

PETITION TO VACATE DRAINAGE AND UTILITY EASMENT

DATE

6/27/18

TO: The Mayor and Council Members, City of Blaine:

The undersigned represent that they are the majority of owners of real property:

The Northern 5.00 feet of the Southern 10.00 feet of Lot 19, Block 4, Rice Creek Park Addition as platted in Anoka County, Minnesota, except for the Western 5.00 feet and the Eastern 5.00 feet; together with the Western 5.00 feet of the Eastern 10.00 feet of Lot 19, Block 4, Rice Creek Park Addition as platted in Anoka County, Minnesota, except for the Northern 10.00 feet and the Southern 5.00 feet

and petition that said portion of said drainage and utility easements be vacated.

The facts and reasons for this application are as follows:

To allow for the construction of a unattached garage to the rear setback line.

In consideration of vacating the drainage and utility easements as herein petitioned the undersigned hereby jointly and severally waive any and all claims for any damages resulting from the vacating and discontinuing of said drainage and utility easements.

Signature of Owner	Address	Legal Description of Property
	4018-86 th Lane NE	Lot 19, Block 4,
Theresa teichen	Blaine, MN 55449	Rice Creek Park Addition

This petition was circulated by:

Name of Petitioner	Theresa Steichen	Telephone No. 612-701-7299
Street	4018-86 th Lane NE	City/State/Zip Blaine, MN 55449

In accordance with the Minnesota Government Data Practices Act, the City of Blaine hereby informs you that some or all the information you are asked to provide is classified as private. Private data is available to you and to City staff who require it in the performance of their duties, but not to the public. The remander of the information, including telephone numbers, is classified as public, and is available to the public. This information will be used to contact you in case of changes. You may choose to withold this information, however if you do, the City of Blaine may not be able to process your application for the permit or license.