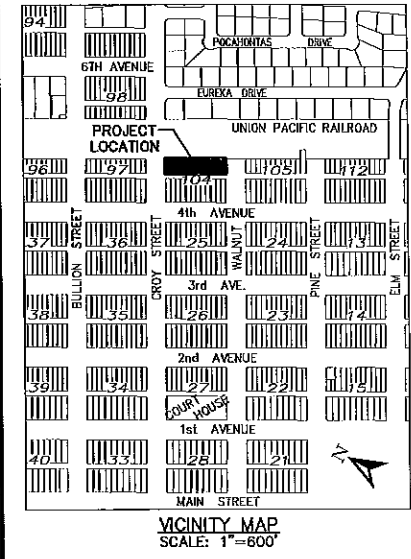
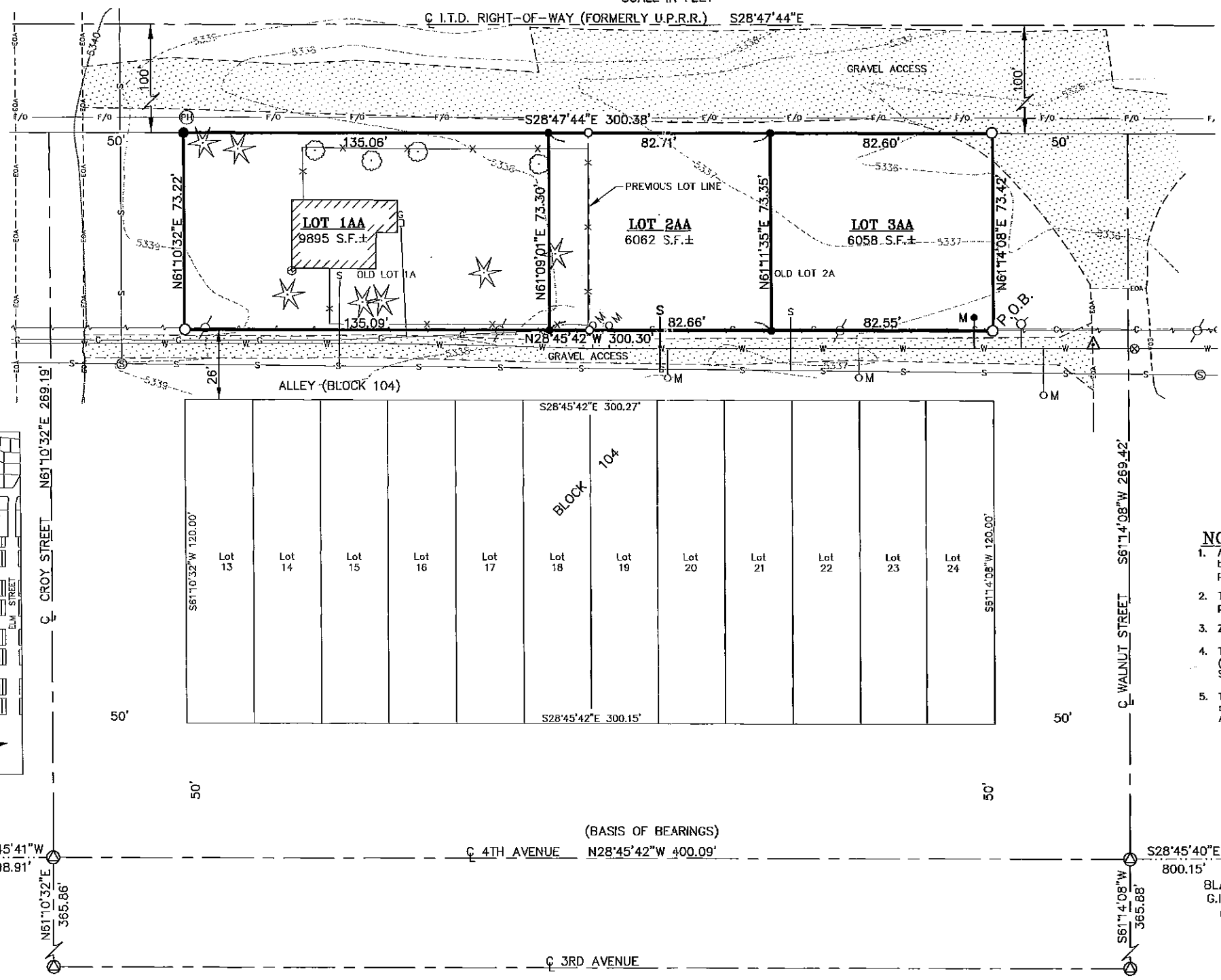
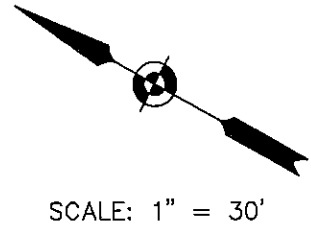
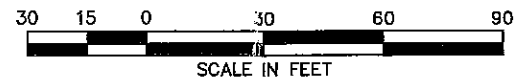


A REPLAT OF LOTS 1A & 2A, BLOCK 104, HAILEY TOWNSITE

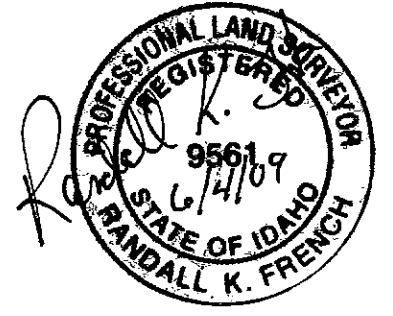
WHEREIN LOTS 1A & 2A ARE REPLATTED INTO 3 LOTS AS SHOWN
 LOCATED WITHIN SECTION 9, T.2 N., R.18 E., B.M., CITY OF HAILEY, BLAINE COUNTY, IDAHO
 JUNE 2008



RECEIVED
 JUN 05 2009

NOTES

1. A current title policy was not provided by the client. There may be recorded instruments which could affect the use of this property.
2. This survey found evidence of access use, as shown hereon, prescriptive rights may be accruing.
3. Zoning is LR-1.
4. The contours as shown hereon are based on elevation 5337.19' (N.A.V.D.BB) on found aluminum cap at intersection of Walnut Street and 4th Avenue right-of-ways.
5. The 200' Wide Idaho Transportation Department's (I.T.D.) R/W, as shown hereon, is based on I.T.D. project plans Q-F-2392, dated April, 1989.



RANDALL K. FRENCH, PLS 9561

HEALTH CERTIFICATE: Sanitary restrictions as required by Idaho Code Title 50, Ch. 13, have been satisfied. Sanitary restrictions may be reimposed in accordance with Idaho Code Title 50, Ch. 13, Sec. 50-1326, by issuance of a Certificate of disapproval.

LEGEND

- | | | | | | | | |
|---|----------------------------|---|---------------------|---|------------------------|---|----------------------|
| — | Property Line | — | 5' Contour Interval | — | Gas Main | ○ | Existing Water Meter |
| — | Adjoiner's Lot Line | — | 1' Contour Interval | — | Gas Service | ● | Proposed Water Meter |
| — | Centerline of Right-of-way | — | — | — | Overhead Power Line | | |
| — | G.I.S. Tie | — | — | — | Power Meter | | |
| — | Previous Lot Line | — | — | — | Utility Pole | | |
| ○ | Found Aluminum Cap | — | — | — | Sewer Main | | |
| ● | Found 5/8" Rebar | — | — | — | Sewer Manhole | | |
| ○ | Found 1/2" Rebar | — | — | — | Existing Sewer Service | | |
| ● | Found 1/2" rebar | — | — | — | Proposed Sewer Service | | |
| — | Existing Building | — | — | — | Water Main | | |
| | | — | — | — | Fire Hydrant | | |
| | | — | — | — | Water Valve | | |