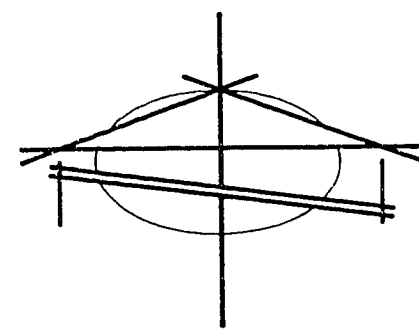




### BENCH MARK

B.M. # 3C11-NW6 - RIVET AND PLATE IN CONCRETE BASE OF METAL POLE IN SIDEWALK LOCATED AT THE NORTHEAST CORNER OF COMMERCE STREET AND IMPERIAL AVENUE.  
ELEVATION = 619.918 METERS = 2033.85 FEET NAVD 1988

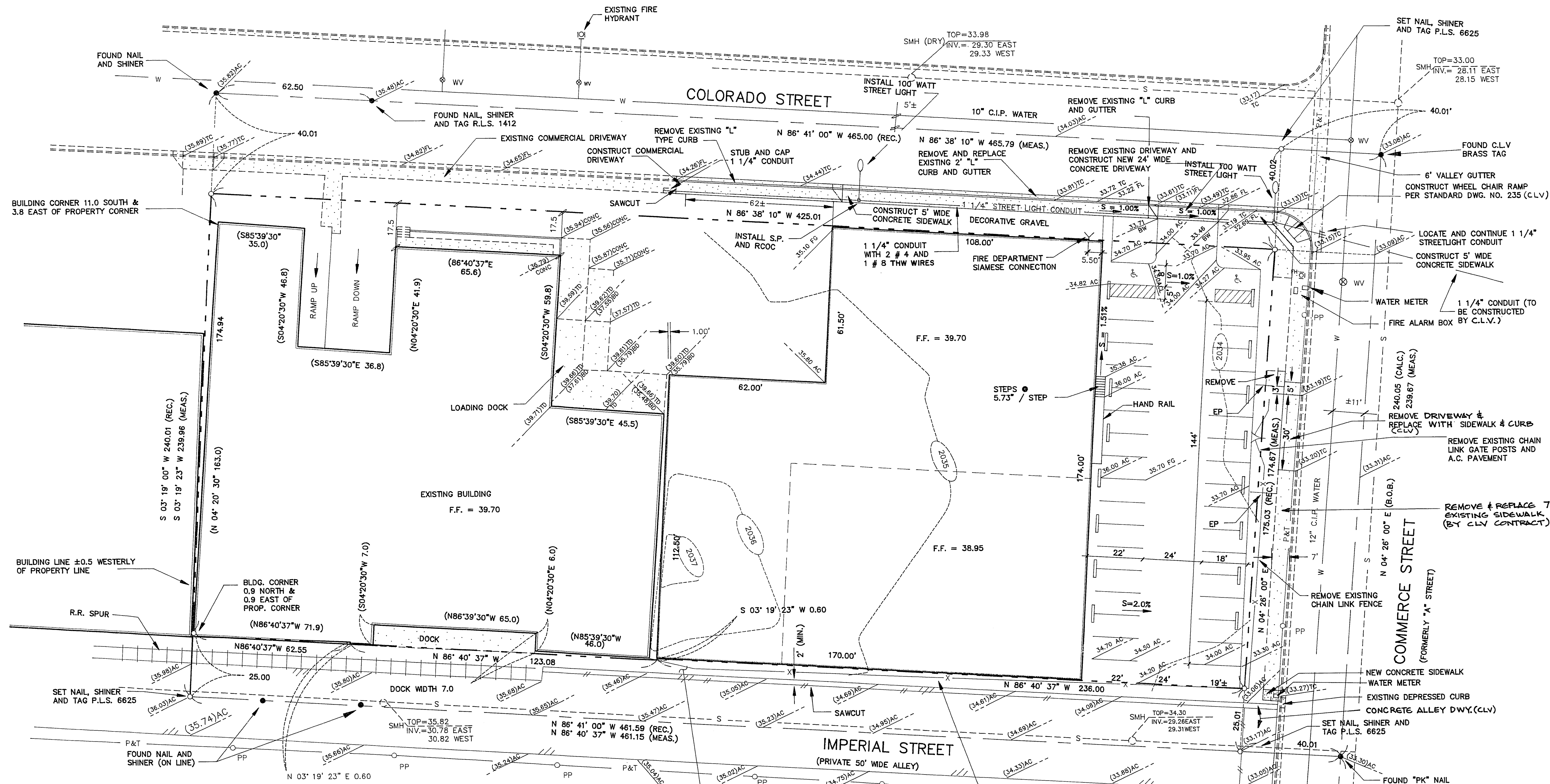
### BASIS OF BEARING

NORTH 04° 26' 00" EAST - THE EAST LINE OF THE NORTHEAST QUARTER (NE 1/4) OF THE NORTHEAST QUARTER (NE 1/4) OF SECTION 4, TOWNSHIP 21 SOUTH, RANGE 61 EAST M.D.B.M. AS SHOWN ON RECORD OF SURVEY MAP FILE 2, PAGE 74, CLARK COUNTY RECORDS, NEVADA.

### LEGEND

- SET BAR AND CAP P.L.S. 6625 UNLESS NOTED OTHERWISE
- POINT FOUND AS NOTED
- STREET CENTERLINE
- PROPERTY LINE
- BUILDING LINE
- CHAIN LINK FENCE
- OVERHEAD POWER & TELEPHONE
- OVERHEAD ELECTRIC LINE
- POWER POLE
- WATER VALVE
- FIRE HYDRANT

SCALE 1" = 20'



### STREET LIGHT NOTE

- ALL HAND HOLE COVERS MUST BE INSTALLED, POLE CAPS POURED, AND ALL PULL BOX LIDS BOLTED DOWN PRIOR TO ENERGIZING CIRCUIT. ALL WIRE MUST HAVE THW INSULATION.
- STREET LIGHT POLES TO BE LOCATED 12" FROM BACK OF SIDEWALK PER CLARK COUNTY STD. DWG. N° 303.

### ESTIMATED QUANTITIES

|                        |          |
|------------------------|----------|
| 100 WATT STREET LIGHTS | 2 EACH   |
| 1 1/4" CONDUIT         | 160 L.F. |
| # 4 THW WIRE           | 320 L.F. |
| # 8 THW WIRE           | 160 L.F. |

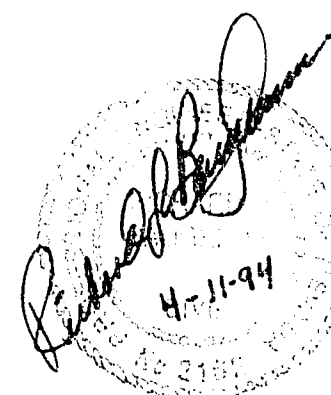
NEW 2" A.C. PAVEMENT  
4" TYPE 2 GRAVEL  
AND FOG SEAL

### APPROVAL:

*[Signature]* 4-22-94  
CITY OF LAS VEGAS  
CITY ENGINEER  
Note: Must Coordinate w/ Street Rehab  
Project on Commerce (Nancy Bail 229-2295)

N1/16  
4/3  
FOUND NAIL, SHINER AND TAG # UNREADABLE

F.B. 176 PGS. 112-113



### PLOT AND GRADING PLAN

A PORTION OF THE NORTHEAST QUARTER (NE 1/4) OF SECTION 4, TOWNSHIP 21 SOUTH, RANGE 61 EAST M.D.B.M. CLARK COUNTY, NEVADA.

**B.T.**  
BAUGHMAN & TURNER, INC.  
CIVIL ENGINEERS  
LAND PLANNERS  
LAND SURVEYORS  
LAS VEGAS, NEVADA 89102  
(702) 870-8771

### ELSEE CONSTRUCTION

DATE: DECEMBER 1993  
DESIGN: RJB  
DRAWN: JUB  
CHECK: RJB  
SCALE: 1" = 20'

REVISIONS  
DATE NO. REVISIONS  
1. REVISED TO REFLECT CHANGES AND PUNCH SOURCE  
2. REVISED TO REFLECT CHANGES AND PUNCH SOURCE  
3. REVISED TO REFLECT CHANGES AND PUNCH SOURCE