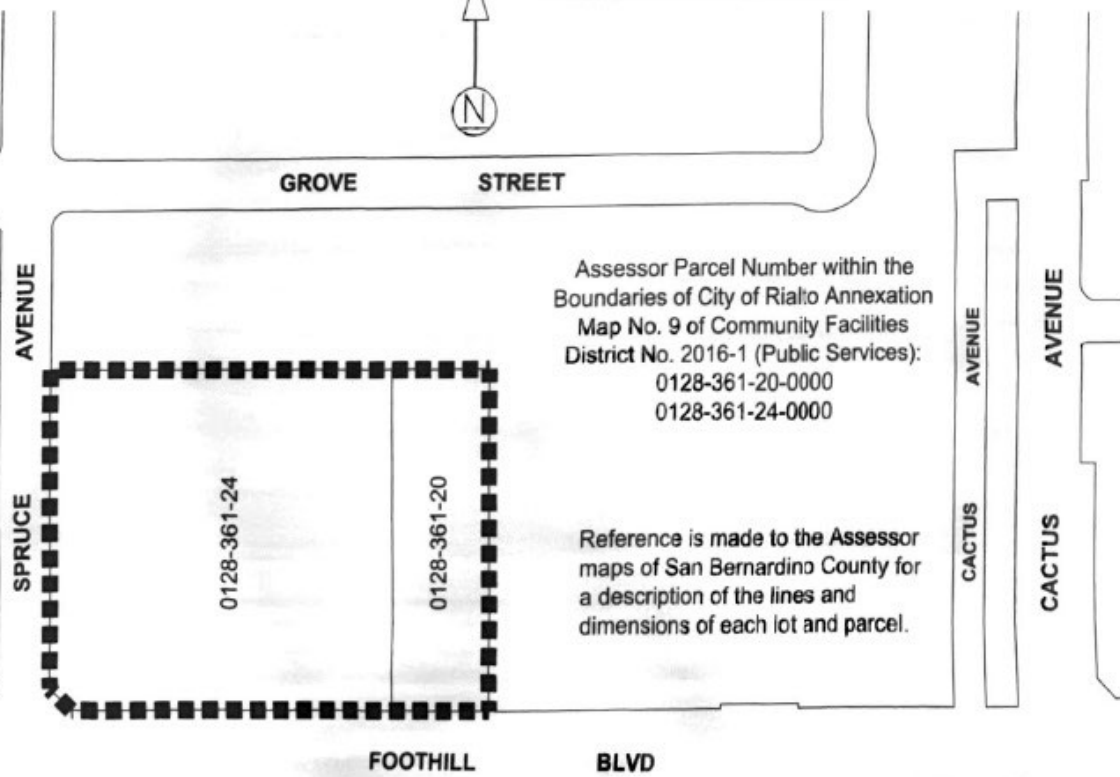


ANNEXATION MAP NO. 9 OF
COMMUNITY FACILITIES DISTRICT NO. 2016-1
(PUBLIC SERVICES)
CITY OF RIALTO
SAN BERNARDINO COUNTY
STATE OF CALIFORNIA

LEGEND

■ ■ ■ ■ Proposed Boundaries of City of Rialto Annexation Map No. 9 of Community Facilities District No. 2016-1 (Public Services)
— Assessor Parcel Line

Reference is made to that boundary map of the Community Facilities District No. 2016-1 (Public Services) of the City of Rialto recorded with the San Bernardino County Recorder's office on October 6, 2016 in book 87, page 29 of Maps of Assessment and Community Facilities Districts, as instrument no. 2016-0418016.



Assessor Parcel Number within the Boundaries of City of Rialto Annexation Map No. 9 of Community Facilities District No. 2016-1 (Public Services):
0128-361-20-0000
0128-361-24-0000

Reference is made to the Assessor maps of San Bernardino County for a description of the lines and dimensions of each lot and parcel.

(1) Filed in the office of the Clerk of the City of Rialto this 11th day of MARCH, 2026.

Barbara A. McGee
Barbara A. McGee, Clerk of the City of Rialto, California

(2) I hereby certify that the within map showing the proposed boundaries of Annexation Map No. 9 of Community Facilities District No. 2016-1 (Public Services) of the City of Rialto, San Bernardino County, State of California, was approved by the City Council of the City of Rialto at a regular meeting thereof, held on the 10th day of MARCH, 2026, by its Resolution No. 8479.

Barbara A. McGee
Barbara A. McGee, Clerk of the City of Rialto, California

San Bernardino County Recorder's Certificate

This map has been filed under Document Number 2026-0070065, this 17th day of March, 2026, at 1:41 P.M., in Book 92 of Maps of Assessment and Community Facilities Districts at page 90, in the office of the county recorder in San Bernardino County, State of California, at the request of the City of Rialto in the amount of \$ 11.00.

Josie Gonzales
Assessor-Recorder
San Bernardino County

By: [Signature]
Deputy Recorder