ORDINANCE NO. 1898

AN ORDINANCE VACATING STREETS, WALKWAYS AND PATHS IN A PORTION OF VETERANS CEMETERY.

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF GRAND JUNCTION:

That all streets, walkways and paths designated on the plat of Veterans Cemetery within the lands hereinafter described not dedicated on the Veterans Cemetery Replat of the land situate in the County of Mesa, Colorado, described as:

That real property situated in the Veterans Cemetery as recorded in Book 12, Page 80, Mesa County Clerk and Recorder, Mesa County, Colorado, and lying in the Southwest Quarter of the Northwest Quarter of Section 26, Township 1 South, Range 1 West of the Ute Meridian, more clearly described as follows:

Beginning at a point 770.22 feet West of the Northeast Corner of the Southwest Quarter of the Northwest Quarter of said Section 26, thence South 41.8 feet along the East boundary of the Veterans Cemetery to a point, thence West 10.50 feet, thence South 0.20 feet, thence West 50.50 feet, thence North 0.20 feet, thence West 11.50 feet, thence North 0.20 feet, thence West 21.50 feet, thence North 41.60 feet to a point on the North line of said Veterans Cemetery, thence East 94.00 feet to the Point of Beginning,

are hereby vacated.

PASSED and ADOPTED this 18th day of June, 1980.

Jane S. Quimby

President of the Council

Attest:

Neva B. Lockhart, CMC

City Clerk

I HEREBY CERTIFY that the foregoing ordinance, being Ordinance No. 1898, was introduced, read, and ordered published by the City Council of the City of Grand Junction, Colorado, at a regular meeting of said body held on the 4th day of June, 1980, and that the same was published in the Daily Sentinel, a newspaper published and in general circulation in said City, at least ten days before its final passage.

IN WITNESS WHEREOF, I have hereunto set my hand and affixed the official seal of said City this 19th day of June, 1980.

Neva B. Lockhart

Neva B. Lockhart, CMC City Clerk

Published: June 6, 1980

Published: June 20, 1980

Effective: July 20, 1980