

# CORNER RECORD

Agency Index

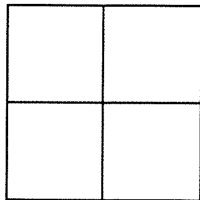
BK 98 PG 87

Document Number

CR 10115City of BERKELEYCounty of ALAMEDA, CaliforniaBrief Legal Description DISK MONUMENT LOCATED WITHIN THE INTERSECTION OF SOUTHAMPTON AVE AND SAN LUIS ROAD

## CORNER TYPE

## COORDINATES (Optional)



Government Corner ☐ Control ☒  
Meander ☐ Property ☐  
Rancho ☐ Other ☐

N. \_\_\_\_\_ E. \_\_\_\_\_

Elevation 531.86Units Metric ☐ U.S. Survey Foot ☒

Horizontal Datum \_\_\_\_\_

Zone \_\_\_\_\_ Epoch Date \_\_\_\_\_

Vertical Datum CITY OF BERKELEY☐ Complies with Public Resources Code §§8801-8819☐ Complies with Public Resources Code §§8890-8902Date of Survey 5/11/17PLS Act Ref: ☐ 8765(d)☒ 8771☐ 8773☐ Other:Corner/  
Monument: ☒ Left as found☐ Established☐ Rebuilt☒ Pre-Construction☐ Found and tagged☐ Reestablished☐ Referenced☐ Post-Construction

Narrative of corner identified and monument as found, set, reset, replaced, or removed:

☒ See sheet #2 for description(s) :

FOUND 2" BRASS DISK AND PUNCH IN MONUMENT WELL. CITY ID B1566

FOUND AND SET POINTS AS SHOWN ON PAGE 2.

THIS POINT WAS REFERENCED PRIOR TO A CONSTRUCTION PROJECT IN THE VICINITY.

THE TIES SHOWN HEREON ARE FOR THE PURPOSE OF PERPETUATING FOUND MONUMENTATION.

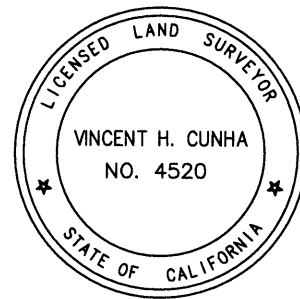
NO CLAIM IS MADE AS TO THE RELATIONSHIP OF THE POINTS OR LINES SHOWN HEREON TO TRUE BOUNDARY LOCATION.

## SURVEYOR'S STATEMENT

This Corner Record was prepared by me or under my direction in conformance with

the Professional Land Surveyors' Act on MAY 19, 2017.Signed Vincent H. Cunha P.L.S. No. LS 4520

VINCENT H. CUNHA



## COUNTY SURVEYOR'S STATEMENT

This Corner Record was received 1 JUNE, 2017and examined and filed 14 AUGUST, 2017.Signed Michael Rubner P.L.S. or R.C.E. No. 6843Title COUNTY SURVEYOR

County Surveyor's Comment



**LEGEND**

- FOUND BRASS DISK WITH PUNCH IN MONUMENT WELL
- ⊗ SET CUT CROSS IN WALK
- ✕ SET CUT CROSS IN CURB
- ⊗ SET MAG AND SHINER
- SET REBAR & CAP STAMPED "CEI RP"
- AA##A# ALAMEDA COUNTY MONUMENT ID
- 19592 REFERENCE STREET ADDRESS

SCALE: 1"=30'

