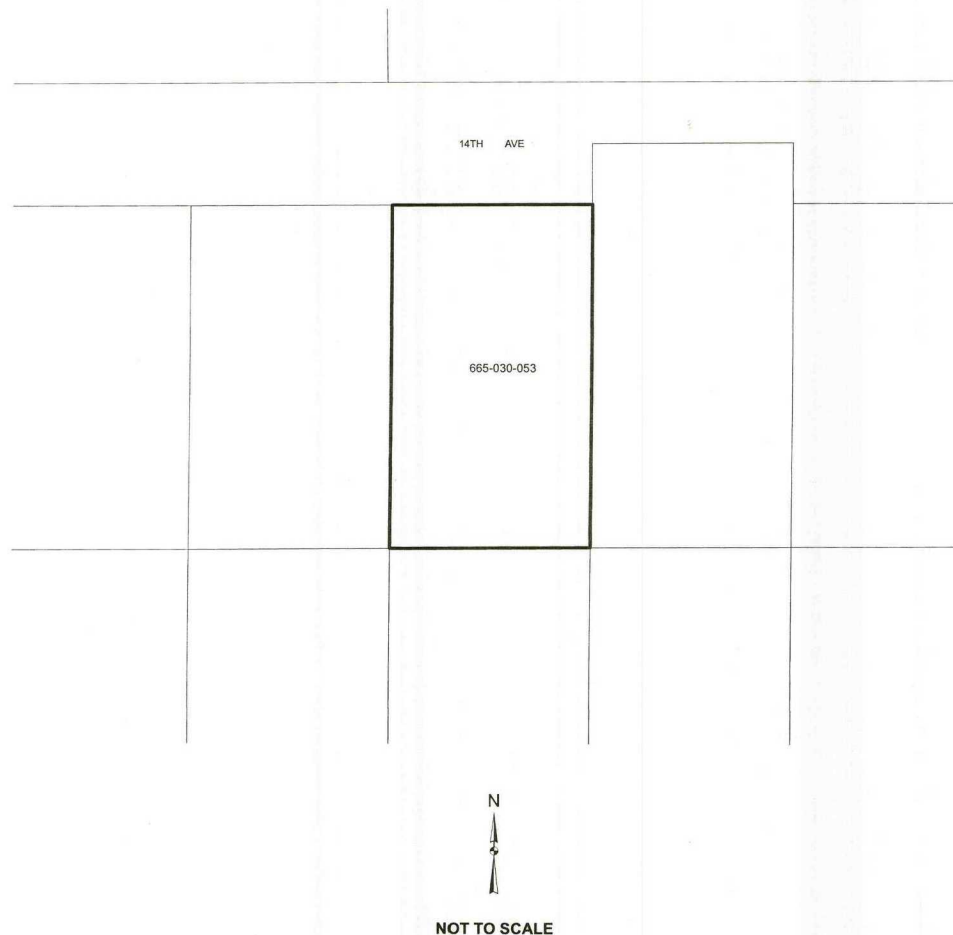
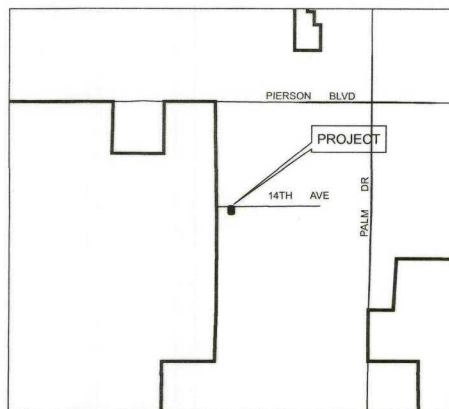
ANNEXATION MAP NO. 12
COMMUNITY FACILITIES DISTRICT NO. 2010-1 (SERVICES)
CITY OF DESERT HOT SPRINGS
COUNTY OF RIVERSIDE, STATE OF CALIFORNIA

THIS MAP SHOWS THE BOUNDARIES OF AREAS TO BE ANNEXED TO COMMUNITY FACILITIES DISTRICT NO. 2010-1 (SERVICES) OF THE CITY OF DESERT HOT SPRINGS, COUNTY OF RIVERSIDE, STATE OF CALIFORNIA. THE BOUNDARIES OF WHICH COMMUNITY FACILITIES DISTRICT ARE SHOWN AND DESCRIBED ON THE MAP THEREOF WHICH WAS PREVIOUSLY RECORDED ON JUNE 8, 2010, IN BOOK 74 OF MAPS OF ASSESSMENT AND COMMUNITY FACILITIES DISTRICTS AT PAGE 81 AND AS INSTRUMENT NO. 2010-0263725, IN THE OFFICE OF THE COUNTY RECORDER OF THE COUNTY OF RIVERSIDE, STATE OF CALIFORNIA.

I HEREBY CERTIFY THAT THE WITHIN MAP OR AREAS TO BE ANNEXED TO COMMUNITY FACILITIES DISTRICT NO. 2010-1 (SERVICES) OF THE CITY OF DESERT HOT SPRINGS, COUNTY OF RIVERSIDE, STATE OF CALIFORNIA, WAS APPROVED BY THE CITY COUNCIL OF THE CITY OF DESERT HOT SPRINGS AT A REGULAR MEETING THEREOF, HELD ON THE 16th DAY OF May, 2017, BY ITS RESOLUTION NO. 2017-028.


CITY CLERK
CITY OF DESERT HOT SPRINGS

VICINITY MAP
NOT TO SCALE

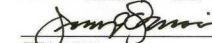


RECORDED THIS 30th DAY OF May, 2017, AT THE HOUR OF 4:19 O'CLOCK P.M., IN IN BOOK 80 PAGE 81 OF MAPS OF ASSESSMENT AND COMMUNITY FACILITIES DISTRICTS IN THE OFFICE OF THE COUNTY RECORDER, IN THE COUNTY OF RIVERSIDE, STATE OF CALIFORNIA.

FEE: \$10.00 NO.: 2017-0214594
PETER ALDANA, ASSESSOR, COUNTY CLERK, RECORDER

BY: 
DEPUTY

FILED IN THE OFFICE OF THE CITY CLERK, CITY OF DESERT HOT SPRINGS, THIS 16th DAY OF MAY, 2017.


CITY CLERK
CITY OF DESERT HOT SPRINGS

LEGEND

-  CFD BOUNDARY
-  PARCEL LINE
- XXX-XXX-XXX ASSESSOR PARCEL NUMBER

ALBERT A.
WEBB
ASSOCIATES
ENGINEERING CONSULTANTS

THIS ANNEXATION MAP CORRECTLY SHOWS THE LOT OR PARCEL OF LAND INCLUDED WITHIN THE BOUNDARIES OF THE COMMUNITY FACILITIES DISTRICT. FOR DETAILS CONCERNING THE LINES AND DIMENSIONS OF LOTS OR PARCELS REFER TO THE COUNTY ASSESSOR'S MAPS FOR FISCAL YEAR 2016-2017.