

THE STATE OF NEVADA
CERTIFICATE OF APPROPRIATION OF WATER

WHEREAS Mark Chilton has presented to the State Engineer of the State of Nevada Proof of Application of Water to Beneficial Use, from an underground source through drilled well, pump, storage tank and pipelines for quasi-municipal purposes. The point of diversion of water from the source is as follows: SW 1/4 SW 1/4 Sec. 1, T. 47N., R. 64E., M.D.B. & M. or at a point from which the SW corner of said Sec. 1, bears S. 21° 14' W. a distance of 1,342.81 feet. situated in Elko County, State of Nevada.

Now Know Ye, That the State Engineer, under the provisions of NRS 533.425, has determined the date, source, purpose, amount of appropriation, and the place where such water is appurtenant, as follows:

Name of appropriator unincorporated Town of Jackpot

Post-office address Jackpot, Nevada

* Amount of appropriation 0.33 c.f.s.

Period of use, from January 1st to December 31st of each year

Date of priority of appropriation November 25, 1964

Description of works of diversion, manner, and place of use: water is produced from a drilled well thence pumped into a 100,000 gallon storage tank thence conveyed by 6 and 8 inch mains to the place of use located within Section 1; E 1/2 of Section 2; E 1/2 of Section 11; Section 12; all in T. 47N., R. 64E., M.D.B. & M., where it is used for quasi-municipal and fire protection purposes. The water is used to serve 5 casinos, 4 motels, 50 trailer residences and 1 school.

*This certificate is issued subject to the terms of the permit.

The right to water hereby determined is limited to the amount which can be beneficially used, not to exceed the amount above specified, and the use is restricted to the place and for the purpose as set forth herein.

IN TESTIMONY WHEREOF, I, GEORGE W. HENNEN, State Engineer

Compared Jb/jw of Nevada, have hereunto set my hand and the seal of my office, this

Recorded 4-7-67 Bk. 81 Page 115 30th day of March, A. D. 19 67

Elko County Records. Roland D. Westergard, Asst. State Engineer.