

January 7, 2022

Mayor Robert Haddock
80 East Park Dr.
Elk Ridge, UT 84651

RE: Parkside Cove Phase 3

Dear Mayor Haddock,

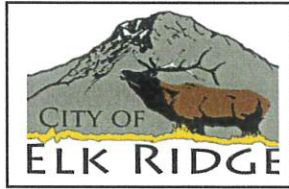
The inspection for the above mentioned subdivision has been held and the developer has completed all of the required items per the attached letter from David Jean while still under employment with the city. The required 1 year durability period expired. There are no outstanding requirements of the developer.

I recommend the release of durability for Parkside Cove Phase 3.

Regards,

A handwritten signature in black ink, appearing to read "Royce Swensen", with a long horizontal flourish extending to the right.

Royce Swensen
City Recorder



November 30, 2021

Mayor Ty Ellis
80 East Park Dr.
Elk Ridge, UT 84651

RE: Parkside Cove Phase 3

Dear Mayor Ellis,

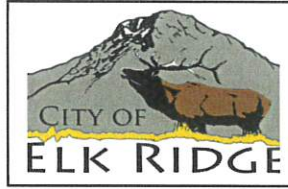
The inspection for the above mentioned subdivision has been held and the developer has satisfactorily completed all of the required items. The required 1 year durability period expired. There are no outstanding requirements of the developer.

I recommend the release of durability for Parkside Cove Phase 3.

Regards,

A handwritten signature in black ink, appearing to read "David Jean", is written over the "Regards," text.

David Jean
Public Works Director



80 East Park Drive Elk Ridge, UT 84651
tel. 801/423-2300 | web elkridgecity.org | web staff@elkridgecity.org

January 7, 2022

Mayor Robert Haddock
80 E. Park Dr.
Elk ridge, UT 84651

RE: Authorization for Full Release of Funds Held as Surety for Parkside Cove
Subdivision Phase 3 Improvements

Dear Mayor Ellis,

The Developer has requested that the City authorize the full release of any remaining funds held as a surety for the construction of improvements for the Parkside Cove Subdivision Phase 3 located in Elk Ridge City.

The city has reviewed the request and authorizes the release all the remaining funds for Parkside Cove Phase 3.

Thank you,

A handwritten signature in black ink, appearing to read "Royce S".

Royce Swensen
City Recorder

cc: Sam Drown