

# WELLINGTON GREEN, A MUPD/PUD, RE-PLAT NO. 1

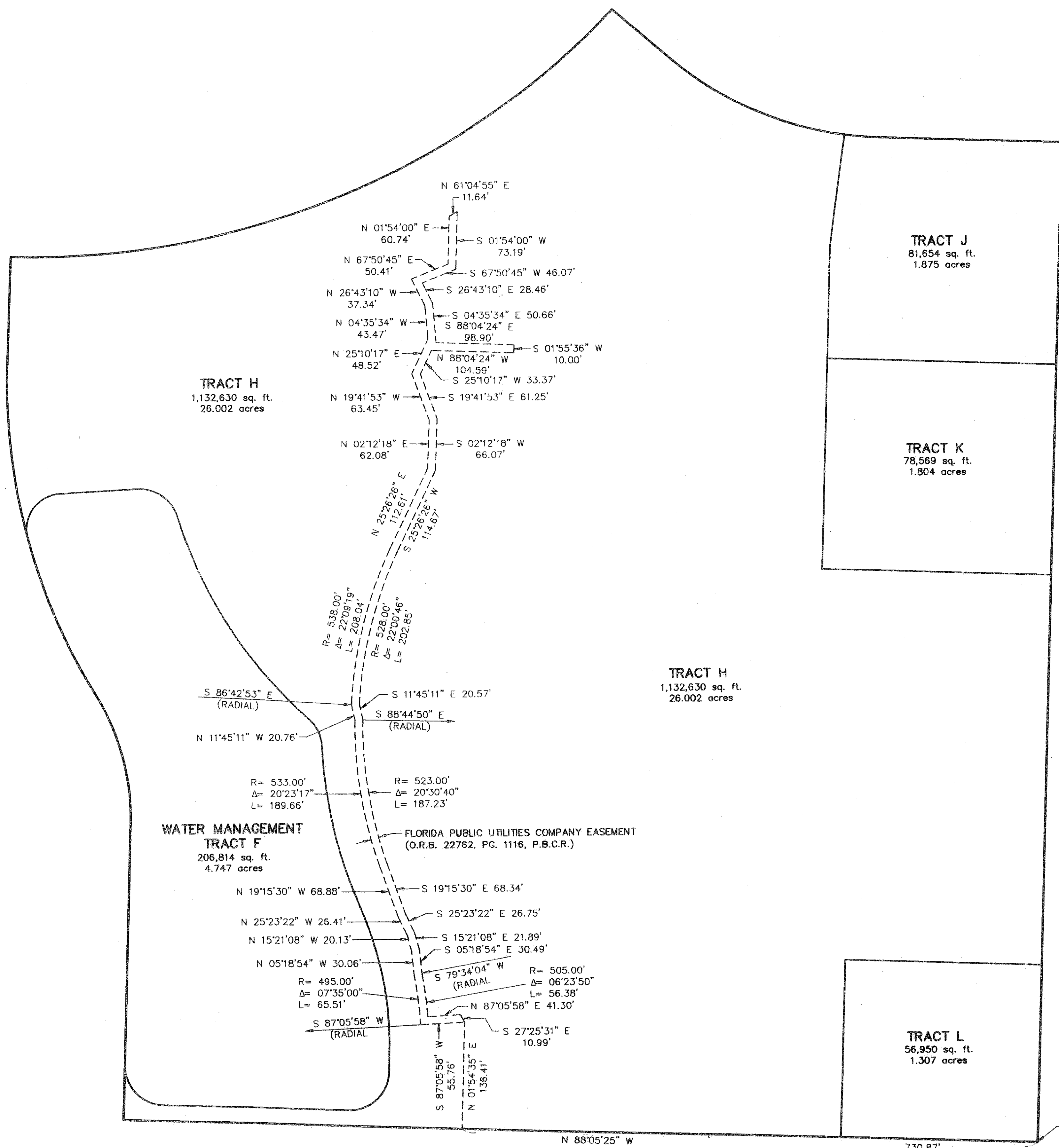
BEING A RE-PLAT OF TRACT F, TRACT W-7 AND WATER MANAGEMENT TRACT D OF THE PLAT OF WELLINGTON GREEN, A MUPD/PUD AS RECORDED IN PLAT BOOK 87, PAGES 81 THROUGH 90 OF THE PUBLIC RECORDS OF PALM BEACH COUNTY, FLORIDA  
SECTION 13, TOWNSHIP 44 SOUTH, RANGE 41 EAST, VILLAGE OF WELLINGTON, PALM BEACH COUNTY, FLORIDA  
JUNE 2008

STATE OF FLORIDA )  
COUNTY OF PALM BEACH ) S.S.

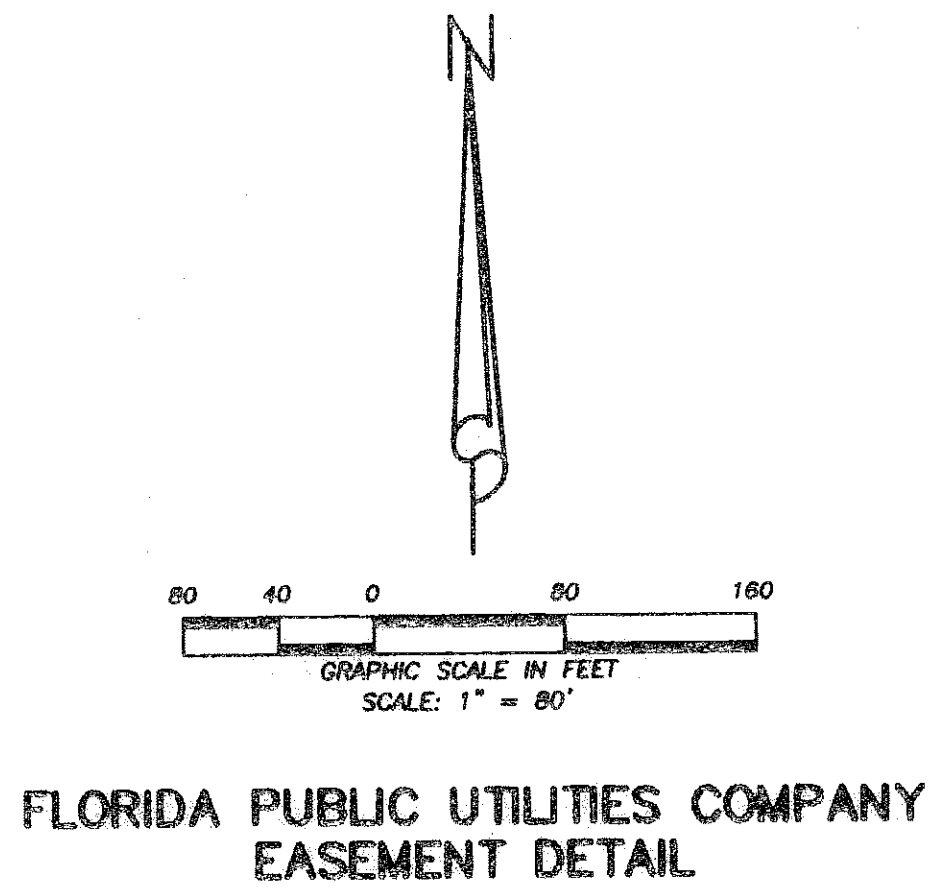
**185**

THIS INSTRUMENT WAS FILED FOR RECORD AT \_\_\_\_\_ M.  
THIS \_\_\_\_\_  
DAY OF \_\_\_\_\_ 20\_\_\_\_  
AND DULY RECORDED IN:  
PLAT BOOK \_\_\_\_\_  
ON PAGE \_\_\_\_\_  
SHARON BOCK  
CLERK CIRCUIT COURT  
BY: \_\_\_\_\_  
DEPUTY CLERK

SHEET 10 OF 11



- LEGEND**
- CL = CENTERLINE
  - DE = DRAINAGE EASEMENT
  - F.P.L. = FLORIDA POWER & LIGHT
  - LAE = LIMITED ACCESS EASEMENT
  - L.M.E. = LAKE MAINTENANCE EASEMENT
  - LMAE = LAKE MAINTENANCE ACCESS EASEMENT
  - L.S.E. = LANDSCAPE EASEMENT
  - LB# = LICENSED BUSINESS NUMBER
  - O.R.B. = OFFICIAL RECORD BOOK
  - (P) = PER THE PLAT OF WELLINGTON GREEN, MUPD/PUD, (PLAT BOOK 87, PAGE 81, P.B.C.R.)
  - P.B.C.R. = PALM BEACH COUNTY RECORDS
  - P.R.M. = PERMANENT REFERENCE MONUMENT
  - P.B. = PLAT BOOK
  - PG. = PAGE(S)
  - P.R.M. = PERMANENT REFERENCE MONUMENT
  - R/W = RIGHT OF WAY
  - SSDE = SAFE SIGHT DISTANCE EASEMENT
  - sq. ft. = SQUARE FEET
  - (T.) = TOTAL
  - U.E. = UTILITY EASEMENT
  - WE = WATER EASEMENT
  - WSE = WATER & SEWER EASEMENT
  - = 4"x4" PERMANENT REFERENCE MONUMENT
  - ⊙ = SET 5/8" IRON ROD & CAP LB No. 6599



THIS INSTRUMENT WAS PREPARED BY:  
DAVID A. BOWER, P.S.M. #5888 IN THE OFFICES  
OF DENNIS J. LEAVY AND ASSOCIATES, INC., LB #6599  
460 BUSINESS PARK WAY, SUITE D  
ROYAL PALM BEACH, FLORIDA 33411  
(561) 753 - 0650

**DENNIS J. LEAVY & ASSOCIATES, INC.**  
**LAND SURVEYORS AND MAPPERS**

460 BUSINESS PARK WAY • SUITE D • ROYAL PALM BEACH, FL • 33411  
PHONE: (561) 753-0650 FAX: (561) 753-0290

SCALE: 1"=30'	CHECKED BY: D.B.	DATE: 2/20/2007
DRAWN BY: E.B.	JOB NO.: 06-023	