



YAVAPAI COUNTY BOARD OF SUPERVISORS

RESOLUTION NO. 1901

ESTABLISHING BRYCE CANYON DR., ROUND TABLE DR., DRAGON LANE AND ROCKY ROAD AS COUNTY HIGHWAYS

WHEREAS. the above matter came before the Yavapai County Board of Supervisors at its meeting on April 20, 2015, pursuant to legal notice thereof, at the request of the County Engineer and the petition filed with the Board of Supervisors, and the Board determining that the establishment of the following road as a County highway is a public necessity, having fully considered the feasibility, advantages, and necessity of its establishment:

BRYCE CANYON DR., beginning at its intersection with Milton Ave., thence southeasterly, thence easterly for approximately 750 feet, as shown on Exhibit "A";

ROUND TABLE DRIVE AND DRAGON LANE, as dedicated on the Map of Castle Canyon Mesa, Unit 4, recorded at Book 16, Page 50, beginning at their intersection with Knights Way., thence easterly to the end of each of their cul-de-sacs, as shown on Exhibit "B"; and,

ROCKY ROAD, as dedicated on the Map recorded at Book 10, Page 55, beginning at its intersection with Vyne St., thence westerly to the end of the cul-de-sac, as shown on Exhibit "C".

NOW, THEREFORE, BE IT RESOLVED: (1) that the above described roads be designated and established as County Highways; and (2) that this resolution shall take effect when it is recorded in the office of the Yavapai County Recorder.

Approved and Adopted by the Yavapai County Board of Supervisors this 20th day of April 2015.

/s/ Craig L. Brown
Craig L. Brown, Chairman

ATTEST:

/s/ Ana Wayman-Trujillo
Ana Wayman-Trujillo, Clerk of the Board

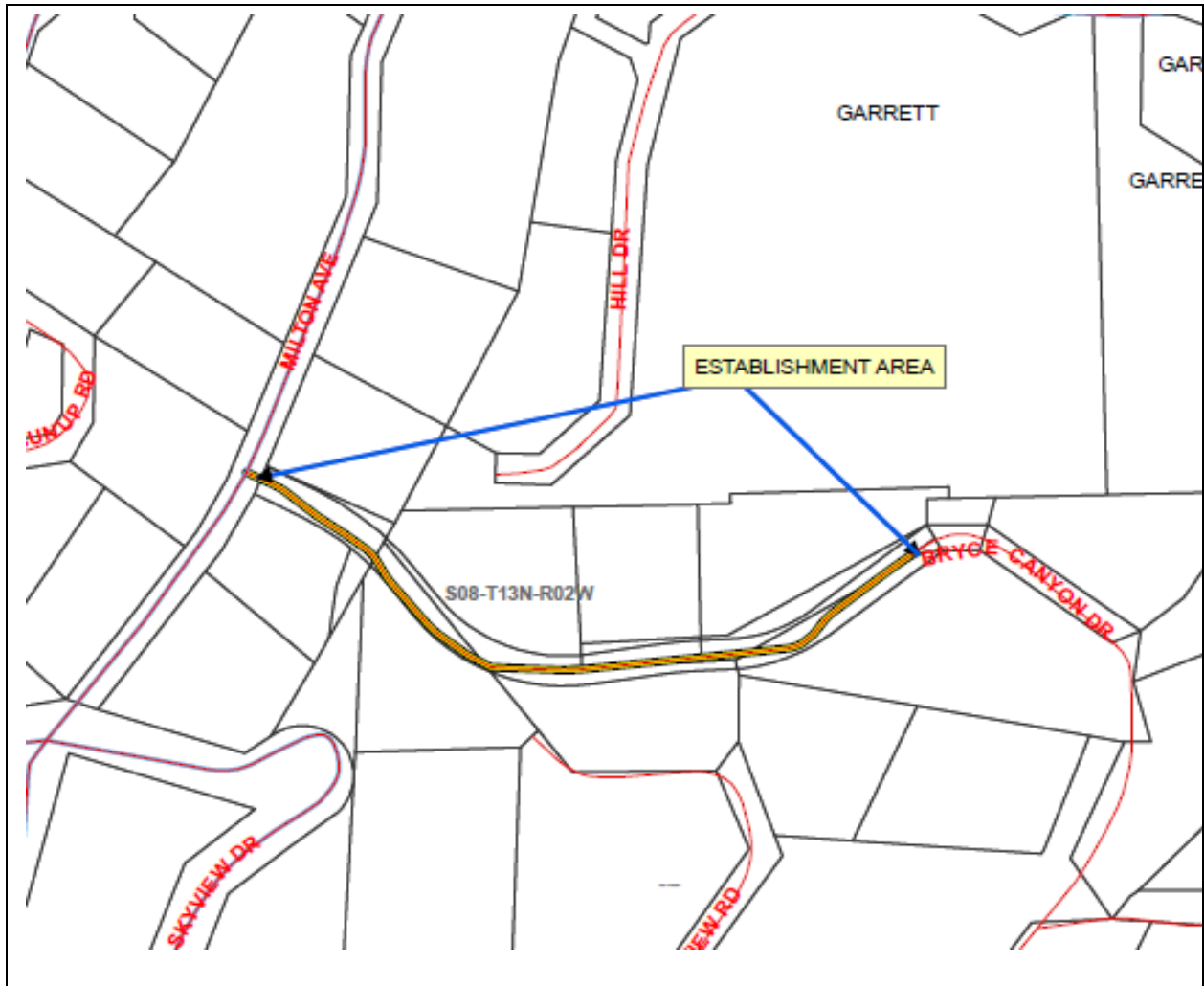
APPROVED AS TO FORM AND DETERMINED TO BE WITHIN THE SCOPE OF
PERFORMANCE OF DUTY OF THE YAVAPAI COUNTY BOARD OF SUPERVISORS:

/s/ Jack Fields

Jack Fields

Deputy County Attorney

EXHIBIT "A"



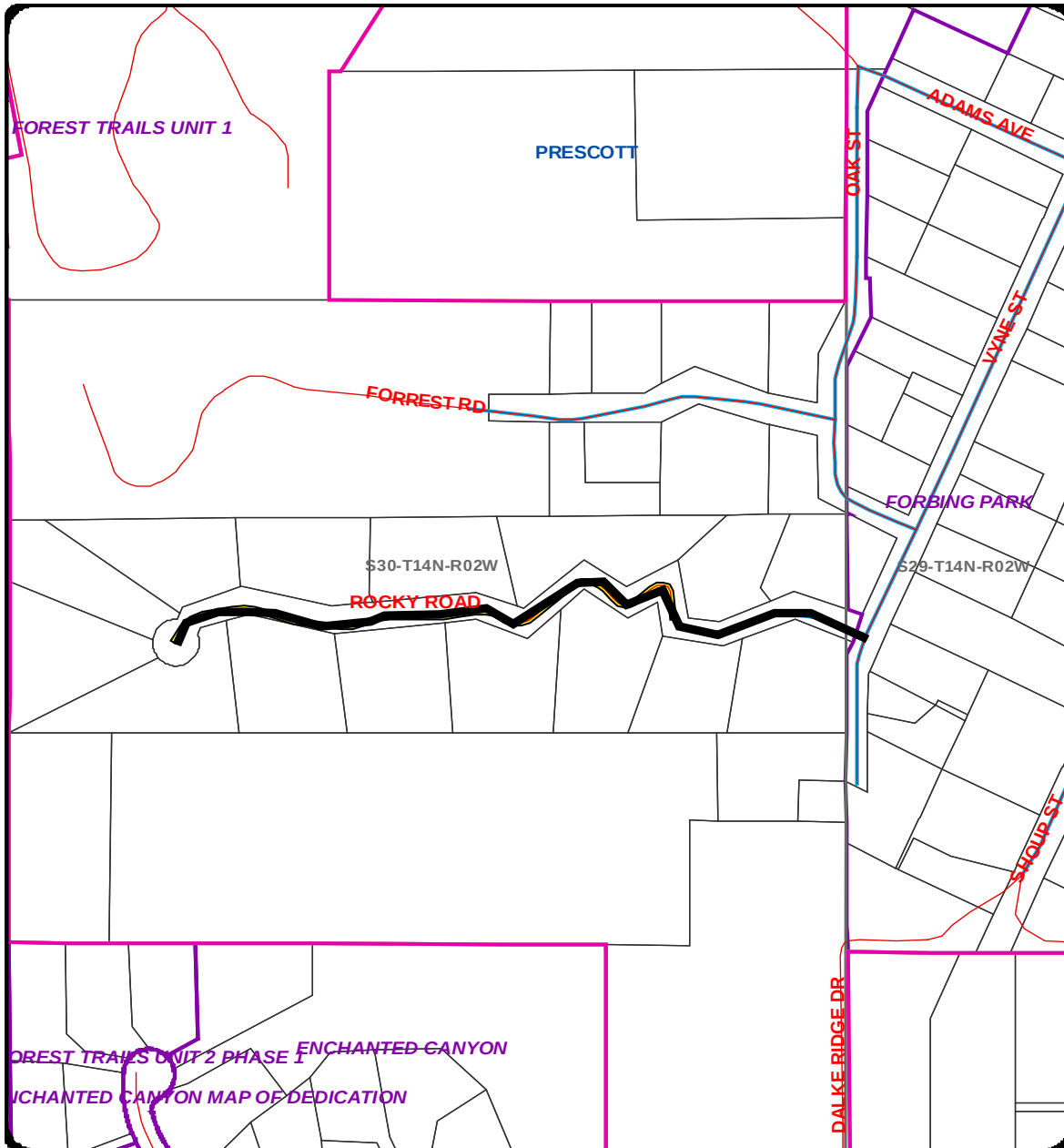
BRYCE CANYON DRIVE ESTABLISHMENT AREA

EXHIBIT "B"



ROUND TABLE DRIVE AND DRAGON LANE
CASTLE CANYON MESA UNIT 4
ESTABLISHMENT AREA

EXHIBIT "C"



ROCKY ROAD ESTABLISHMENT AREA