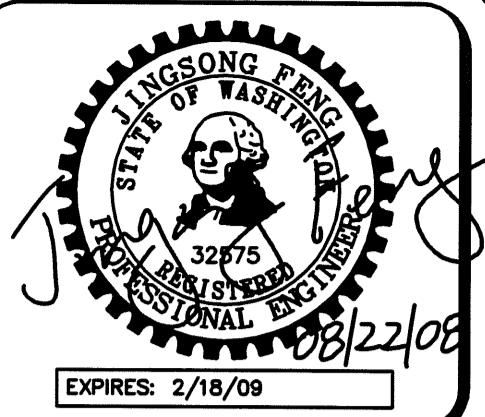


NW 1/4 OF SW 1/4 OF SEC. 34, T. 24 N., R. 05 E., W.M.

APPROVED FOR CONSTRUCTION

BY: _____ DATE: _____
CITY OF NEWCASTLE

THESE DRAWINGS ARE APPROVED FOR CONSTRUCTION FOR A PERIOD OF 12 MONTHS FROM THE DATE SHOWN HEREON. THE CITY RESERVES THE RIGHT TO MAKE REVISIONS, ADDITIONS, DELETIONS, OR MODIFICATIONS SHOULD CONSTRUCTION BE DELAYED BEYOND THIS TIME LIMITATION. THE CITY, BY APPROVING THESE DRAWINGS, ASSUMES NO LIABILITY IN REGARDS TO THEIR ACCURACY OR OMISSIONS.



15445 53RD AVE S
SEATTLE, WA 98188
PHONE: (206) 431-7970
FAX: (206) 388-1648
WEB SITE: PACENG.COM

Pacific
Engineering
Design, LLC
Civil Engineering and
Planning Consultants

CITY OF NEWCASTLE

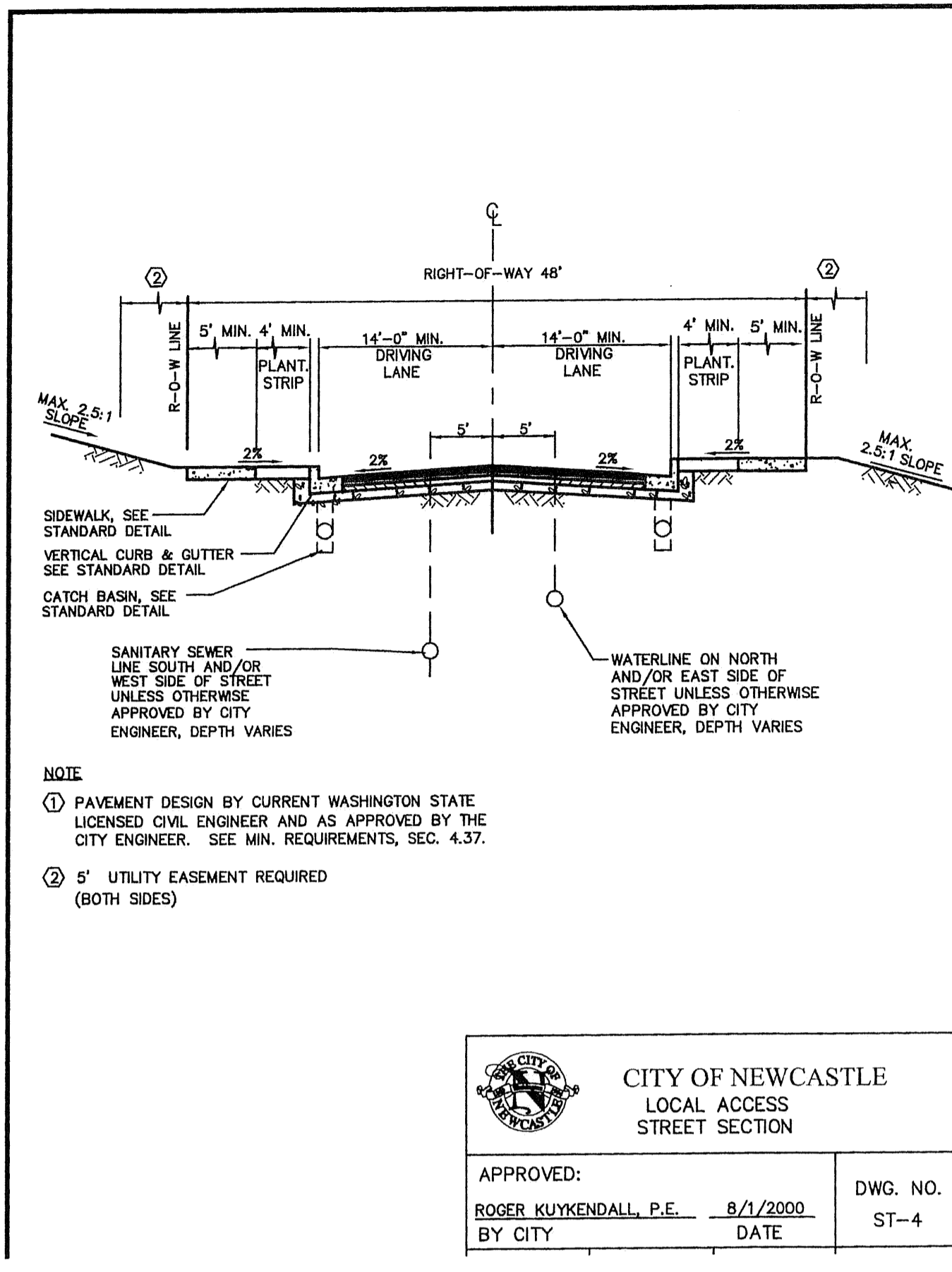
VARNEY SUBDIVISION
FOR: KEN HONES LLC
140 140TH AVE NE, SITE D
BELLEVUE, WA 98005
PHONE: (425) 746-6440 FAX: (425) 766-2303

PROJECT NO.: 06015
DRAWN BY: JGC
ISSUE DATE: 02-01-08
SHEET REV.: 08-22-08

DETAILS

CD\06015\DT02-C09.DWG

C09

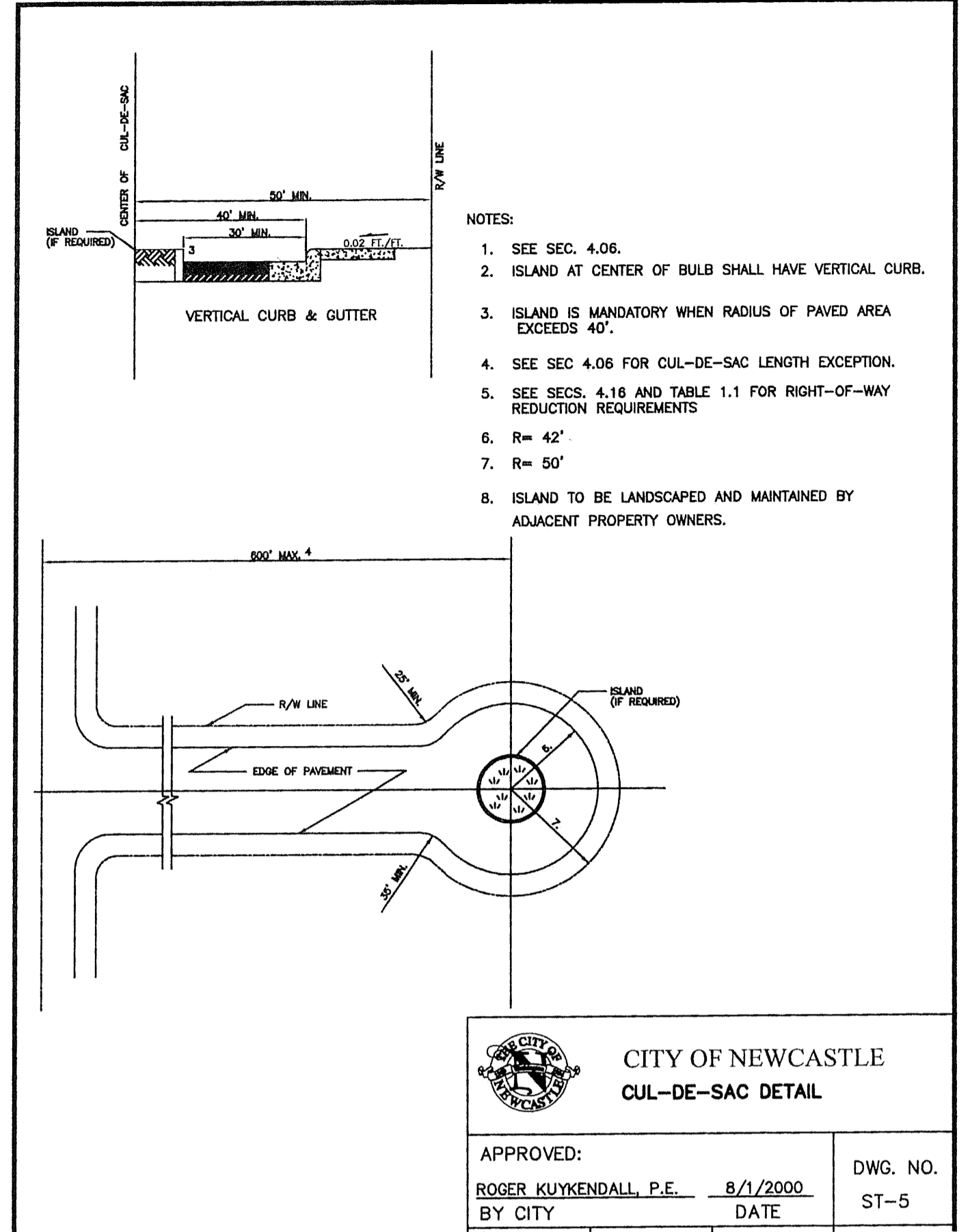


CITY OF NEWCASTLE
LOCAL ACCESS
STREET SECTION

APPROVED: _____
BY CITY

ROGER KUYKENDALL, P.E. 8/1/2000
DATE

DWG. NO. ST-4

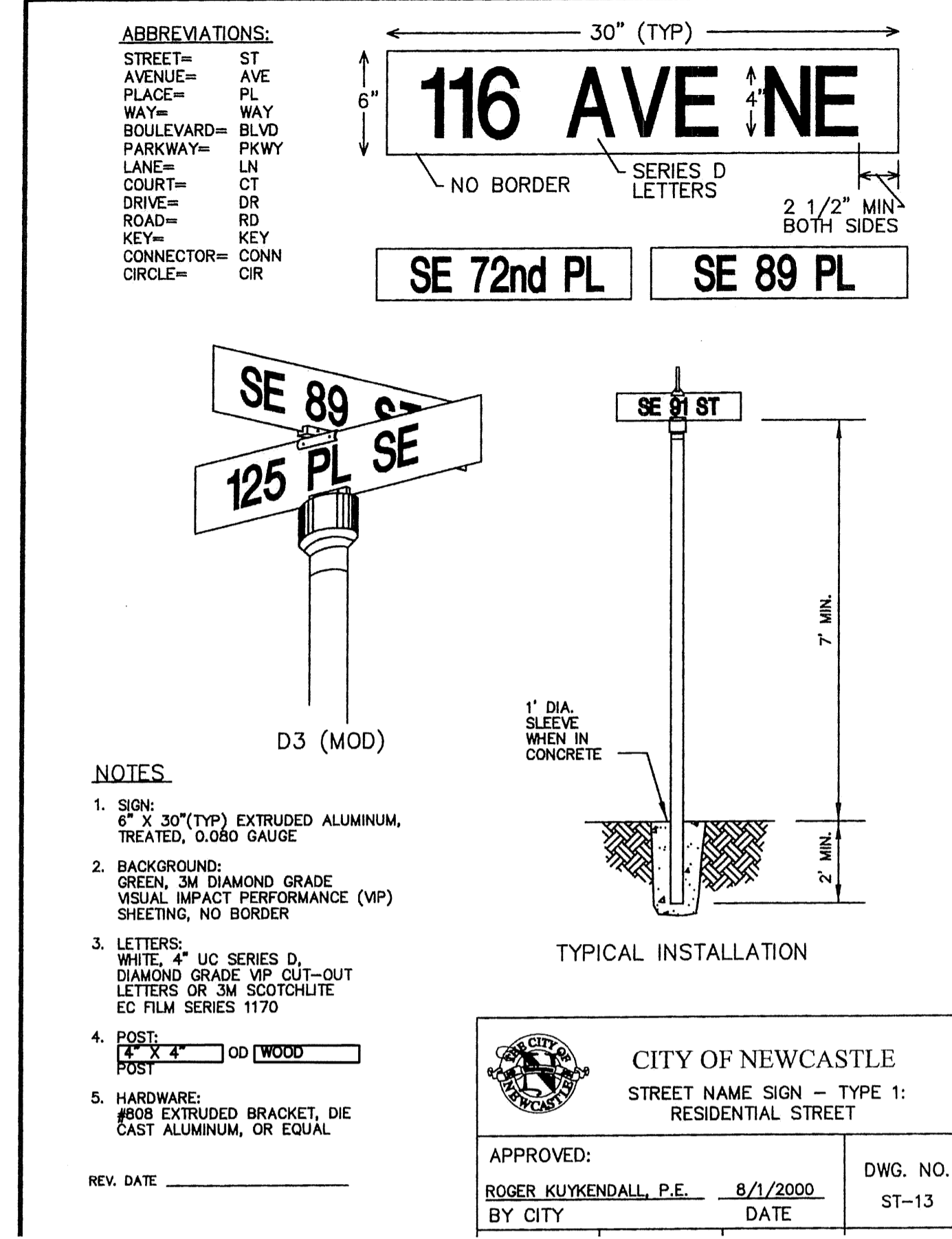


CITY OF NEWCASTLE
CUL-DE-SAC DETAIL

APPROVED: _____
BY CITY

ROGER KUYKENDALL, P.E. 8/1/2000
DATE

DWG. NO. ST-5

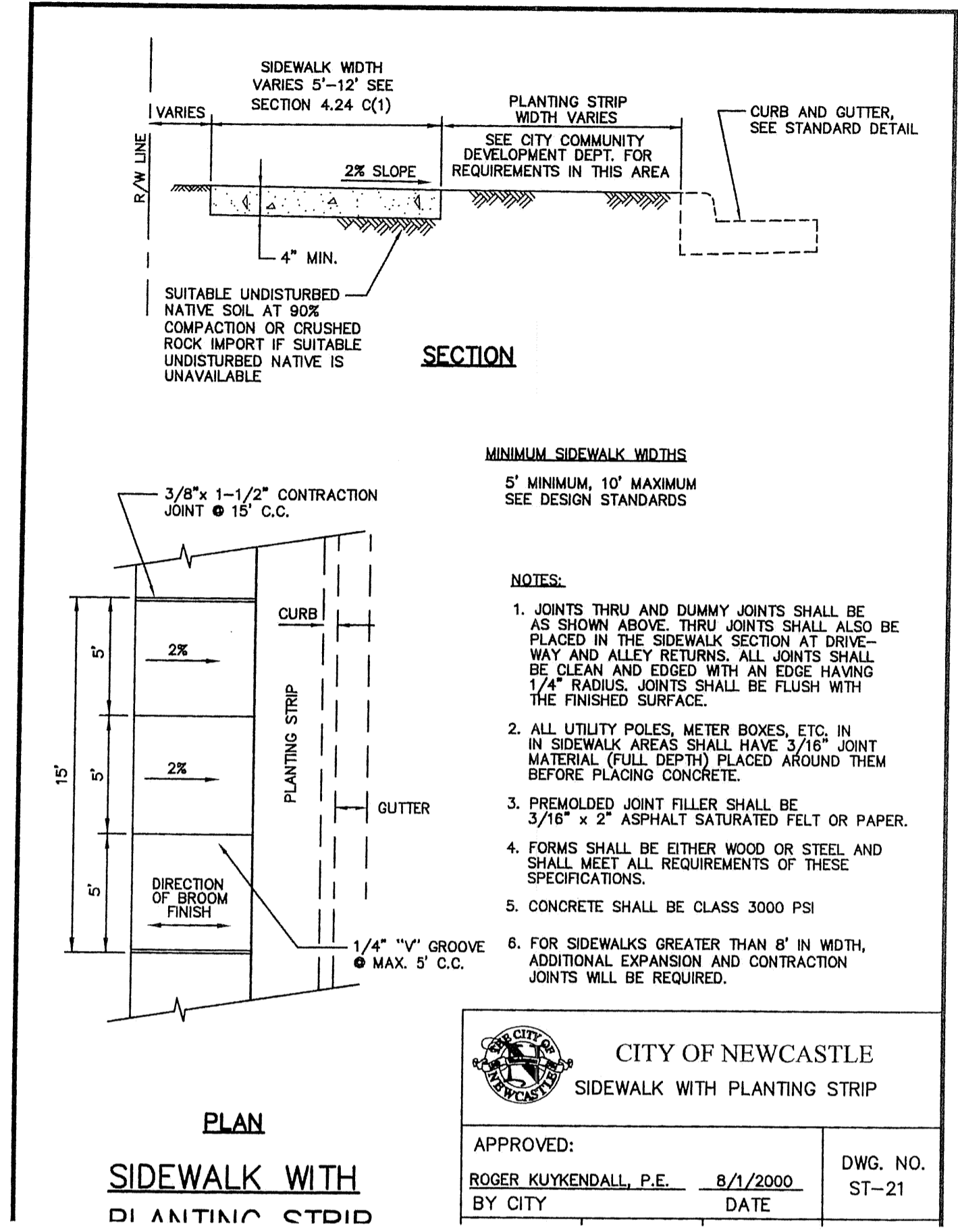


CITY OF NEWCASTLE
STREET NAME SIGN - TYPE 1:
RESIDENTIAL STREET

APPROVED: _____
BY CITY

ROGER KUYKENDALL, P.E. 8/1/2000
DATE

DWG. NO. ST-13

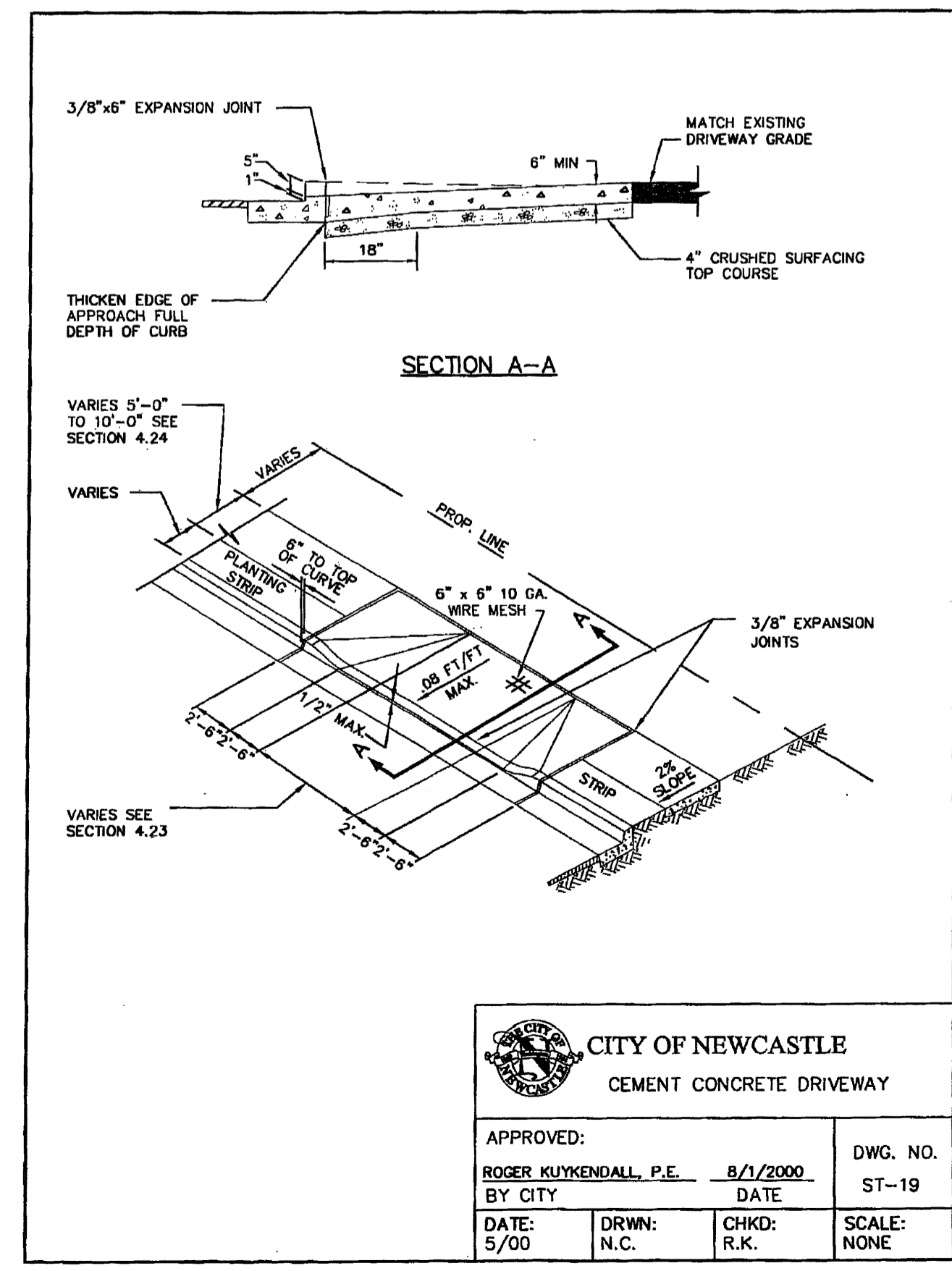


CITY OF NEWCASTLE
SIDWALK WITH PLANTING STRIP

APPROVED: _____
BY CITY

ROGER KUYKENDALL, P.E. 8/1/2000
DATE

DWG. NO. ST-21



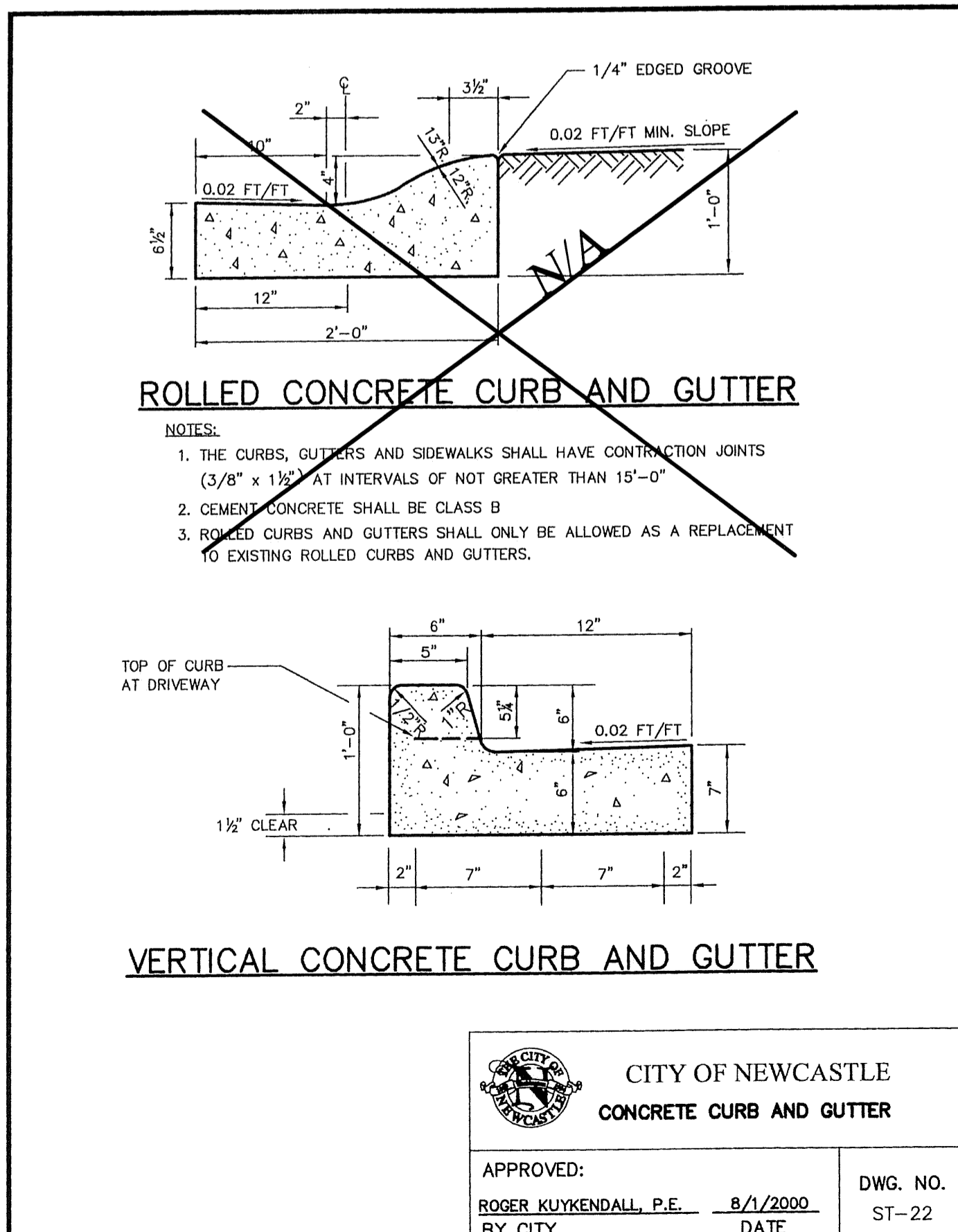
CITY OF NEWCASTLE
CEMENT CONCRETE DRIVEWAY

APPROVED: _____
BY CITY

ROGER KUYKENDALL, P.E. 8/1/2000
DATE

DWG. NO. ST-19

DATE: 5/00 DRWN: N.C. CHKD: R.K. SCALE: NONE

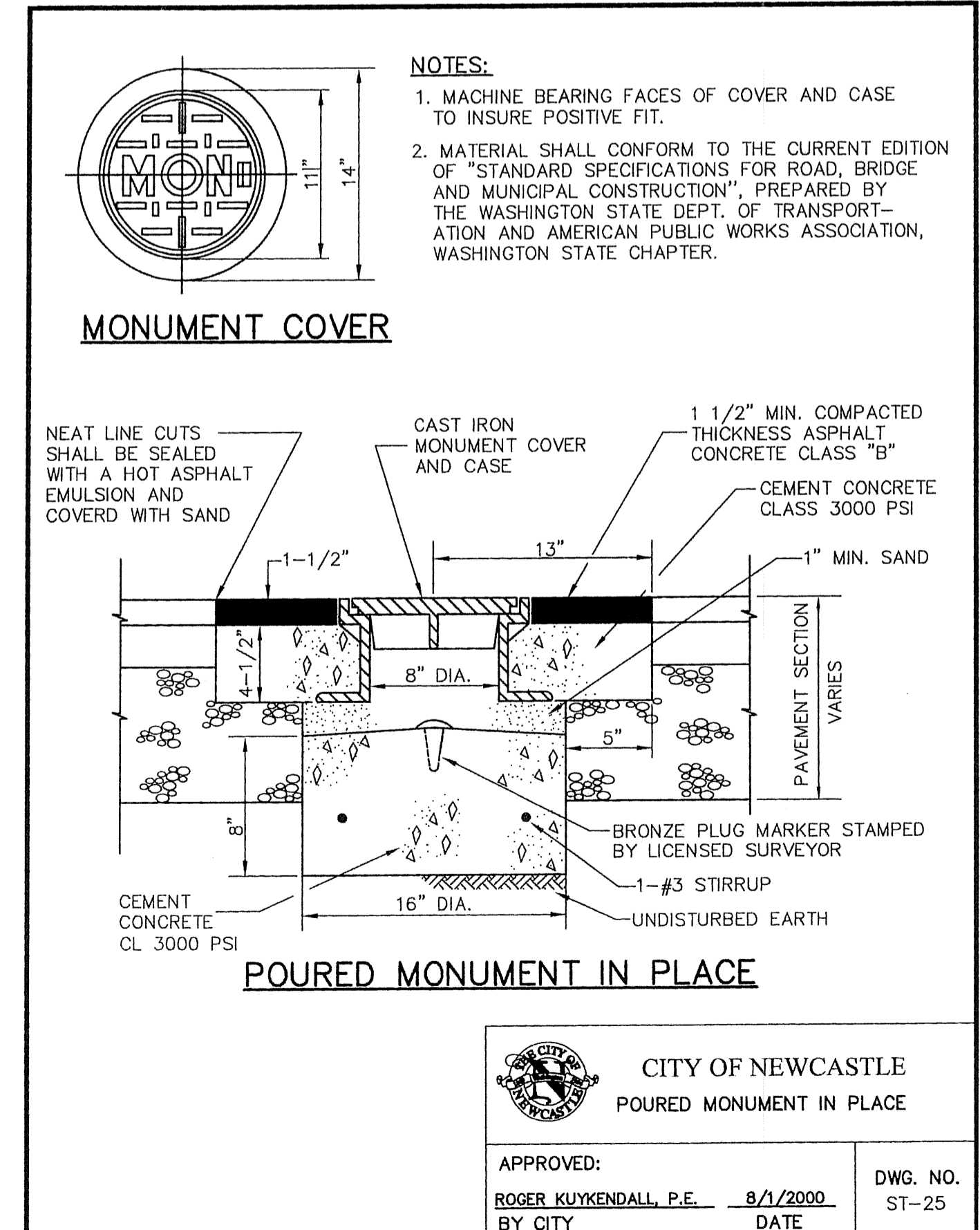


CITY OF NEWCASTLE
CONCRETE CURB AND GUTTER

APPROVED: _____
BY CITY

ROGER KUYKENDALL, P.E. 8/1/2000
DATE

DWG. NO. ST-22



CITY OF NEWCASTLE
POURED MONUMENT IN PLACE

APPROVED: _____
BY CITY

ROGER KUYKENDALL, P.E. 8/1/2000
DATE

DWG. NO. ST-25

NOTE: ONLY VERTICAL CONCRETE AND GUTTER IS REFERENCED FOR THIS PROJECT