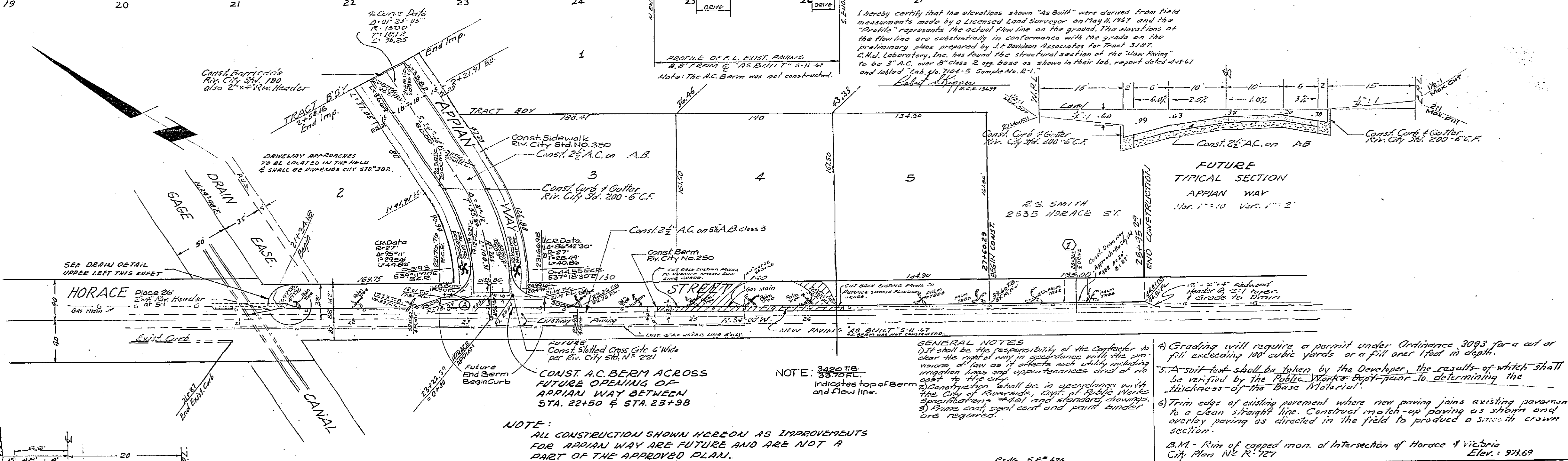
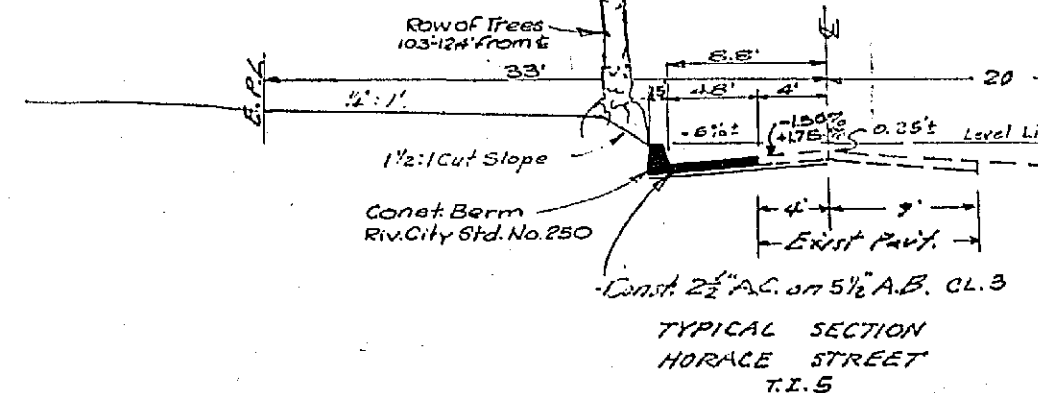


STREET NAME SCHEDULE	
A	HORACE STREET
	APPIAN WAY

NOTE: Contractor to contact the City of Riverside, Traffic Division, for block numbers before entering street signs.

NOTE:  
1. Trees are not to be disturbed in any way.  
2. Root clumps of trees shall not be cut or damaged.



I hereby certify that the elevations shown "As Built" were derived from field measurements made by a Licensed Land Surveyor on May 11, 1947 and that "Profile" represents the actual flow line on the ground. The elevations of the flow line are substantially in accordance with the grade on the preliminary plans prepared by J. F. Davidson Associates for Road 9778. C.H.L. Laboratory, Inc. has found the structural section of the "As-Built" to be 3" A.C. over 8" class 2 egg base as shown in their lab. report dated 4-14-47 and listed Job No. 7104-5 Sample No. B-1.

NOTE: ALL CONSTRUCTION SHOWN HEREON AS IMPROVEMENTS FOR APPRIAN WAY ARE FUTURE AND ARE NOT A PART OF THE APPROVED PLAN.

<b>J. F. DAVIDSON ASSOCIATES</b> CIVIL ENGINEERS - SURVEYORS - PLANNERS RIVERSIDE, CALIFORNIA		<b>CITY OF RIVERSIDE, CALIFORNIA</b> DEPARTMENT OF PUBLIC WORKS		<b>PROJECT NO.</b> R-1043
APPROVED BY: <i>[Signature]</i> DATE: 4-14-47 R.E. No. 18459		APPROVED BY: <i>[Signature]</i> DIRECTOR OF PUBLIC WORKS		SHEET: 1 OF 1
W.D. 1471 FOR: DON WILSON F.B. 834		DESIGNED BY: DRAWN BY: L.S. CHECKED BY:		FILE NO. 2771

- GENERAL NOTES
- Grading will require a permit under Ordinance 3093 for a cut or fill exceeding 100 cubic yards or a fill over 18" in depth.
  - A soil test shall be taken by the Developer, the results of which shall be verified by the Public Works Department to determine the character of the Base Material.
  - Trim edge of existing pavement where new paving joins existing pavement to a plain straight line. Construct match-up paving as shown and overlay paving as directed in the field to produce a smooth crown section.
- B.M. - Rim of copped man. of intersection of Horace & Victoria  
Elev. 978.69  
City Plan No. R-927