

**MESQUITE CITY REDEVELOPMENT AREA - 902  
2008-2009 SECURED TAX ROLL  
03/05/08**

	<b>PARCELS</b>	<b>LAND</b>	<b>IMPROVEMENT</b>	<b>PERS. PROP.</b>	<b>GROSS</b>	<b>EXEMPTION</b>	<b>NI</b>
1995-1996	188	15,824,670	28,657,520	88,960	44,571,150	2,543,330	42,0
2008-2009	1,035	154,752,234	124,275,790	1,519,756	280,547,780	6,570,460	273,9
CHANGE	847	138,927,564	95,618,270	1,430,796	235,976,630	4,027,130	231,9

**MESQUITE CITY REDEVELOPMENT AREA - 903  
2008-2009 SECURED TAX ROLL  
03/05/08**

	<b>PARCELS</b>	<b>LAND</b>	<b>IMPROVEMENT</b>	<b>PERS. PROP.</b>	<b>GROSS</b>	<b>EXEMPTION</b>	<b>NI</b>
1997-1998	5	341,750	210,930	0	552,680	397,750	1:
2008-2009	10	2,592,364	97,822	0	2,690,186	129,839	2,5
CHANGE	5	2,250,614	-113,108	0	2,137,506	-267,911	2,4

**MESQUITE CITY REDEVELOPMENT AREA - 902, 903  
2008-2009 SECURED TAX ROLL  
03/05/08**

	<b>PARCELS</b>	<b>LAND</b>	<b>IMPROVEMENT</b>	<b>PERS. PROP.</b>	<b>GROSS</b>	<b>EXEMPTION</b>	<b>NI</b>
TOTAL							
CHANGE	852	141,178,178	95,505,162	1,430,796	238,114,136	3,759,219	234,3:

**MESQUITE CITY REDEVELOPMENT AREA - 902**  
**2008-2009 SECURED TAX ROLL**  
**2007-2008 UNSECURED TAX ROLL**  
**03/05/08**

		<b>SECURED</b>		<b>UNSECURED</b>	
		<b>CENTRALLY</b>		<b>CENTRALLY</b>	
	<b>SECURED</b>	<b>ASSESSED</b>	<b>UNSECURED</b>	<b>ASSESSED</b>	<b>TOTAL</b>
<b>BASE YEAR</b>	42,027,820	UNAVAILABLE	2,824,520	UNAVAILABLE	44,852,340
<b>CURRENT YEAR</b>	273,977,320	UNAVAILABLE	34,467,452	UNAVAILABLE	308,444,772
<b>INCREMENT</b>	231,949,500	UNAVAILABLE	31,642,932	UNAVAILABLE	263,592,432
			(PROJECTION INCLUDED)		

**MESQUITE CITY REDEVELOPMENT AREA - 903**  
**2008-2009 SECURED TAX ROLL**  
**2007-2008 UNSECURED TAX ROLL**  
**03/05/08**

		<b>SECURED</b>		<b>UNSECURED</b>	
		<b>CENTRALLY</b>		<b>CENTRALLY</b>	
	<b>SECURED</b>	<b>ASSESSED</b>	<b>UNSECURED</b>	<b>ASSESSED</b>	<b>TOTAL</b>
<b>BASE YEAR</b>	154,930	UNAVAILABLE	0	UNAVAILABLE	154,930
<b>CURRENT YEAR</b>	2,560,347	UNAVAILABLE	0	UNAVAILABLE	2,560,347
<b>INCREMENT</b>	2,405,417	UNAVAILABLE	0	UNAVAILABLE	2,405,417
			(PROJECTION INCLUDED)		