

**DESCRIPTION OF RECORD**

Beginning at the northeast corner of the Northwest Quarter of the Southwest Quarter of Section 30, Township 112, Range 25, Le Sueur County, Minnesota; thence on an assumed bearing of West along the north line of said Northwest Quarter of the Southwest Quarter, a distance of 52.70 feet to the centerline of County Road No. 117; thence North 77 degrees West along said center line, a distance of 228.00 feet; thence South 60 degrees West along said center line, a distance of 102.60 feet to the north line of said Northwest Quarter of the Southwest Quarter; thence South 27 degrees West along said center line, a distance of 50.00 feet; thence South 07 degrees 40 minutes East along said center line, a distance of 562.50 feet; thence South 08 degrees 50 minutes 04 seconds East, a distance of 554.91 feet; thence North 39 degrees 40 minutes East, a distance of 600.00 feet; thence North 06 degrees 10 minutes East, a distance of 258.00 feet; thence North 19 degrees 20 minutes West, a distance of 457.81 feet to the north line of the Southwest Quarter of said Section 30; thence on a bearing of West along said north line of the Southwest Quarter, a distance of 33.00 feet to the point of beginning. This tract contains 10.13 acres of land and is subject to right-of-way in existing county road and subject to any and all easements of record.

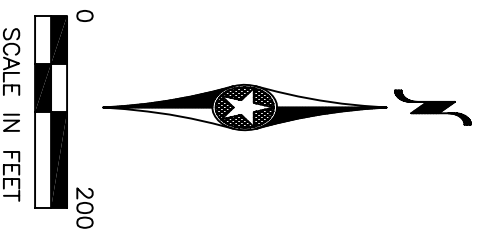
**LEGEND**

- 3/4" IRON PIPE MONUMENT SET MARKED BY REG. NO. 19789
- MONUMENT FOUND

I hereby certify that this survey was prepared by me or under my direct supervision and that I am a duly licensed land surveyor under the laws of the State of Minnesota.

Rory Jensen

Date \_\_\_\_\_ License No. 19789



**CERTIFICATE OF SURVEY**  
LE SUEUR COUNTY, MINNESOTA

**BOLTON & MENK, INC.**  
Consulting Engineers & Surveyors  
21 NORTH LEXINGTON, LE CENTER, MN 56057 (507) 357-4482  
MANKATO, MN FAIRMONT, MN SLEEPY EYE, MN WILLMAR, MN  
BURNSVILLE, MN CHASKA, MN AMES, IA

TRACT IN SW 1/4  
SECTION 20, T112N, R25W  
TYRONE TOWNSHIP

FOR: ROBERT JOHNSON