

LMD 2 was formed in 1982 and consists of single-family homes, condominiums, multi-family units, commercial, and vacant properties. Each year, property owners within LMD 2 pay an annual amount through their property tax bill to support the maintenance of the District and its capital cost.

To improve the service level of LMD 2, property owners passed Proposition 218 ballots on June 5, 2013.

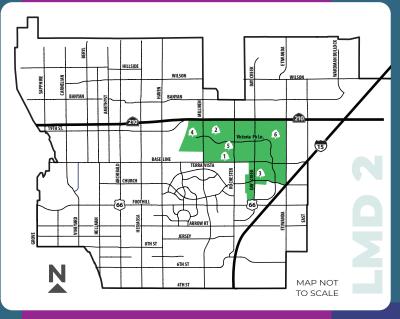


\$589.22 PER SINGLE-FAMILY RESIDENCE

\$433.62 CONDOMINIUM UNIT

\$411.96 MULTI-FAMILY UNIT

With the funds collected, LMD 2 maintains six parks and landscaping in public areas such as turf, ground cover, shrubs, trees, paseos, trails, sprinklers, and irrigation systems.



NEIGHBORHOOD LANDSCAPE DISTRICT NO. 2

FISCAL YEAR 2025/26 UPDATE





IMPROVEMENT

PROJECTS SCHEDULED FOR FY 2025/26

- Drought tolerant landscaping Victoria
- Paseo lighting repairs VG6 & VG7
- Drought tolerant landscaping LMD 2 Parkways

COMPLETED PROJECTS

- Drought tolerant landscaping Victoria Park Lane
- Vintage Park lighting upgrade
- Victoria Park Lane DG trail renovation

FUTURE PROJECTS

- Paseo Lighting Repairs VW 21
- Ellena Park shade structure replacement
- Playground surfacing replacement



DROUGHT & WATER CONSERVATION

To comply with statewide water conservation mandates, the City of Rancho Cucamonga has stopped irrigation of "non-functional" turf within some City parkways. This does not include trees and grass used for recreation, such as sports fields, school yards, and parks.

For more information on water regulations and the drought, visit www.CityofRC.us/ droughtinfo.

PARKS

- 1. Ellena Park
- 2. Kenyon Park

- 3. Victoria Arbors Park 4. Victoria Groves Park 5. Vintage Park 6. Windrows Park

PUBLIC WORKS DEPARTMENT (1-909-774-4100

- For landscape/park maintenance CityofRC.us/RC2Go
 - · Report a fallen tree
- **(1-909-774-2582**

SPECIAL DISTRICTS DIVISION LMD assessment rate questions

- Property tax concerns
- CityofRC.us/RC2Go

MD@CityofRC.us

- **RC MUNICIPAL UTILITIES (RCMU)**
- To report a streetlight outage or repair