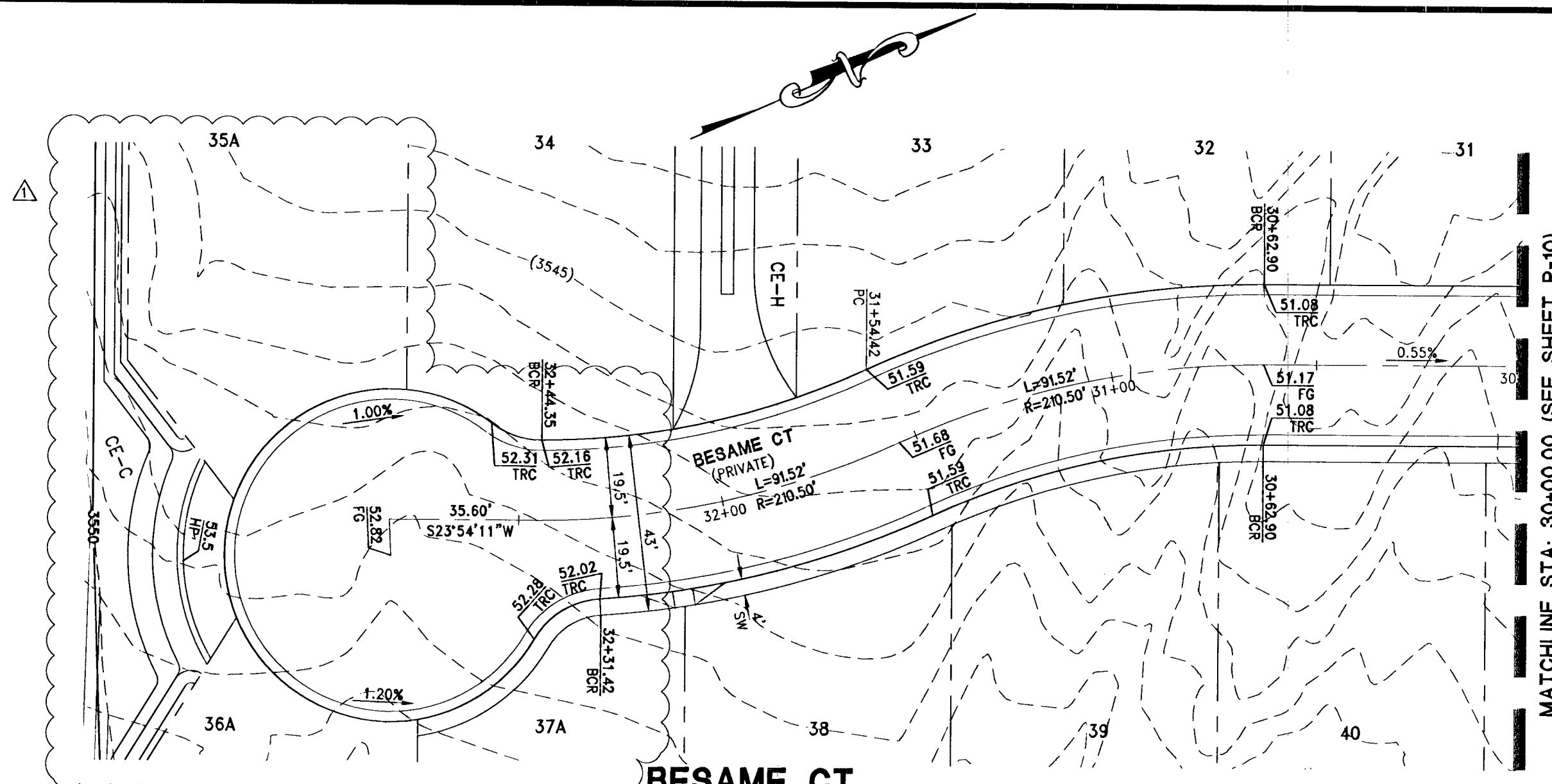




BESAME CT
(PRIVATE) CE-A

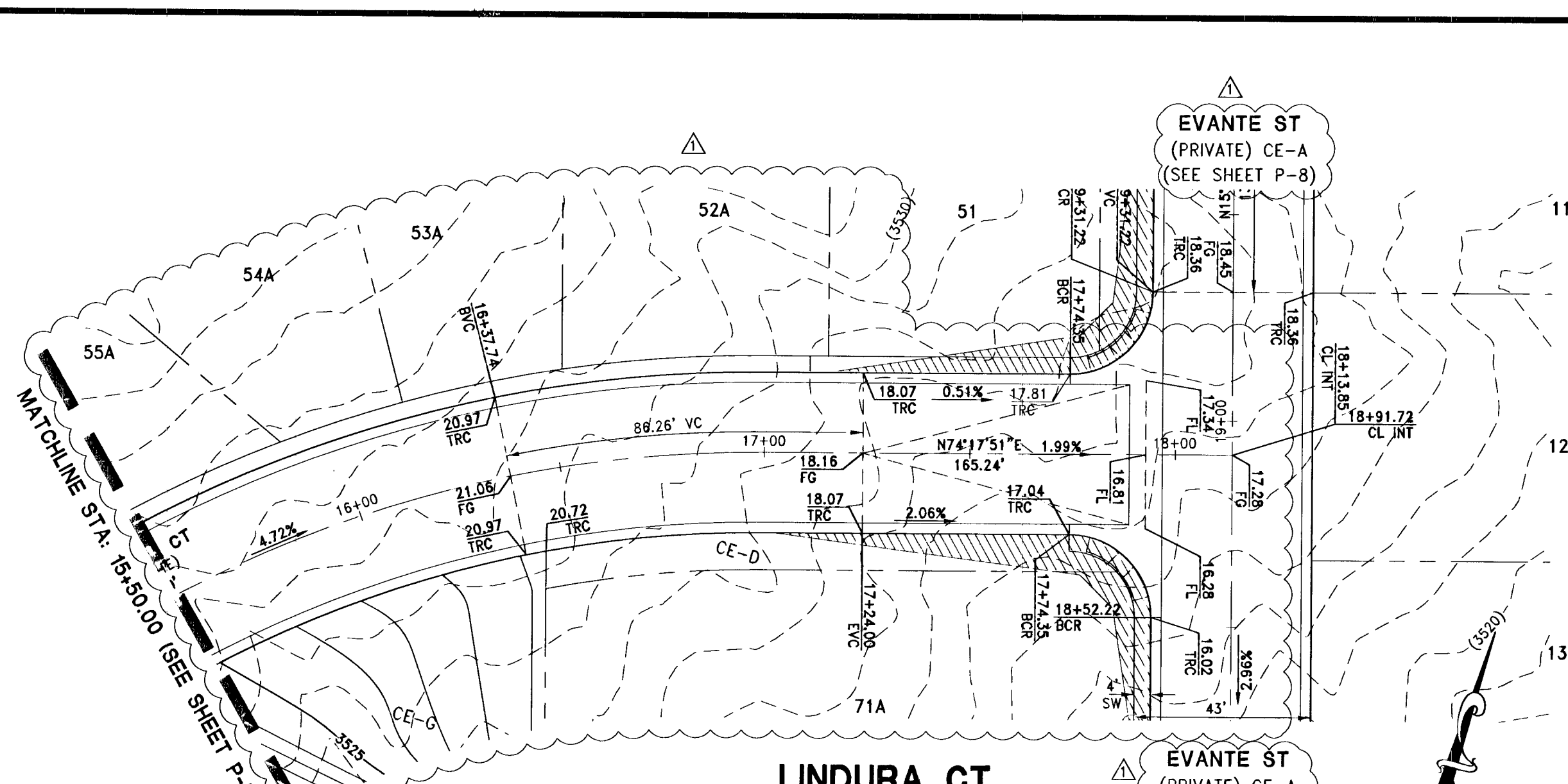
BASIS OF BEARINGS

NORTH 89°46'49" EAST, BEING THE BEARING OF THE NORTH LINE OF SECTION 27, TOWNSHIP 20 SOUTH, RANGE 59 EAST, M.D.M., CITY OF LAS VEGAS, CLARK COUNTY, NEVADA AS SHOWN BY MAP THEREOF ON FILE IN FILE 91, PAGE 28 OF PARCEL MAPS IN THE COUNTY RECORDER'S OFFICE, CLARK COUNTY, NEVADA.

BENCHMARK

CITY OF LAS VEGAS BENCHMARK STATION 51V09 34NE6
RIVET AND PLATE IN TOP OF CURB AT THE NORTHEAST CORNER OF DESERT FOOTHILLS AND ALTA DRIVE.

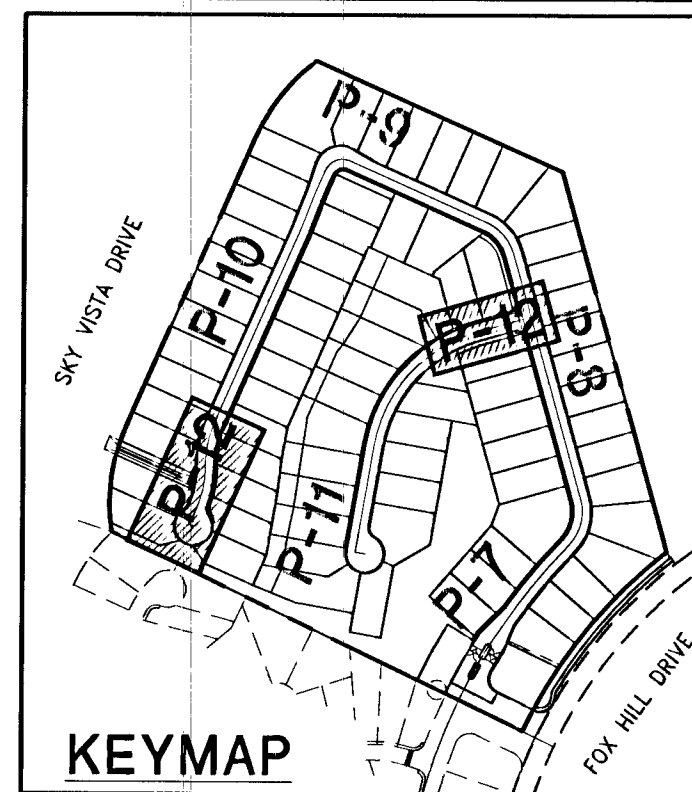
ELEVATION = 1007.197 METERS (NAVD'88)
ELEVATION = 3304.45 US SURVEY FEET (NAVD'88)



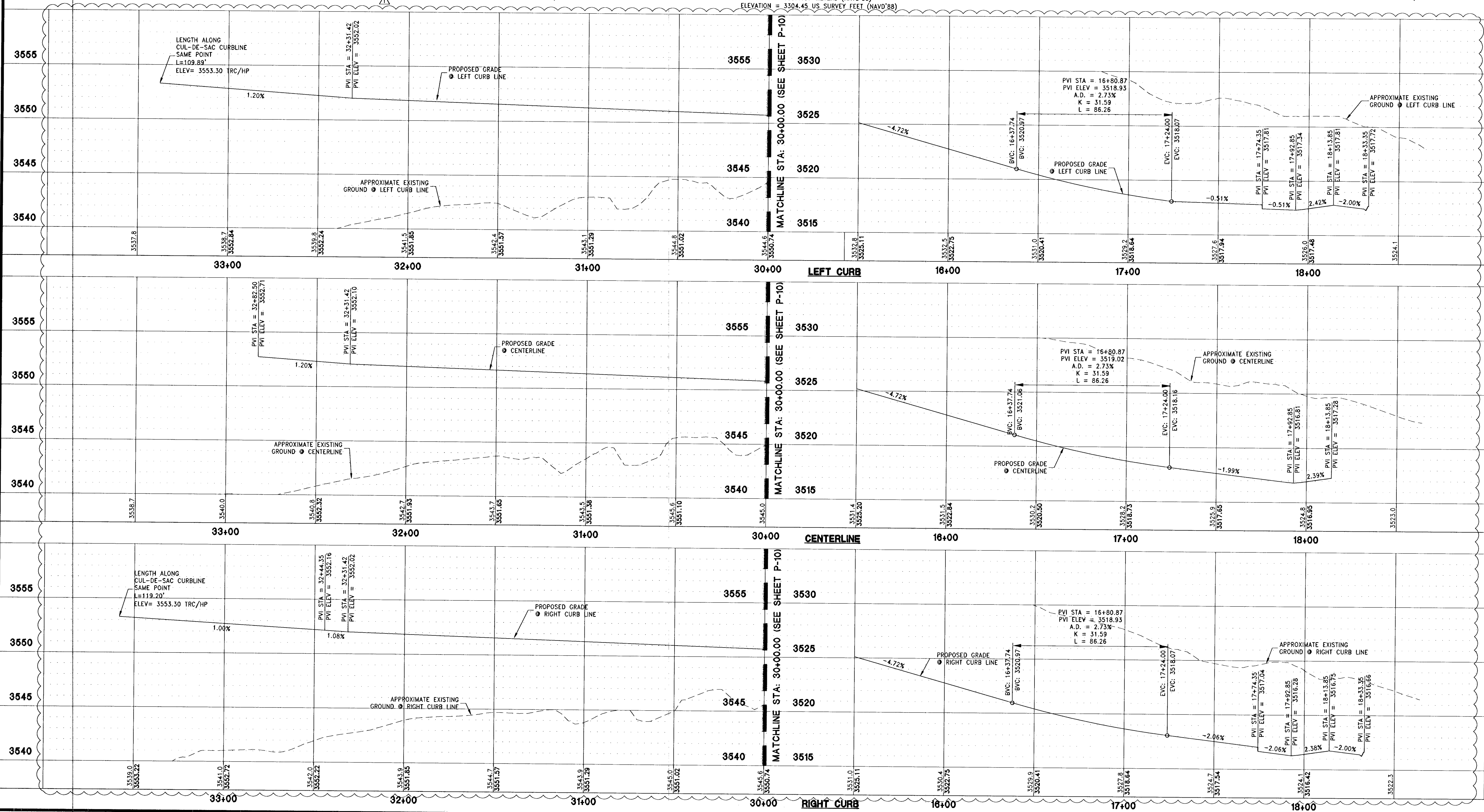
LINDURA CT
(PRIVATE)

NOTE

SEE SHEET P-4 AND P-6 FOR CENTERLINE DATA, CURB DATA, AND UTILITY PROFILES.



KEYMAP



DISCLAIMER NOTE:

UTILITY LOCATIONS SHOWN HEREON ARE APPROXIMATE ONLY. IT SHALL BE THE CONTRACTOR'S RESPONSIBILITY TO DETERMINE THE EXACT HORIZONTAL AND VERTICAL LOCATION OF ALL EXISTING UNDERGROUND OR OVERHEAD UTILITIES PRIOR TO COMMENCING CONSTRUCTION. NO REPRESENTATION IS MADE THAT ALL EXISTING UTILITIES ARE SHOWN HEREON. THE ENGINEER ASSUMES NO RESPONSIBILITY FOR UTILITIES NOT SHOWN OR UTILITIES NOT SHOWN IN THEIR PROPER LOCATION. CONTRACTOR TO NOTIFY ENGINEER OF ANY CHANGES OR DISCREPANCIES.

Avoid overhead power line contact, it's costly.
before Call
Overhead
1-702-227-2929
Nevada Power
Environment and Safety
Services Department

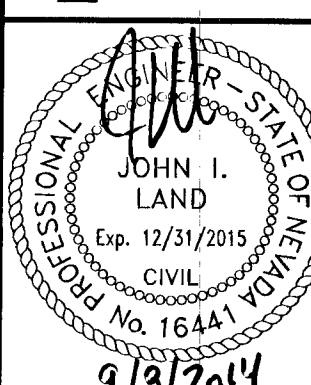
Call before you Dig
Avoid cutting underground utility lines. It's costly.
Call 811
1-800-227-2600
CLARK COUNTY TRAFFIC OPERATIONS
1-702-455-7544

TOLL SOUTH LV, LLC

1140 TOWN CENTER DRIVE SUITE 250
LAS VEGAS, NV 89102
PHONE: 702-243-5800 FAX: 702-243-5810

RCI Engineering
4325 Deana Martin Drive Suite 300, Las Vegas, NV 89103
PH: 702.453.0800 FAX: 702.453.0804

MONTECITO AT SUMMERLIN VILLAGE 238 PARCEL X
A SINGLE FAMILY RESIDENTIAL SUBDIVISION
THREE LINE PLAN & PROFILE LINDURA CT
15+90.00-19+00.00 AND BESAME CT 30+00.00-33+09.54
CITY OF LAS VEGAS



9/18/2014

DRAWING
P-12

SHT 32 OF 40
CLV DRAWING NUMBER
1074997
H#-53318

CLV PROJECT #