## Pressurized Irrigation System River Rock Estates

Regarding the pressurized irrigation system to be installed throughout the subdivision, the Developer has set the following priorities:

- 1. Compliance with state law and irrigation district regulations
- 2. Purchase of pipe
- 3. Pipe placement of all pipe on lots other than common area lots.
- 4. Pipe placement of all pipe on common area.
- 5. Installation of a Variable Frequency Drive.

The Developer plans to address the above priorities in the order mentioned. Here follows a brief summary of the installation plan:

- This subdivision has surface water rights from two different canal companies: the Texas Slough Irrigating Canal Company, Inc., and The Reid Canal Company. The surface water rights owned by RRE requires that the irrigation water be taken from the supply canals. To accomplish this, the developers will finish connecting the creek on the east to the pond which will serve as the water delivery system to get canal water to the pond. Construction on the creek will begin as soon as weather permits in early 2019.
- 2. The Developer has plans to purchase pipe for the pressurized system Spring of 2019.
- 3. Pipe placement will begin Spring 2019. The Developer may contact current lot owners to establish a time frame and/or to inform them of activity near/on their property. Pipe placement on personal property easements will receive first priority.
- 4. The remaining pipe will be laid as quickly as possible--time and financial restraints being the only limiting factors.
- 5. A Variable Frequency Drive is necessary for operation of the irrigation system. The Developer will acquire and install the VFD sometime during the pipe installation phase. It is anticipated that the system will be operational once all pipe and risers are in place.

The above stated plan in no way serves as a guarantee as to when these phases of construction will be completed. The Developer will act in good faith to install the watering system using responsible business practices.