

20080514-0000195

APN(s): 139-27-707-006, 139-27-707-007,
139-27-712-053 and 139-27-712-054

Fee: \$14.00
N/C Fee: \$0.00

05/14/2008 08:21:14

T20080087572

Requestor:
LAS VEGAS CITY

**CITY OF LAS VEGAS NOTICE OF
ZONING ACTION**

TO: ALL INTERESTED PARTIES

Debbie Conway RMS
Clark County Recorder Pgs: 1

Assessor's Parcel No(s): 139-27-707-006, 139-27-707-007,
139-27-712-053 and 139-27-712-054

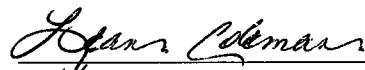
Legal Description: LOT TEN (10) OF BLOCK FOUR (4) OF BILTMORE ADDITION TO THE CITY OF LAS VEGAS, AS SHOWN BY MAP THEREOF ON FILE IN BOOK 2 OF PLATS, PAGE 33, IN THE OFFICE OF THE COUNTY RECORDER OF CLARK COUNTY, NEVADA EXCEPTING THEREFROM THAT PORTION DESCRIBED AS FOLLOWS:

BEGINNING AT THE MOST WESTERLY CORNER OF SAID LOT TEN (10); THENCE ALONG THE NORTHWESTERLY LINE OF SAID LOT NORTH 27° 45' EAST 6.93 FEET; THENCE PARALLEL WITH THE SOUTHWESTERLY LINE OF SAID LOT SOUTH 62° 15' EAST 30.28 FEET; THENCE PARALLEL WITH SAID NORTHWESTERLY LINE SOUTH 27° 45' WEST 6.93 FEET TO A POINT IN THE SOUTHWESTERLY LINE OF SAID LOT; THENCE ALONG THE SOUTHWESTERLY LINE NORTH 62° 15" (SIC.) WEST 30.28 FEET TO THE POINT OF BEGINNING.

PLEASE BE ADVISED that the Las Vegas City Council, at a duly-noticed hearing held on **February 6, 2008**, approved the following: **Case Numbers: EOT-26205, EOT-26203 and EOT-26204** together with various conditions, limitations and restrictions which may affect your occupancy and/or use, and any other successor property owner(s) occupancy and/or use, of the above-referenced real property in the City of Las Vegas. YOU ARE HEREBY ADVISED AND DIRECTED to contact the City of Las Vegas' Department of Planning and Development and/or the Las Vegas City Clerk's Office to request a copy of any and all such conditions, limitations or restrictions.

March 26, 2008

ORIGINAL



Leán Coleman, Deputy City Clerk II
City of Las Vegas
400 Stewart Avenue
Las Vegas, NV 89101 - (702) 229-6311

**WHEN RECORDED, RETURN TO:
CITY OF LAS VEGAS, CITY CLERK
400 STEWART AVENUE, 1ST FLOOR
LAS VEGAS, NV 89101**