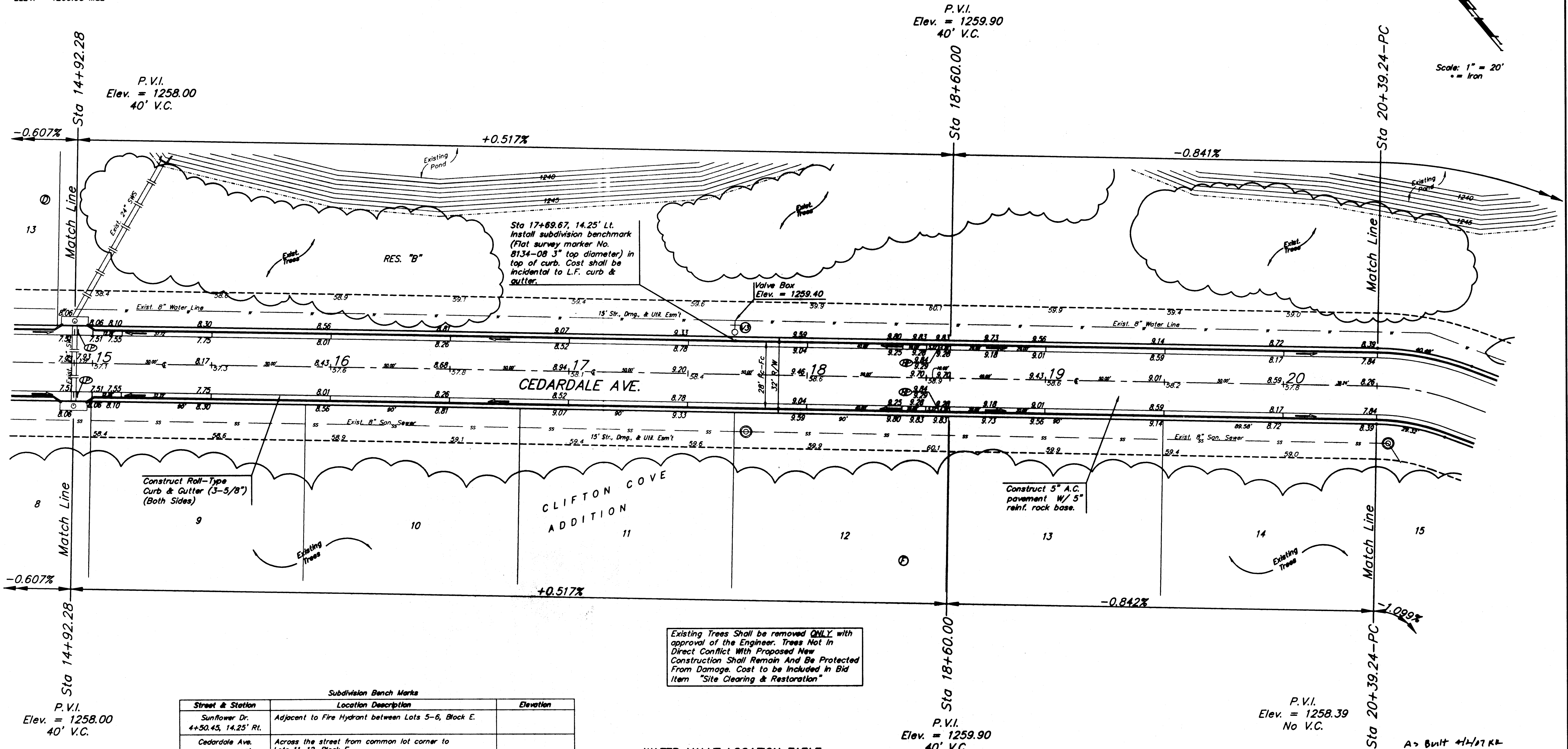


BENCHMARKS:
 BM #1: ARKANSAS RIVER BRIDGE & 63RD ST. S. CITY OF WICHITA
 BENCHMARK DISC. SW COR. OF BRIDGE, TOP OF HUBGUARD. 500'± E. OF GROVE.
 ELEV. = 1269.95 MSL

BM #2: BRASS PLATE ON THE NE WINGWALL OF ARKANSAS RIVER BRIDGE & 63RD ST. S.
 ELEV. = 1267.48 MSL

Scale: 1" = 20'
 = Iron



Existing Trees Shall be removed ONLY with approval of the Engineer. Trees Not in Direct Conflict With Proposed New Construction Shall Remain And Be Protected From Damage. Cost to be Included in Bid Item "Site Clearing & Restoration"

Subdivision Bench Marks

Street & Station	Location Description	Elevation
Sunflower Dr. 4+50.45, 14.25' Rt.	Adjacent to Fire Hydrant between Lots 5-6, Block E.	
Cedar Dale Ave. 17+69.67, 14.25' Lt.	Across the street from common lot corner to Lots 11-12, Block F.	
Cedar Dale Ave. 25+56.05, 14.25' Rt.	Adjacent to Fire Hydrant between Lots 19-20, Block F.	
Cedar Dale Cir. 2+62.25, 14.25' Lt.	Adjacent to Fire Hydrant at W. End of N. Curb Return of Cedar Dale Ave. & Cedar Dale Cir.	
Sunflower Dr. 0+03.00, 17.25' Rt.	3' from end of pavement, north side of intersection of Sunflower Dr. & Jade Ave.	
Jade Ave. 2+99.45, 17.25' Rt.	Adjacent to Fire Hydrant at S. End of S. Curb Return of Jade Ave. & Jade Cir.	

WATER VALVE LOCATION TABLE

VALVE NUMBER	BASELINE STATION	OFFSET DISTANCE	OFFSET DIRECTION
V3	17+69.67	21'	Lt.

Paving contractor will be responsible to operate all water valves on the project, in the presence of the inspector, to ensure accessibility to the valves, and that all valves are left in the "ON" position when the project is completed.

Roll type curb & gutter to be constructed on the pavement on this sheet. Top of curb elevation are given for full height curb.

Clifton Cove Addition - Phase 1
CEDARDALE AVE.
 STA 14+92.28 TO STA 20+39.24

Baughman
 Engineering, P.A. 3100 N. Wilshire, Suite 100, Phoenix, AZ 85018
 PROJECT NUMBER: 472-04327
 DESIGN: MWS/JAK
 DRAWN: TMS
 APPROVED: DATE 5/17/05
 SCALE: Noted
 SHEET: 10 OF 31
 Clifton Cove Add'l Phase 1 (Sheet) 05-08-8330