SHEET 1 OF 1 SHEET

20 18, AT THE HOUR OF 10.5 O'CLOCK 1M, IN IN BOOK 12 PAGE 3 OF MAPS OF ASSESSMENT AND COMMUNITY FACILITIES DISTRICTS IN THE OFFICE OF THE COUNTY RECORDER, IN THE COUNTY OF RIVERSIDE, STATE OF CALIFORNIA RECORDED THIS LAM DAY OF FEBRUARY

COMMUNITY FACILITIES DISTRICT NO. 2010-1 (SERVICES)

ANNEXATION MAP NO. 14

COUNTY OF RIVERSIDE, STATE OF CALIFORNIA

CITY OF DESERT HOT SPRINGS

RECORDER PETER ALDANA, ASSESSOR, FEE: \$ 84.00 NO.: 2018-0055144 COUNTY CLERK,

BY: Mun Sheren DEPUTY abun

DAY OF FEBRUARY 20 18 FILED IN THE OFFICE OF THE CITY CLERK, CITY OF DESERT HOT SPRINGS, THIS GH

CIPY CLERK CITY OF DESERT HOT SPRINGS

PIERSON BLVD

PALM DR 641-101-005 641-101-006

ACOMA

AVE

OF THE CITY OF DESERT HOT SPRINGS AT A REGULAR MEETING THEREOF, HELD ON THE 640 DAY OF FEBRUARY 2018, BY ITS RESOLUTION

OF CALIFORNIA, WAS APPROVED BY THE CITY COUNCIL DESERT HOT SPRINGS, COUNTY OF RIVERSIDE, STATE

TO BE ANNEXED TO COMMUNITY FACILITIES DISTRICT NO. 2010-1 (SERVICES) OF THE CITY OF

I HEREBY CERTIFY THAT THE WITHIN MAP OR AREAS

CITY OF DESERT HOT SPRINGS

TH CLERK

NO. 2018-010

ASSESSMENT AND COMMUNITY FACILITIES DISTRICTS
AT PAGE 81 AND AS INSTRUMENT NO. 2010-0263725,
AT PAGE 81 THE OFFICE OF THE COUNTY RECORDER OF THE
COUNTY OF RIVERSIDE, STATE OF CALIFORNIA.

ON THE MAP THEREOF WHICH WAS PREVIOUSLY RECORDED ON JUNE 8, 2010, IN BOOK 74 OF MAPS OF

CALIFORNIA. THE BOUNDARIES OF WHICH COMMUNITY

FACILITIES DISTRICT ARE SHOWN AND DESCRIBED

THIS MAP SHOWS THE BOUNDARIES OF AREAS TO BE ANNEXED TO COMMUNITY FACILITIES DISTRICT NO. 2010-1 (SERVICES) OF THE CITY OF DESERF HOT SPRINGS, COUNTY OF RIVERSIDE, STATE OF

VICINITY MAP

AVE PROJECT

NOT TO SCALE

WEBB

THIS ANNEXATION MAP CORRECTLY SHOWS THE LOT OR PARCEL OF LAND INCLUDED WITHIN THE BOUNDARIES OF THE COMMUNITY FACILITIES DISTRICT, FOR DEFAULS CONCERNING THE LINES AND DIMENSIONS OF LOTS OR PARCELS REFER TO THE COUNTY ASSESSOR'S MAPS FOR FISCAL YEAR 2017-2018.

LEGEND

CFD BOUNDARY

PARCEL LINE

ASSESSOR PARCEL NUMBER

XXX-XXX-XXX

17-0394