



CITY OF PORT ST. LUCIE
Office of the City Attorney

MEMORANDUM

TO: Edith Majewski, Public Works
THRU: James D. Stokes, Esq., City Attorney
FROM: Margaret M. Carland, Deputy City Attorney Digitally signed by Margaret Carland
Date: 2021.05.17
10:07:09 -04'00'
DATE: May 17, 2021
RE: Abandonment of Easement; Lot 11, Block 1493, Port St. Lucie Section Sixteen

Motion to Adopt Ordinance 21- __, Abandoning a Portion of a Twenty (20) foot Utility and Drainage Easement affecting Lot 11, Block 1493, Port St. Lucie Section Sixteen, recorded in Plat Book 13, Page(s) 7, 7A to 7C, 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 Drainage and Utility Easement affecting Lot 11, Block 1493, Port St. Lucie Section Sixteen, recorded in Plat Book 13, Page(s) 7, 7A to 7C, of the Public Records of St. Lucie County, Florida. The owner has submitted the Abandonment of Easement Application.

The request for the abandonment of a portion of a twenty (20) foot wide 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 attached 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, the Utility Companies and the City Surveyor. 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

Enclosures:
Agenda Item Memo
Proposed Ordinance 21-