

Resolution No:

Date:

**RESOLUTION OF INTENTION
TO ORDER OPERATION, MAINTENANCE AND IMPROVEMENTS FOR
LANDSCAPE MAINTENANCE DISTRICT ZONE NO. 1**

WHEREAS, the Board of Supervisors of the County of San Diego did, on August 2, 2006 order the formation of Landscape Maintenance District Zone 1 (hereinafter called District), effective July 1, 2007; and

WHEREAS, the District intends to provide for the operation, maintenance and improvements of County parks in the unincorporated area of the County during the Fiscal Year 2026-27; and

WHEREAS, the Director of Parks and Recreation, acting as the Engineer of the District, has prepared and filed an Engineer's Report with the Clerk of the Board of Supervisors (hereinafter call Clerk) in accordance with Article 4 (commencing with Section 22620), Part 2, Division 15 of the Streets and Highways Code.

NOW THEREFORE IT IS RESOLVED, ORDERED, AND DETERMINED that:

1. The Board of Supervisors accepts and approves the Engineer's Report as modified by said Board.
2. The Board of Supervisors intends to levy and collect assessments within the District during the Fiscal Year 2026-27 at the same rate as last year as adjusted for inflation in accordance with an index approved by property owners.
3. The improvements shall consist of operating and maintaining the District as described in the Engineer's Report on file with the Clerk.
4. On Wednesday, June 24, 2026, at 9 a.m., in Room 310, County Administration Center, 1600 Pacific Highway, San Diego, California, the Board of Supervisors will hold a public hearing on the proposed assessment.
5. The Clerk of the Board of Supervisors is directed to give notice of the hearing in accordance with Section 22626(a) of the Streets and Highways Code at least ten (10) days prior to the date of the hearing specified herein.

ATTACHMENT E

PASSED AND ADOPTED THIS 6TH DAY OF MAY 2026 BY THE FOLLOWING
VOTE:

AYES:

NOES:

ABSENT:

APPROVED AS TO FORM AND LEGALITY

DAMON M. BROWN, County Counsel

By: Thomas L. Bosworth, Supervising Senior Deputy