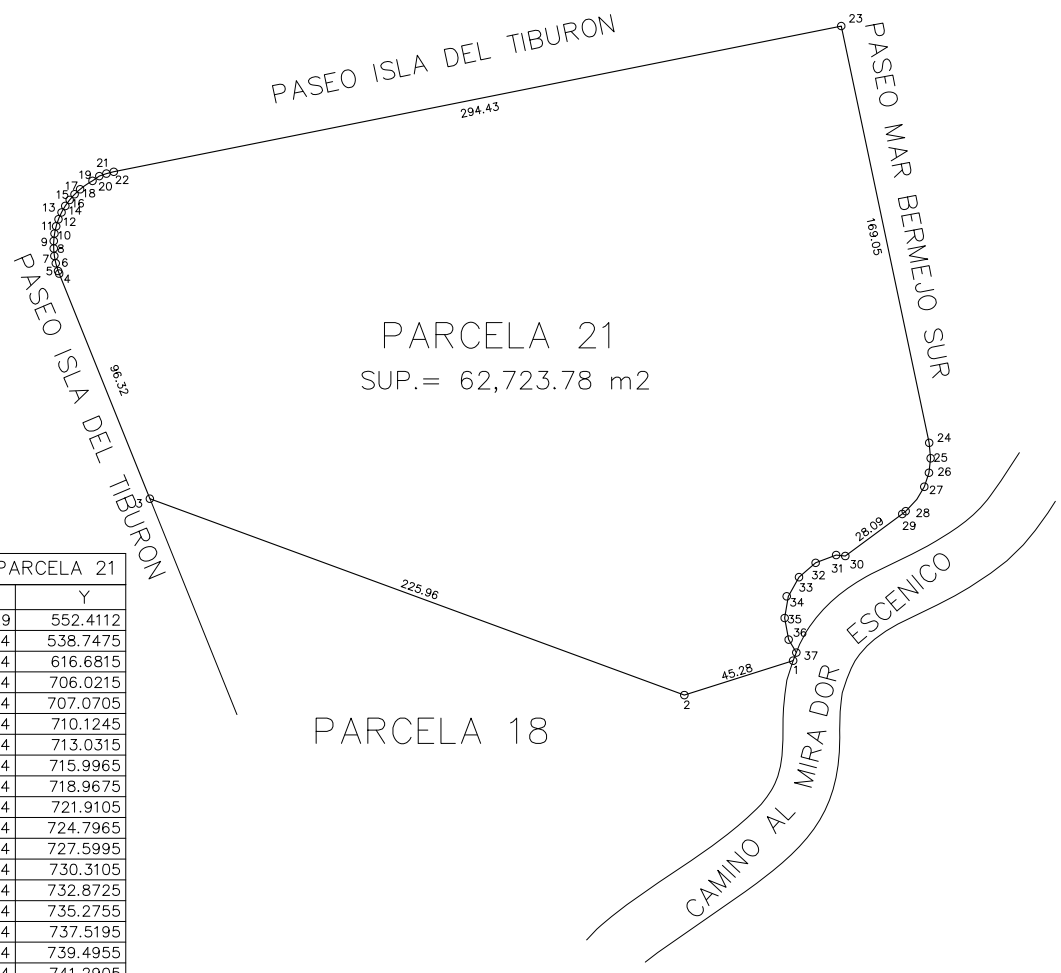



LOCALIZACION



CAUDRO DE CONSTRUCCION DE LA PARCELA 21

EST.	P.V.	DIST.	RUMBO	X	Y
1	2	45.28	S72°26'08"W	1095.3129	552.4112
2	3	225.96	N69°49'27"W	1052.1464	538.7475
3	4	96.32	N21°56'32"W	840.0504	616.6815
4	5	1.14	N22°36'58"W	804.0594	706.0215
5	6	3.19	N16°34'31"W	803.6224	707.0705
6	7	2.96	N11°05'37"W	802.7134	710.1245
7	8	2.97	N04°36'31"W	802.1434	713.0315
8	9	2.97	N00°06'57"E	801.9044	715.9965
9	10	2.96	N05°33'02"E	801.9104	718.9675
10	11	2.96	N13°05'20"E	802.1964	721.9105
11	12	2.95	N18°14'41"E	802.8674	724.7965
12	13	2.97	N24°09'30"E	803.7914	727.5995
13	14	2.96	N29°57'49"E	805.0074	730.3105
14	15	2.97	N36°02'55"E	806.4844	732.8725
15	16	2.96	N40°44'31"E	808.2334	735.2755
16	17	2.97	N48°14'17"E	810.1664	737.5195
17	18	2.98	N52°58'35"E	812.3794	739.4955
18	19	2.97	N58°49'27"E	814.7594	741.2905
19	20	3.29	N54°49'00"E	817.2964	742.8255
20	21	2.98	N70°29'00"E	819.9844	744.7205
21	22	3.01	N76°09'10"E	822.7944	745.7165
22	23	294.43	N78°40'19"E	825.7194	746.4375
23	24	169.05	S11°54'46"E	1114.4174	804.2715
24	25	6.16	S05°20'52"E	1149.3124	638.8645
25	26	5.79	S06°36'17"W	1149.8864	632.7325
26	27	5.85	S18°23'41"W	1149.2204	626.9805
27	28	5.86	S30°43'51"W	1147.3734	621.4265
28	29	6.39	S43°15'03"W	1144.3784	616.3885
29	30	1.76	S50°53'31"W	1139.9974	611.7315
30	31	28.09	S53°35'21"W	1138.6344	610.6235
31	32	3.66	N83°52'40"W	1116.0274	593.9495
32	33	8.71	S69°09'55"W	1112.3914	594.3395
33	34	8.72	S49°14'00"W	1104.2534	591.2425
34	35	8.71	S29°18'36"W	1097.6514	585.5505
35	36	8.73	S09°21'43"W	1093.3864	577.9535
36	37	8.71	S10°32'01"E	1091.9664	569.3405
37	1	5.97	S30°28'42"E	1093.5594	560.7735

SUPERFICIE = 62,723.78 m²



GRUPO CABALLERO

PLANO:

CIUDAD RECREATIVA DE SAN CARLOS
NUEVO GUAYMAS, SONORA MEXICO.
PAR-21 UBICADA EN EL PREDIO RANCHO SAN CARLOS
PROP. DE: CIA. SAN CARLOS, BAY SHORES, S.A.
CON UNA SUPERFICIE DE 62,723.78 m²

ACOTACION:
METROS

ESCALA:
1/3000

CALCULO:
R.N.R.R.

DIBUJO:
R.N.R.R.

APROBO:
R.N.R.R.

ARCHIVO: C:\RNR2K\RSC\Parcelas\PAR_21_RSC

FECHA: 17/ABRIL/2006