

After recording return document to:
Snohomish County Public Works
Engineering Services - ROW M/S 607
3000 Rockefeller Ave
Everett WA 98201-4046

EASEMENT

Reference Number:

Grantor: The City of Seattle

Grantee: Snohomish County

Legal Description: Ptn. SE-SW-4-27N-5E

Assessor's Tax Parcel Number: 27050400302800

In The Matter Of: Sunset Road Pedestrian Improvements

The Grantor, **The City of Seattle, a Washington municipal corporation**, for and in consideration of the sum of TEN AND NO/100 DOLLARS (\$10.00), and other valuable consideration, hereby conveys and grants unto the Grantee, **Snohomish County, a political subdivision of the State of Washington**, its successors and assigns, an easement as described in Exhibits A and B attached hereto and incorporated herein by this reference over, upon and across the “Public Walkway Area” described in Exhibit A for the purpose of sidewalk; said lands being situated in Snohomish County, in the State of Washington.

Grantor hereby agrees to grant the rights herein conveyed upon receipt of payment from the Grantee.

It is understood and agreed that delivery of this deed is hereby tendered and that the terms and obligations hereof shall not become binding upon Snohomish County, State of Washington unless and until accepted and approved in writing by the Snohomish County Director of Public Works or County Engineer and unless and until authorized by ordinance passed by The City of Seattle City Council.

The covenants set forth herein shall run with the land and bind the Grantor(s) and Grantor(s)' heirs, successors and assigns.

Dated this _____ day of _____, 20_____

GRANTOR:
THE CITY OF SEATTLE, acting by and through its CITY LIGHT DEPARTMENT

By: _____

Print Name: _____

Title: _____

Approval Rec'm

COUNTY OF SNOHOMISH
Public Works Department

PW Right of Way Supervisor

By: _____
Douglas W. McCormick, P.E.,
County Engineer

Checked By: _____

Date: _____

DOCUMENT TEMPLATE
REVIEWED AND APPROVED:
Gordon W. Sivley
Deputy Prosecuting Attorney
Date: 8/24/12

