MEMORANDUM

TO: Edith Majewski, Public Works

THRU: James D. Stokes, Esq., City Attorney

FROM: Margaret M. Carland, Senior Deputy City Attorney

Margaret M. Carland, Senior Deputy City Attorney

Carland Date: 202,04006

Let 27:232,04006

DATE: September 6, 2022

RE: Abandonment of Easement; Lot 5, Block 1508, Port St. Lucie Section Twenty-Nine

Motion to Adopt Ordinance 22-___, Abandoning a Portion of a Twenty (20) foot wide Rear Utility and Drainage Easement affecting Lot 5, Block 1508, Port St. Lucie Section Twenty-Nine, recorded in Plat Book 14, Pages 8, 8A through 8B, of the Public Records of St. Lucie County, Florida.

The enclosed Ordinance has been reviewed and revised by the City Attorney's Office with respect to the request for an abandonment of a portion of a twenty (20) foot wide rear Drainage and Utility Easement affecting Lot 5, Block 1508, Port St. Lucie Section Twenty-Nine, recorded in Plat Book 14, Pages 8, 8A through 8B, of the Public Records of St. Lucie County, Florida. The owners have submitted the Abandonment of Easement Application.

The request for the abandonment of a portion of a Twenty (20) foot wide rear Drainage and Utility Easement affecting the subject property and all supporting documentation have been reviewed and approved as to legal form and sufficiency. As such, the enclosed Ordinance has been prepared for presentment to the City Council for review and approval.

This office has confirmed that the survey and legal description associated with the Abandonment of Easement Application has been reviewed and approved by the Public Works Department, the Utility Department, and the Utility Companies. Upon information and belief, the request for the abandonment of the above-described utility and drainage easement has been reviewed and recommended for approval by the Public Works Department and the Utility Systems Department. The agenda item shall be prepared and presented to the City Council by the Public Works Department.

MMC/bb

Enclosures: Agenda Item Memo Proposed Ordinance