

## **EXHIBIT "B"**

### **LEGAL NOTICE** **CONTRA COSTA COUNTY FLOOD CONTROL AND WATER CONSERVATION DISTRICT NOTICE OF PUBLIC HEARING**

The Board of Supervisors, as the governing body of the Contra Costa County Flood Control and Water Conservation District, has set 9:30 a.m. on May 23, 2017, in its chambers, County Administration Building, 651 Pine Street, Martinez, CA 94553, as the time and place for a hearing on proposed Annexation No. 5 to Drainage Area 67A and the proposed levy of benefit assessments for the area being annexed under the provisions of the Contra Costa County Flood Control and Water Conservation District Act and the Benefit Assessment Act of 1982, respectively.

The above-described hearing concerns the annexation to Drainage Area 67A of Minor Subdivision 802-08 located in the City of Walnut Creek. Precise descriptions are contained in the boundary descriptions.

The boundary maps, boundary descriptions of the areas, and engineer's report have been prepared for the proposed annexation. These documents have been filed with the Clerk of the Board of Supervisors and are available for inspection at the Public Works Department Office, 255 Glacier Drive, Martinez, CA 94553.

At the public hearing, the Board will hear all persons interested in or affected by the proposed change in the drainage area boundaries, will hear all relevant evidence for and against the petition, and will hear and consider all protests against the proposed benefit assessments. At the conclusion of the hearing, the Board may annex all or part of the parcels proposed to be annexed, and may adopt, revise, change, reduce, or modify the proposed benefit assessments.

All persons interested in or affected by the proposed change in the drainage area boundaries may appear at the hearing and show cause why the change should not be made. At the hearing, the Board shall hear all relevant evidence for and against the petition. It is the Board's intention to levy annual benefit assessments upon the parcels proposed to be annexed.