



Date: December 17, 2007

To: Mike Ma	FILE#	n/a
Engineering Division	SP#	72-0164
City of Fremont	APN#	525 167100100
39550 Liberty Street	Zip Code:	94538
Fremont, California 94538	BOX/S-DIST:	9-3 / 91A3

Re: Addresses for the Police Department Indoor Firing Range

Dear Sir:

For your information, the enclosed map indicates the **assigned** street address numbers for your project. See Table "A" for a list of the addresses. The agencies indicated below will be notified of your new addresses. Some agencies may not update their records until notified by the property owner. Therefore, it is your responsibility to contact the agencies directly to assure the address changes have occurred.

**If you have any questions concerning this matter, please contact Ron Chan at (phone) 510-494-4832 or (e-mail) rchan@ci.fremont.ca.us.**

Sincerely,

*ORIGINAL LETTER SIGNED BY*

Christine K. Frost  
GIS and Addressing Manager

Enclosures (hardcopy/paper): Table A - Address Table (1) and Address Plan - map (1)

- cc: Alameda County Assessor's Office
- Alameda County Regional Communication Center (Paul Morgan)
- Alameda County Registrar of Voters
- Alameda County Water District (2)
- Alameda County 911 (Coordinator)
- Alameda County Post Office (Dorothy Wilson)
- BFI Waste Systems (Customer Service Manager)
- Fremont Main Post Office
- Irvington Station Post Office
- Delivery Detached Unit Post Office
- Fremont Unified School District (Facilities Director)
- Schoolworks (Kathy Reynolds)
- Lynx Technologies
- Pacific Gas & Electric (Service Planning Dept.)
- AT&T – Engineer; Service Location Information Center (2)

Union Sanitary District (2)  
Fremont Development Organization Department  
Fremont Engineering Division  
Fremont Fire Department (Gerald Fogel) (2)  
Fremont GIS (Ruby Wun; file copy - letter only)

### LOCATIONAL MAP

(For reference only – see official addressing map for actual/correct address)

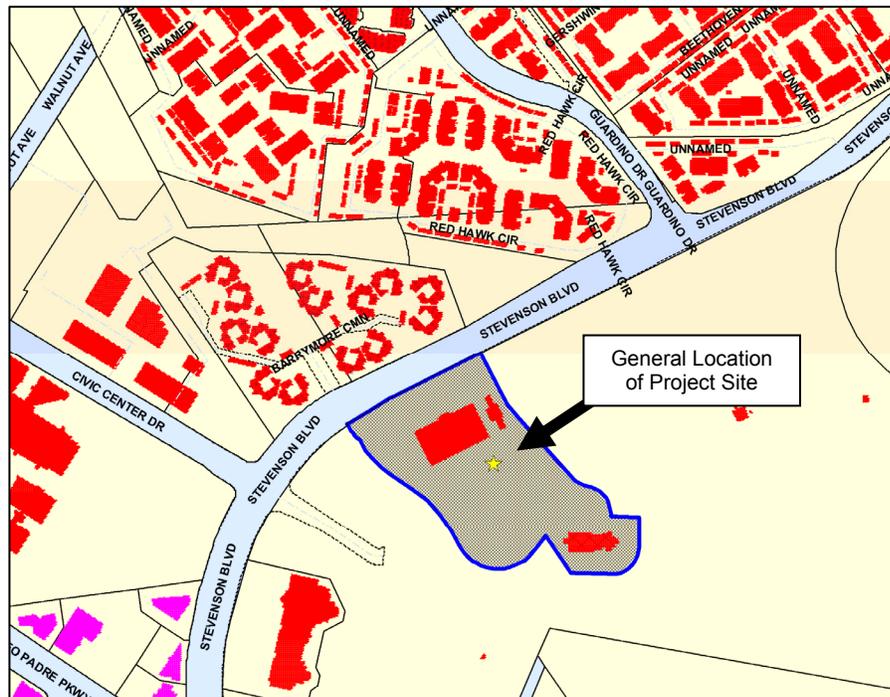


Table A:

Record	Assigned Address	Address Type
1	1996 Stevenson Blvd	Building
2	1994 Stevenson Blvd	PG&E Meter