

FINAL MAP OF SUN CITY LAS VEGAS UNIT NO. 40

AT SUMMERLIN
A PLANNED DEVELOPMENT AND
COMMON INTEREST COMMUNITY

BEING A SUBDIVISION OF A PORTION OF PARCEL 3 AS SHOWN BY MAP
THEREOF ON FILE IN FILE 72, PAGE 57 OF PARCEL MAPS IN THE CLARK
COUNTY RECORDER'S OFFICE, CLARK COUNTY, NEVADA, LYING WITHIN
SECTION 13, TOWNSHIP 20 SOUTH, RANGE 59 EAST, M.D.M.,
CITY OF LAS VEGAS, CLARK COUNTY, NEVADA

NOTE:
FOR SIDE PROPERTY LINES: SET CONCRETE
NAIL AND TIN IN THE REAR WALL ON THE
PROPERTY LINE PROJECTED. SET SAWCUT
IN THE BACK OF CURB AT THE FRONT OF
THE LOT ON THE PROPERTY LINE
PROJECTED.

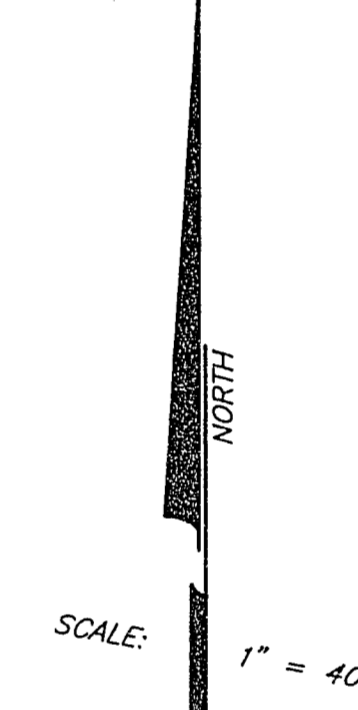
SET 2"x2" HUB AND TACK AT LOT CORNERS
WHERE THERE IS NO BLOCK WALL.

NOTE:
DIRECT VEHICULAR ACCESS TO THOMAS W. RYAN
BOULEVARD FROM ADJUTING LOTS IS PROHIBITED.

NOTE:
LOTS 210 THROUGH 221, INCLUSIVE
CONTAIN 2,924 SF EACH.

LOT 2
SUN CITY LAS VEGAS
UNIT NO. 31
BOOK 52, PAGE 01
OF PLATS

SEE SHEET 2 FOR
KEY MAP AND
BASIS OF BEARING



LEGEND

- SET 5/8" REBAR AND ALUM. CAP STAMPED P.L.S. 7755 W/ ALUMINIUM CAP TIES IN TOP OF CURB (UNLESS OTHERWISE NOTED)
- SET MONUMENTATION PER N.R.S. 27B.371
- 221 LOT NUMBER
TOTAL RESIDENTIAL LOTS = 263
COMMON LOTS IN SUBDIVISION = 8
- 8 BLOCK NUMBER
- L1 LINE SEGMENT NUMBER
- 3 CURVE NUMBER
- SUBDIVISION BOUNDARY LINE
- STREET CENTERLINE

CURVE	DELTA	RADIUS	LENGTH	TANGENT
1	03°48'50"	1040.00'	68.62'	34.32'
2	02°05'01"	1040.00'	32.82'	18.91'
3	76°18'21"	13.00'	17.31'	10.21'
4	00°45'00"	2475.00'	32.40'	16.20'
5	02°45'07"	775.00'	37.22'	18.62'
6	08°58'27"	23.00'	40.12'	22.38'
7	02°36'11"	1145.00'	52.02'	26.01'
8	02°20'16"	1145.00'	46.72'	23.36'
9	04°34'46"	800.00'	61.38'	30.70'
10	01°58'44"	2500.00'	63.02'	31.54'
11	00°08'26"	2475.00'	6.79'	3.40'
12	00°35'34"	2475.00'	25.61'	12.80'

LINE	BEARING	DISTANCE
L1	N 49°00'00" W	18.00'
L2	N 38°27'16" E	12.00'
L3	N 43°13'10" W	18.00'
L4	N 47°25'57" E	12.00'
L5	N 39°54'56" W	18.00'
L6	N 52°44'12" E	12.00'
L7	N 34°36'41" W	18.00'
L8	N 58°02'26" E	12.00'
L9	N 29°18'26" W	18.00'
L10	N 63°20'41" E	12.00'
L11	N 24°00'12" W	18.00'
L12	S 81°37'02" W	10.00'