

Mail deed and tax notice to:

S & S Construction, Inc.  
1363 East 170 South, Suite 301  
St. George, UT 84790

**DOC # 20240006268**

Warranty Deed Page 1 of 1  
Gary Christensen Washington County Recorder  
03/01/2024 11:59:36 AM Fee \$ 40.00  
By S & S CONSTRUCTION INC



Tax I.D. SG-DESC-2B-220

The space above is for the recorder's use

**WARRANTY DEED**

Desert Cliffs Development, LLC, a Utah Limited Liability Company, grantor, of St. George, County of Washington, State of Utah, hereby

**CONVEY and WARRANT to**

S & S Construction, Inc., a Utah Corporation, grantee of St. George, County of Washington, State of Utah, for the sum of ten dollars and other good and valuable consideration the following described tract of land in Washington County, State of Utah:

All of Lot 220, DESERT CLIFFS – PHASE 2B SUBDIVISION, according to the Official Plat thereof, on file in the Office of the Recorder of Washington County, State of Utah.

Together with all improvements and appurtenances thereunto belonging, and being subject to easements, rights of way, restrictions, and reservations of record and those enforceable in law and equity. Witness the hand of said grantor, this February 26, 2024.

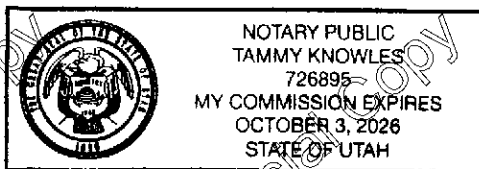
Desert Cliffs Development, LLC, a Utah Limited Liability Company

By: DS-LLC  
Devin Sullivan, Governing Person

**NOTARY**

State of Utah )  
County of Washington )

On February 26, 2024, personally appeared before me, Devin Sullivan, who being by me duly sworn, did say that he is a Governing Person of Desert Cliffs Development, LLC, a Utah Limited Liability Company, the limited liability company that executed the herein instrument and acknowledged the instrument to be the free and voluntary act and deed of the Limited Liability Company, by authority of statute, its articles of organization or its operating agreement, for the uses and purposes herein mentioned, and on oath stated that he is authorized to execute this instrument on behalf of the limited liability company.



Tammy Knowles  
, Notary Public