

BEFORE THE BOARD OF STEVENS COUNTY COMMISSIONERS

IN THE MATTER OF INTENT TO VACATE )  
 AND ABANDON A NON-BUILT STRIP OF ) RESOLUTION NO. 46-2013  
 ROAD TO BE KNOWN AS: VACATION OF )  
 A 16' WIDE STRIP OF PROPERTY IN THE ) DECLARATION OF INTENT,  
 PLAT OF LOON LAKE PARK SEC. 33, ) ENGINEER'S REPORT ORDERED  
 TWP. 30 N., RGE. 41 E.W.M )

WHEREAS, it appearing to the Board of County Commissioners of Stevens County, Washington, that because of non-use and a written request signed by adjacent landowners, the following road has ceased to justify its existence as a County Road:

A 16 foot wide strip of property located in the Plat of Loon Lake Park, between lots 7-9 of Block 10 and lots 1-6 of Block 10, including portion of vacated street if 8-29-1960 in Section 33, Township 30 North, Range 41 East, W.M. Said strip of land more particularly described and shown on Map of Loon Lake Park, Book A, Page 43.

NOW, THEREFORE, BE IT RESOLVED by said Board that it is its intention to vacate and abandon the above described strip of land, said Vacation to be known as:

VACATION OF A 16' WIDE STRIP OF PROPERTY IN THE PLAT OF LOON LAKE PARK SEC. 33, TWP. 30 N., RGE. 41 E.W.M.

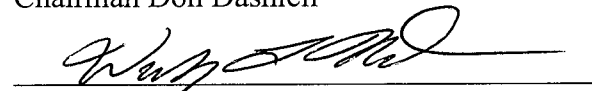
BE IT FURTHER RESOLVED that the County Road Engineer be, and hereby is, ordered to report upon said Vacation and Abandonment at a public hearing to be held in the Commissioners Hearing Room; 230 East Birch Ave.; Colville, Washington on **Tuesday, October 8, 2013 at 11:00 a.m.** This to be done in accordance with R.C.W. Chapter 36.87.

Passed by the Board of Stevens County Commissioners meeting in regular session at Colville, Washington, by the following vote, then signed by its membership and attested to by its Clerk in authorization of such passage the 10th day of September, 2013.

3 YEA; 0 NAY; 0 ABSTAIN; and 0 ABSENT


BOARD OF COUNTY COMMISSIONERS  
OF STEVENS COUNTY, WASHINGTON

  
Chairman Don Dashiell

  
Commissioner Wes McCart

  
Commissioner Steve Parker

ATTEST:

  
Polly Coleman  
Clerk of the Board