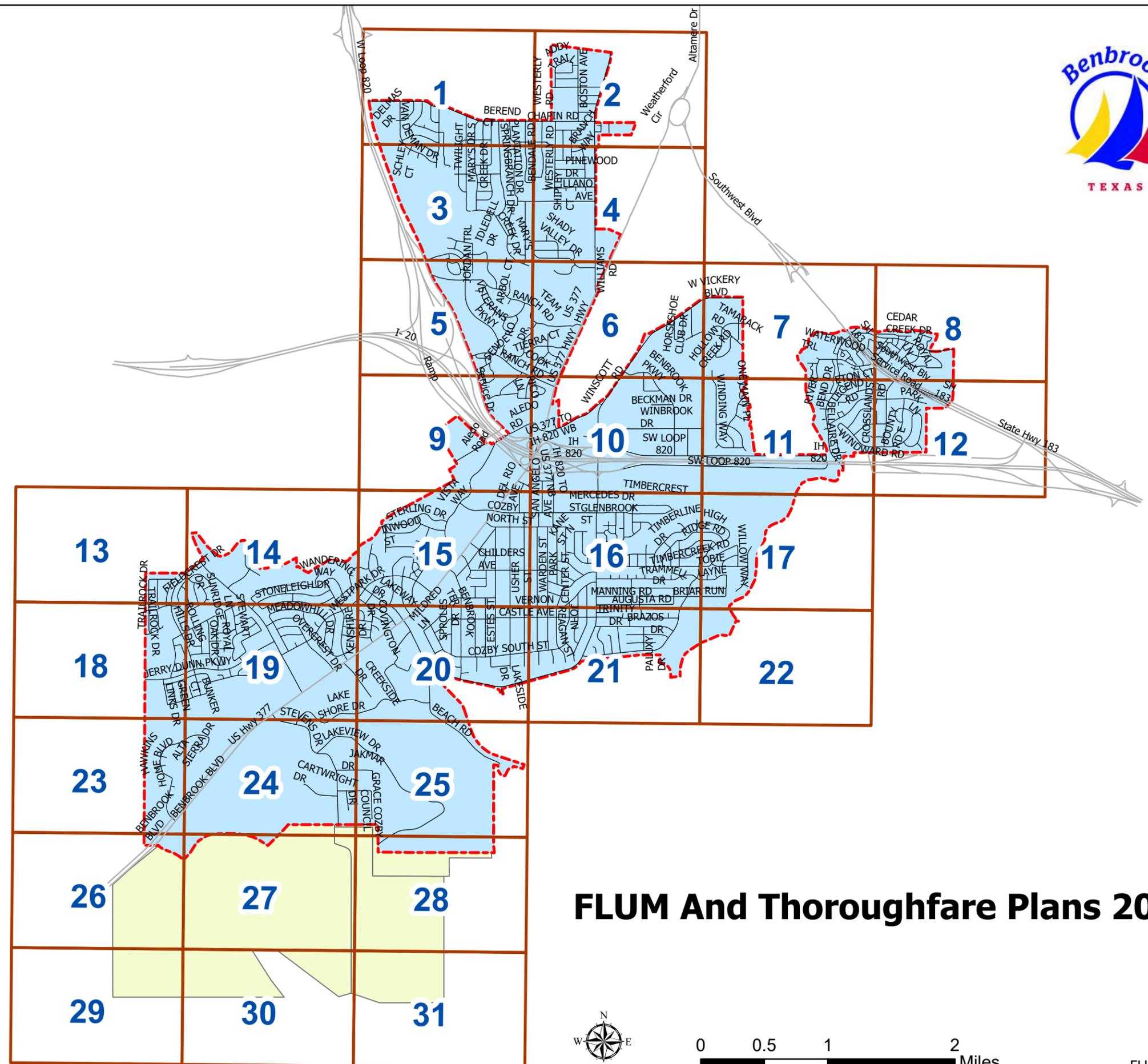


December 2020



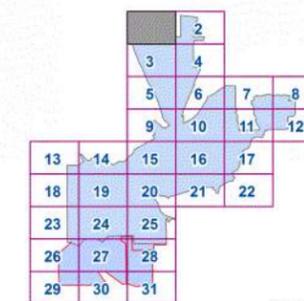
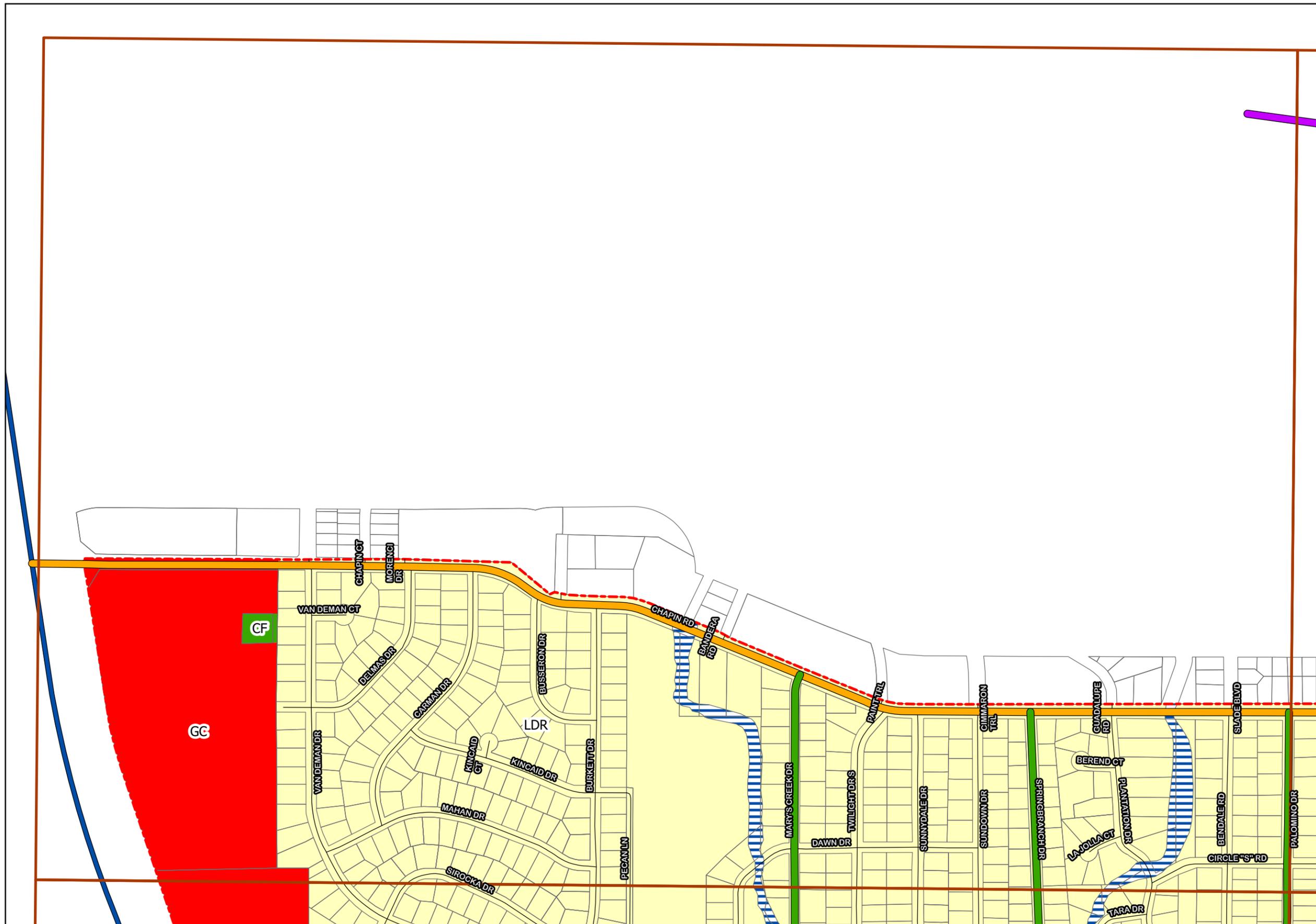
FLUM And Thoroughfare Plans 2040

City of Benbrook



Legend

- Streets
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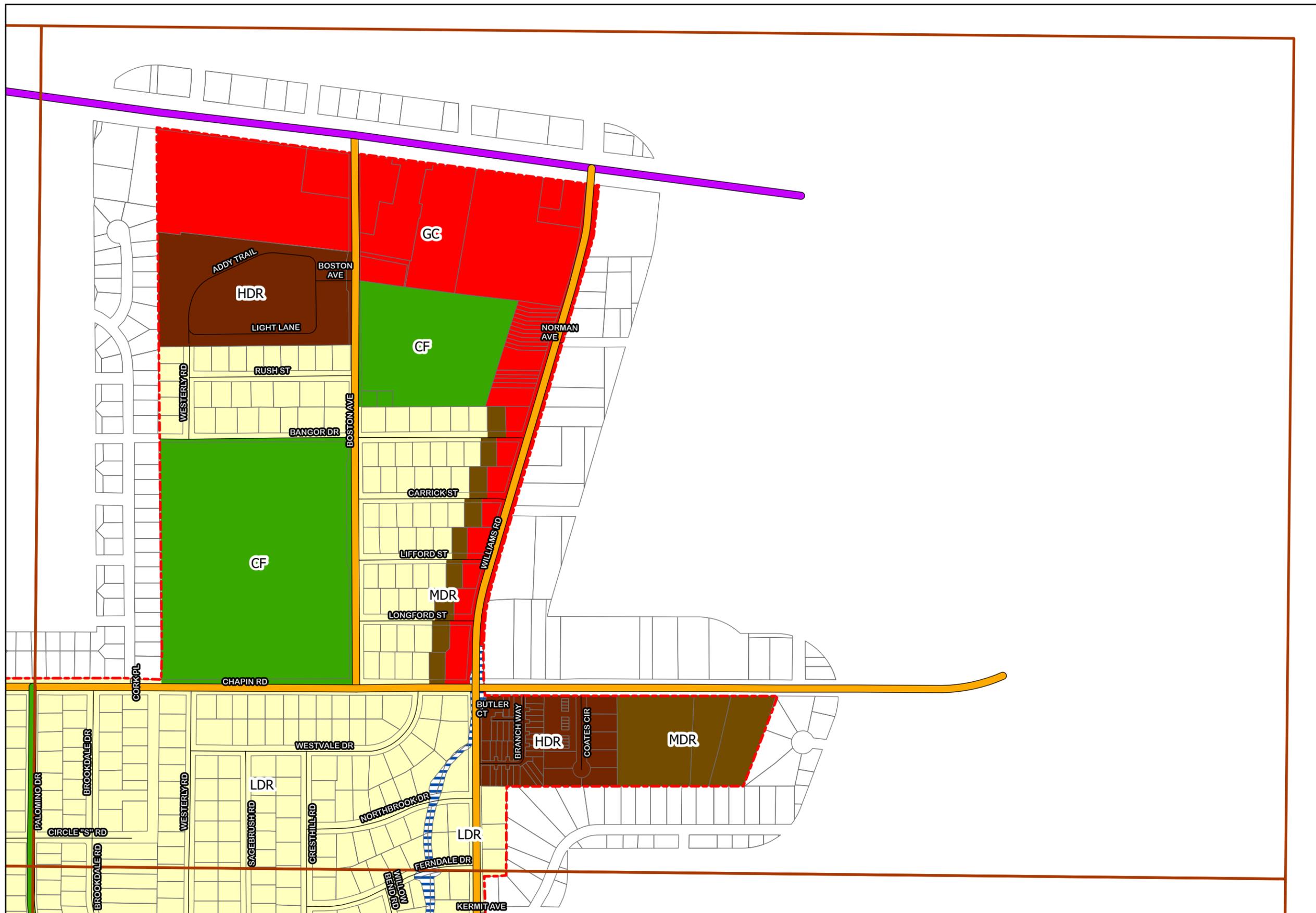


City of Benbrook

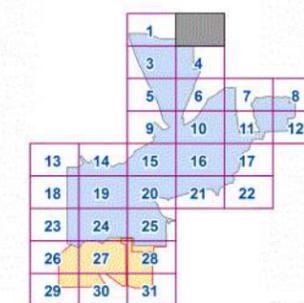


0 0.05 0.1 0.2 Miles

1



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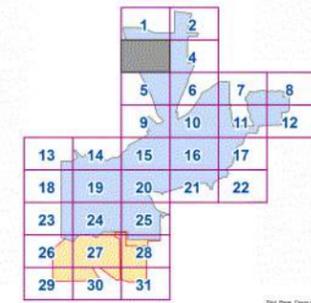
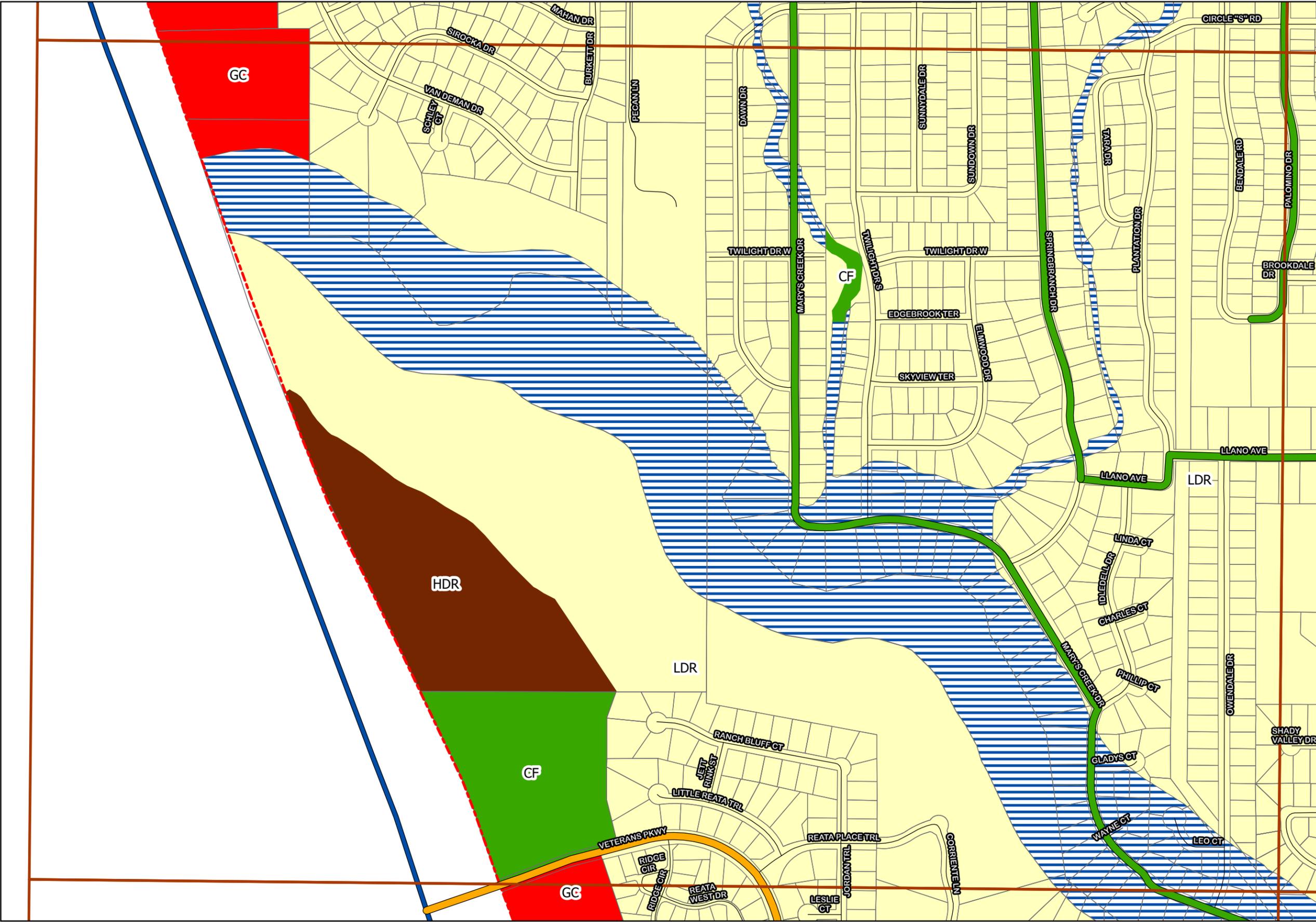
City of Benbrook



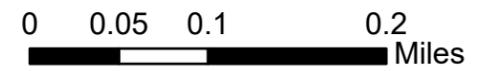
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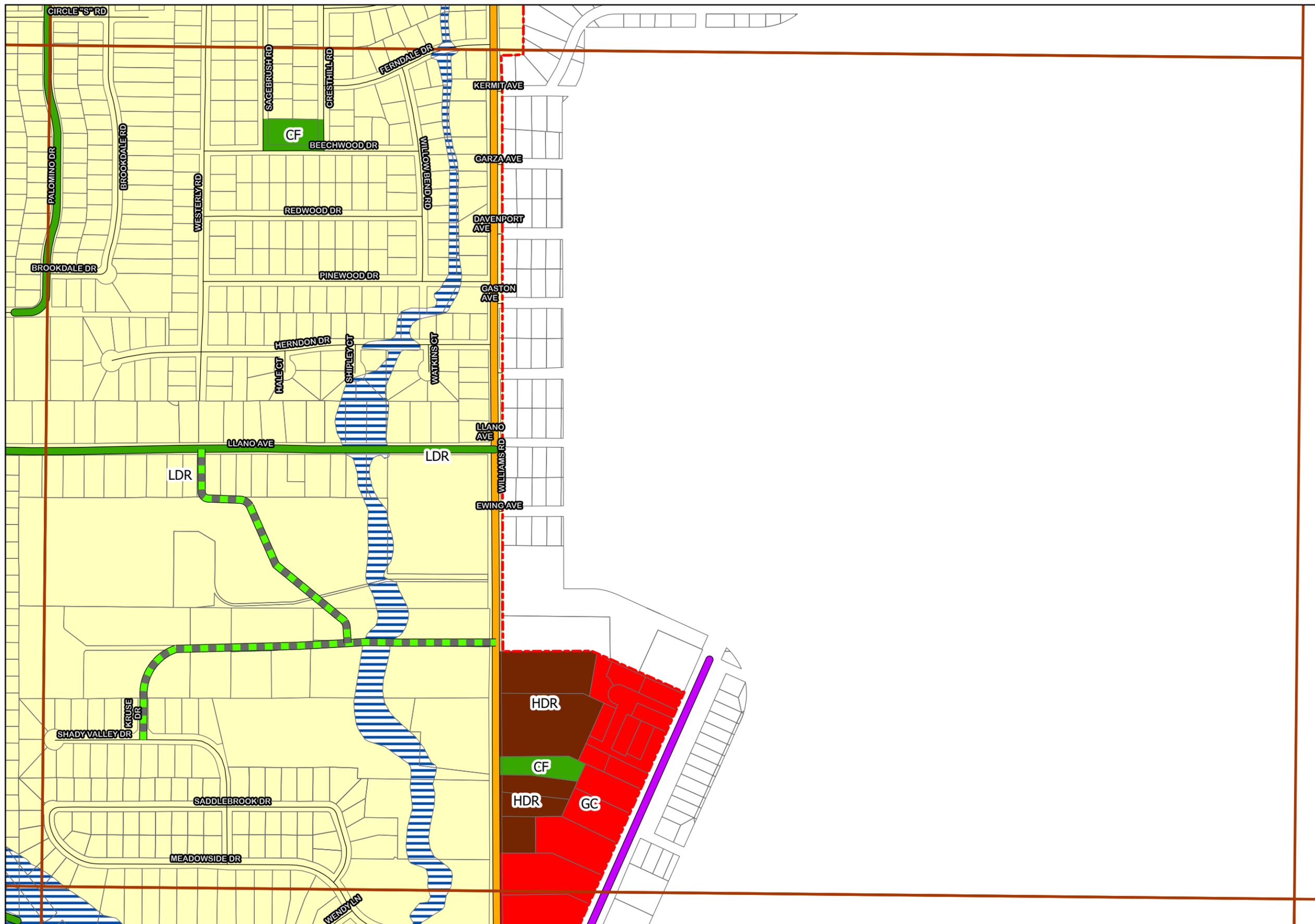


City of Benbrook



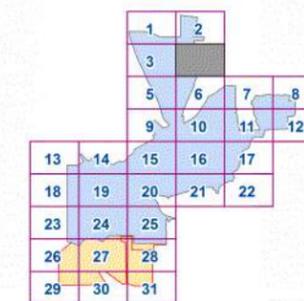
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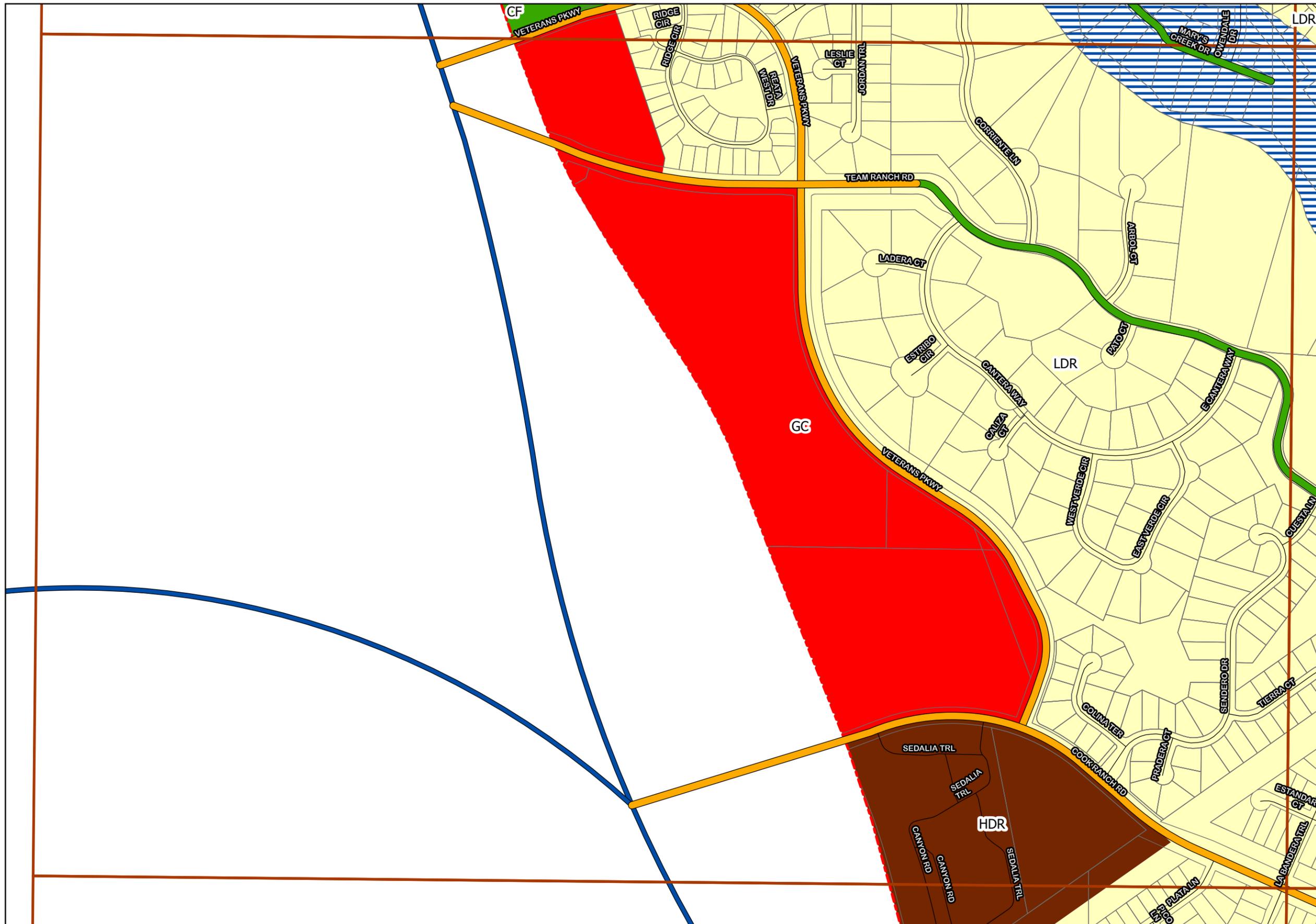
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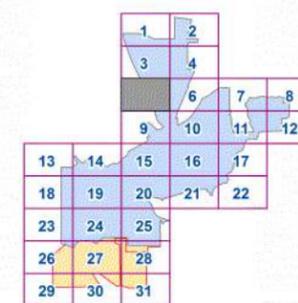
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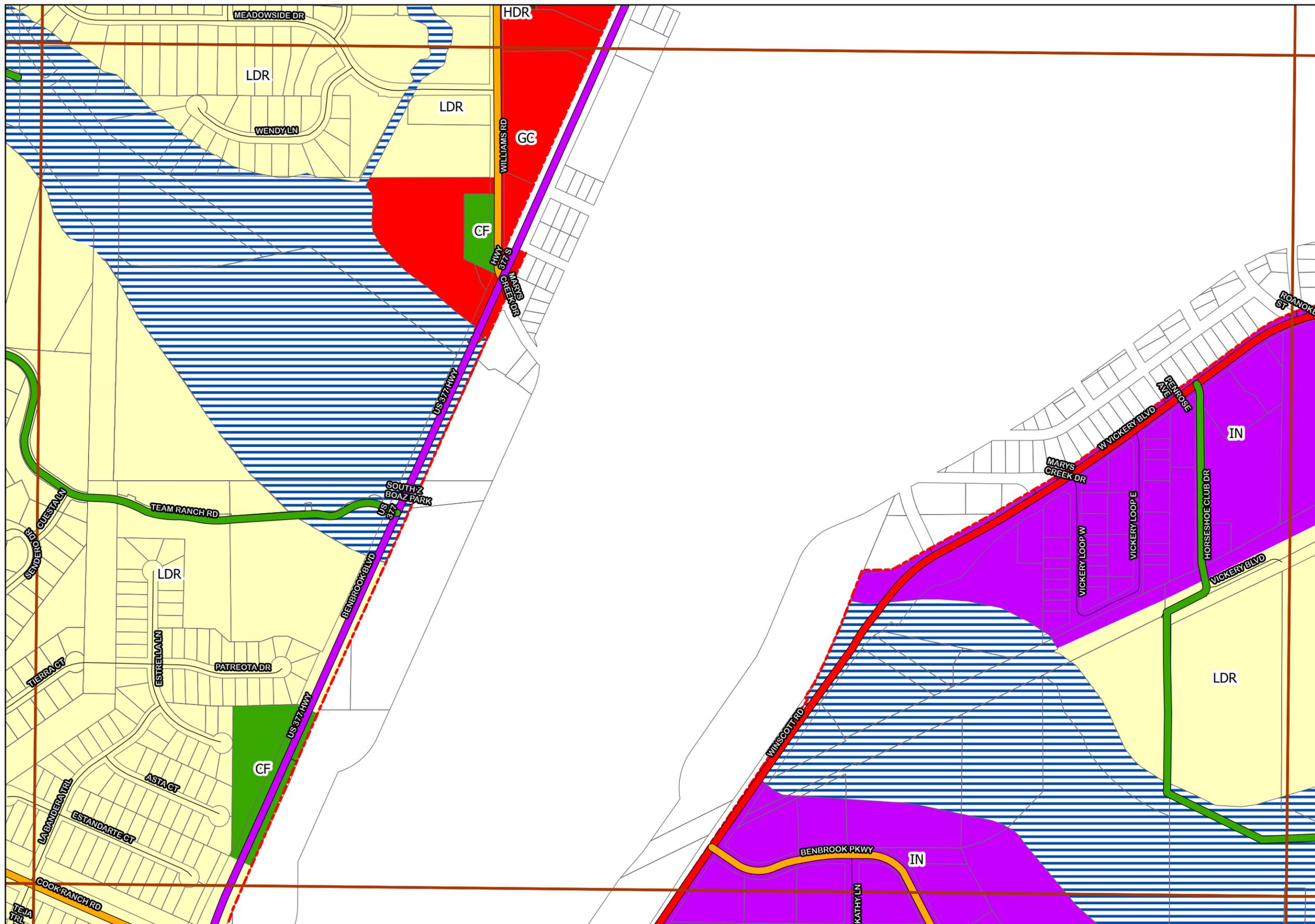
City of Benbrook



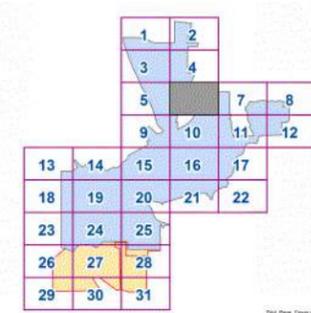
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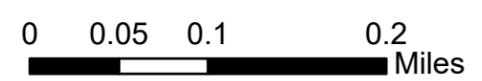
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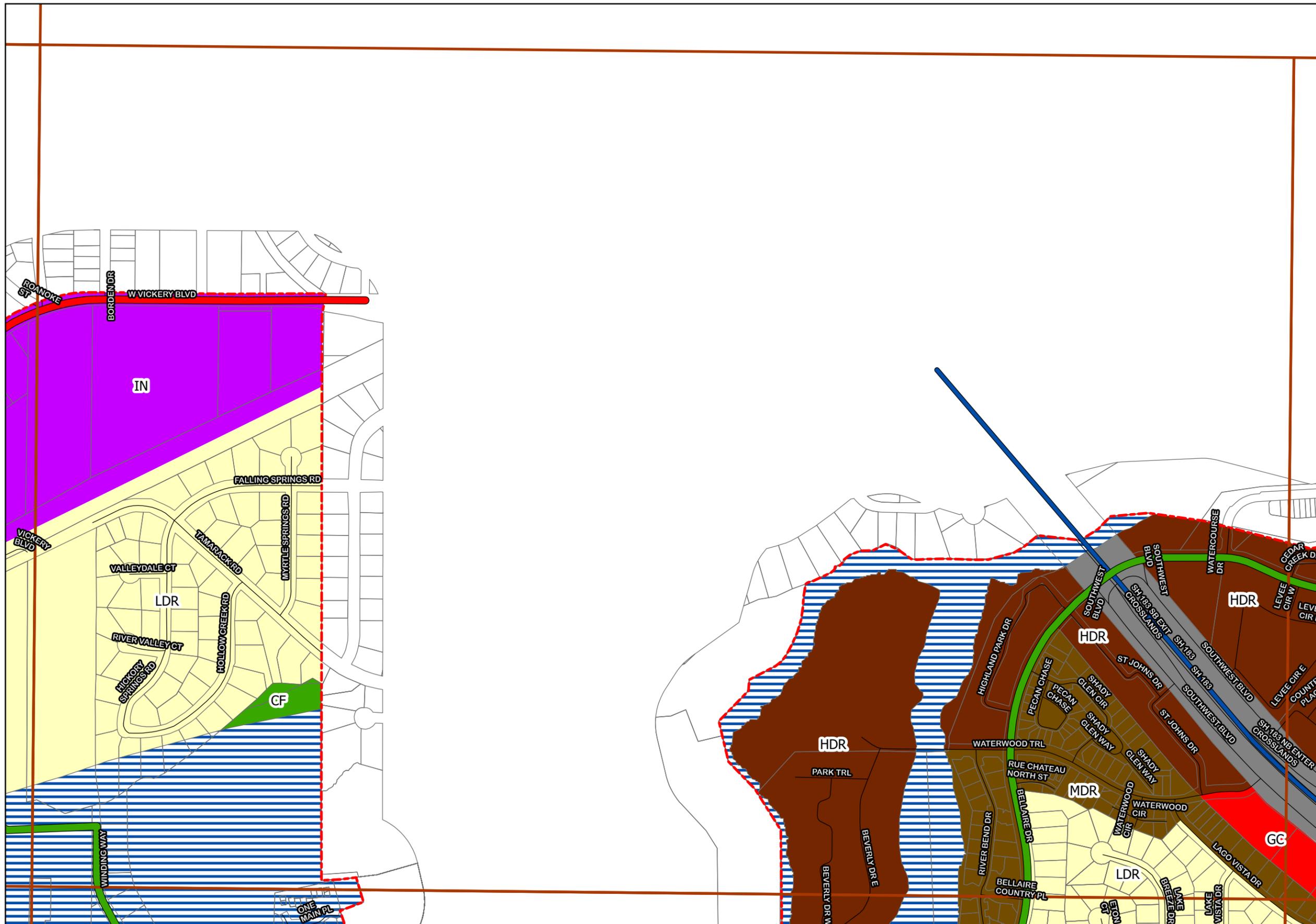
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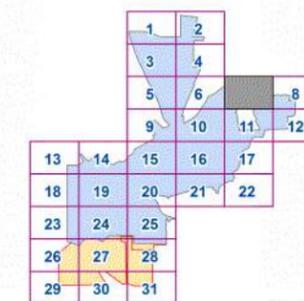


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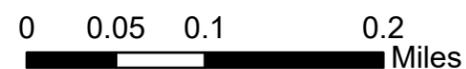


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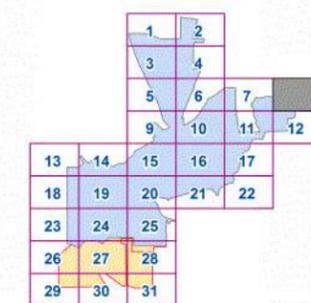
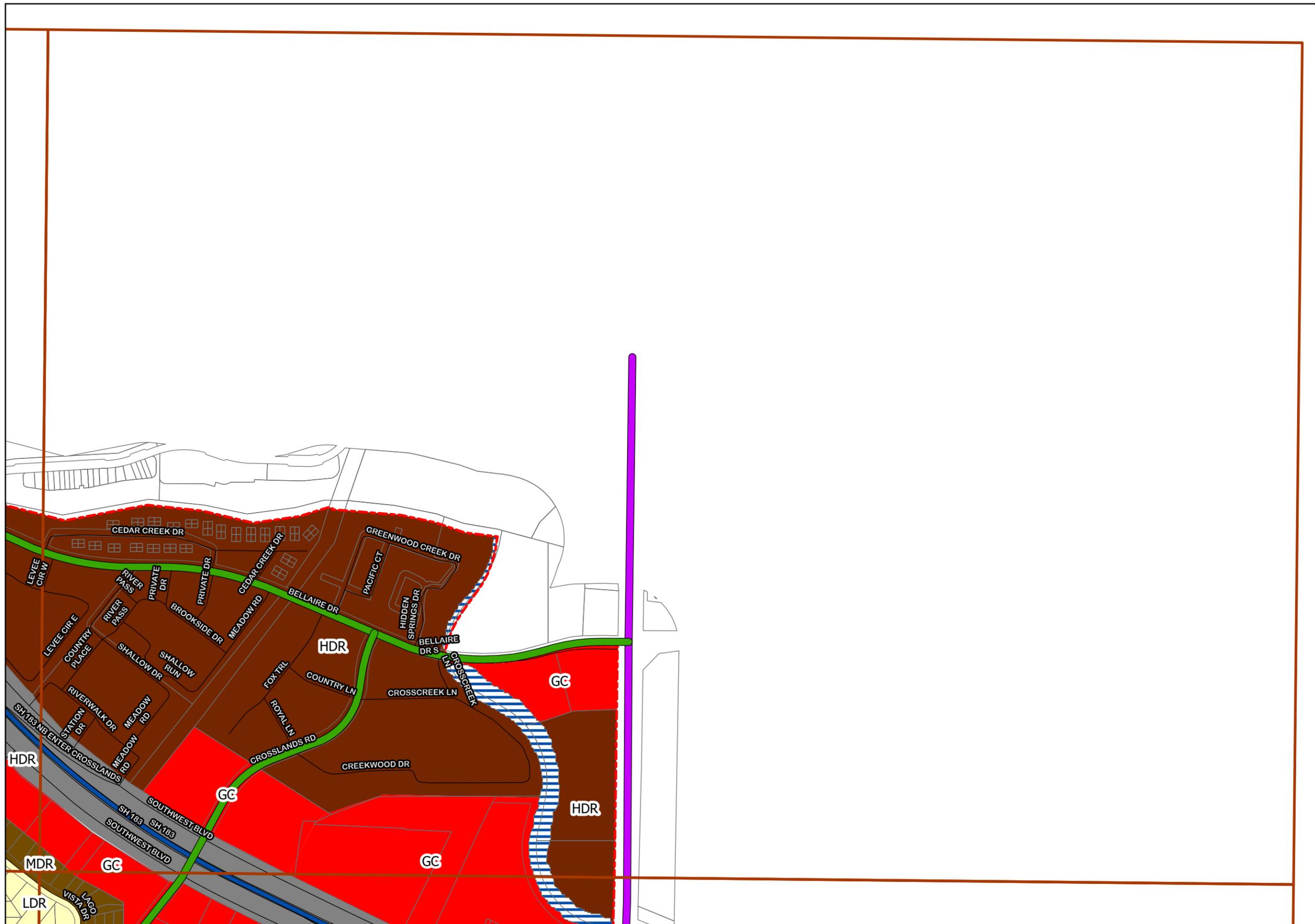
City of Benbrook





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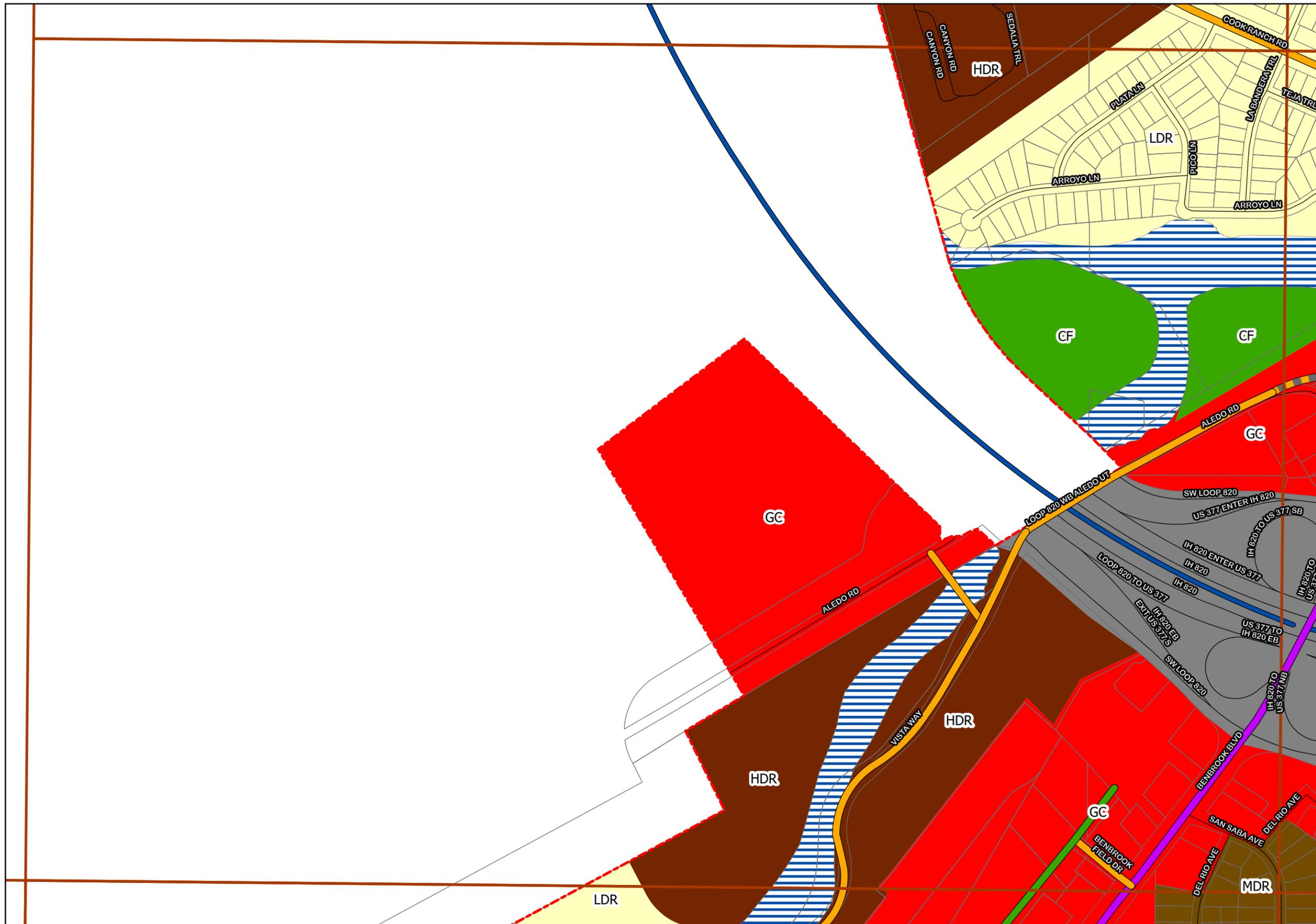
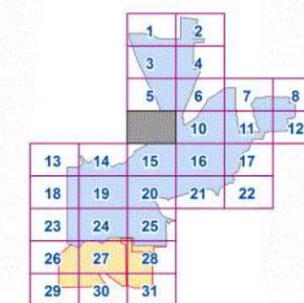


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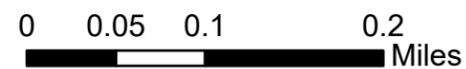


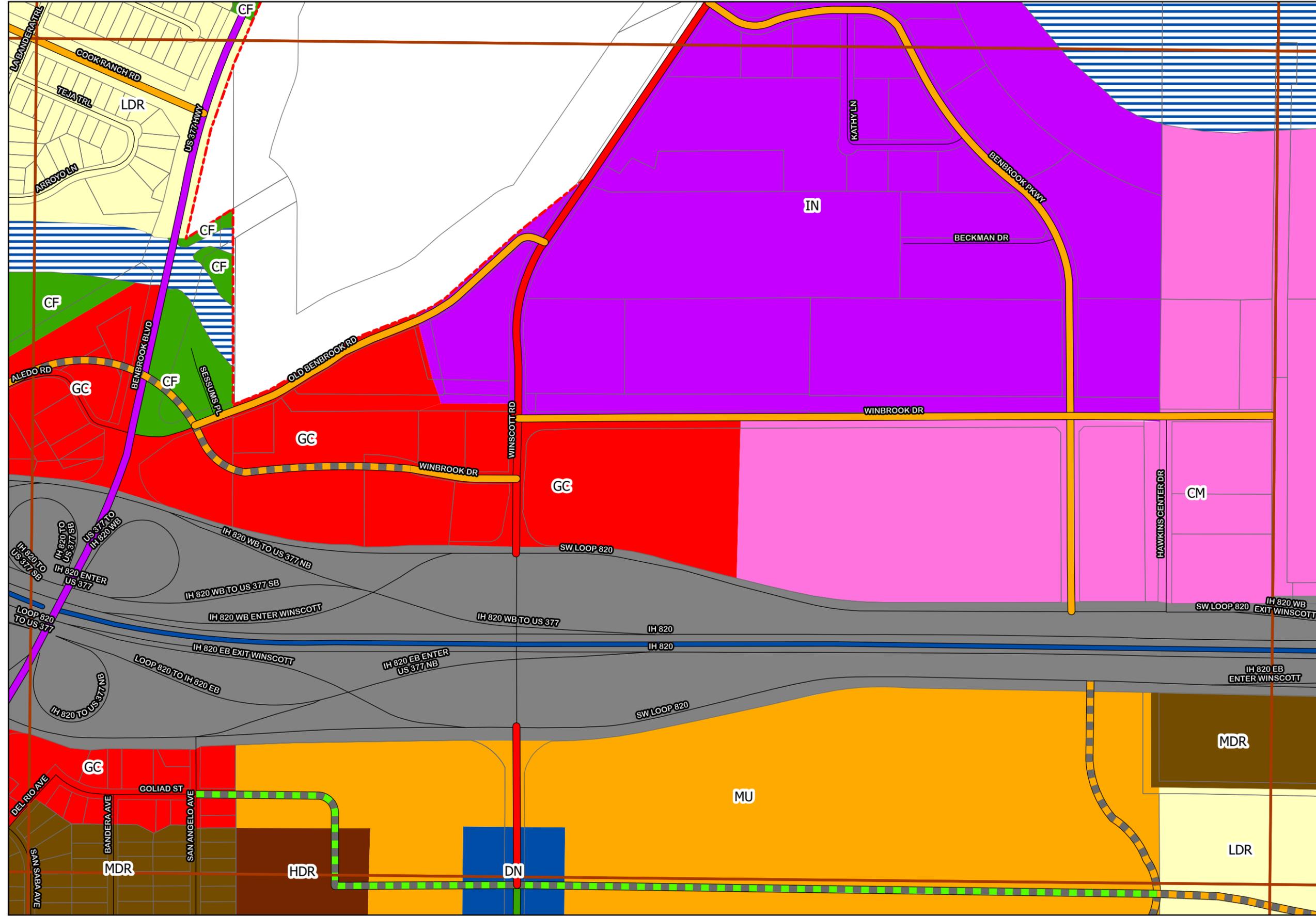
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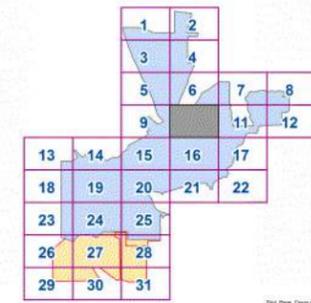


City of Benbrook

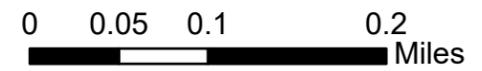




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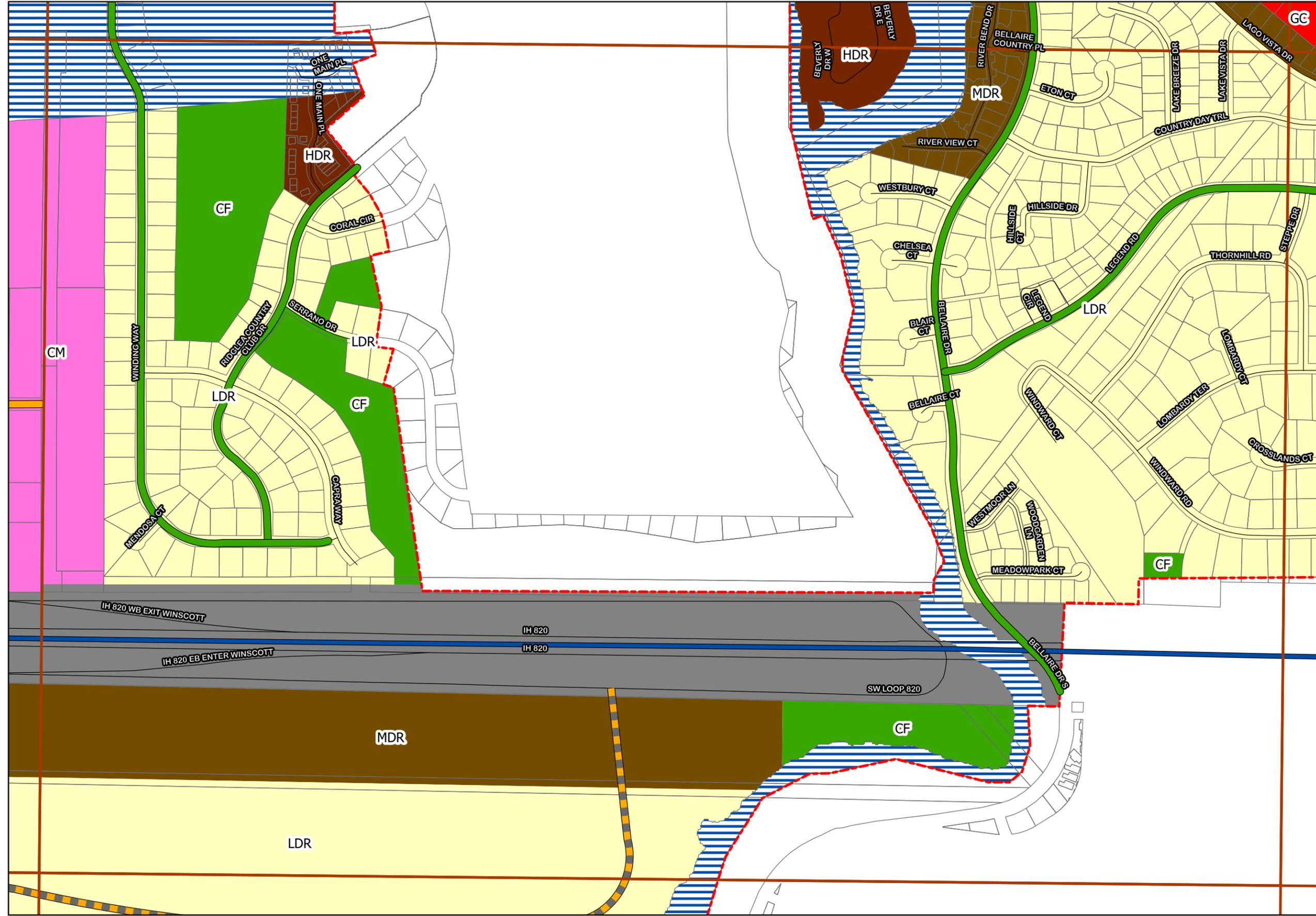


City of Benbrook

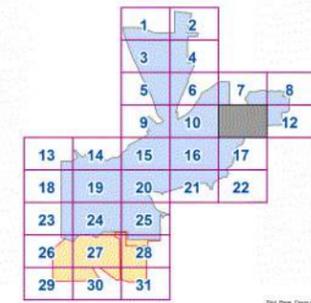


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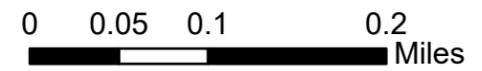
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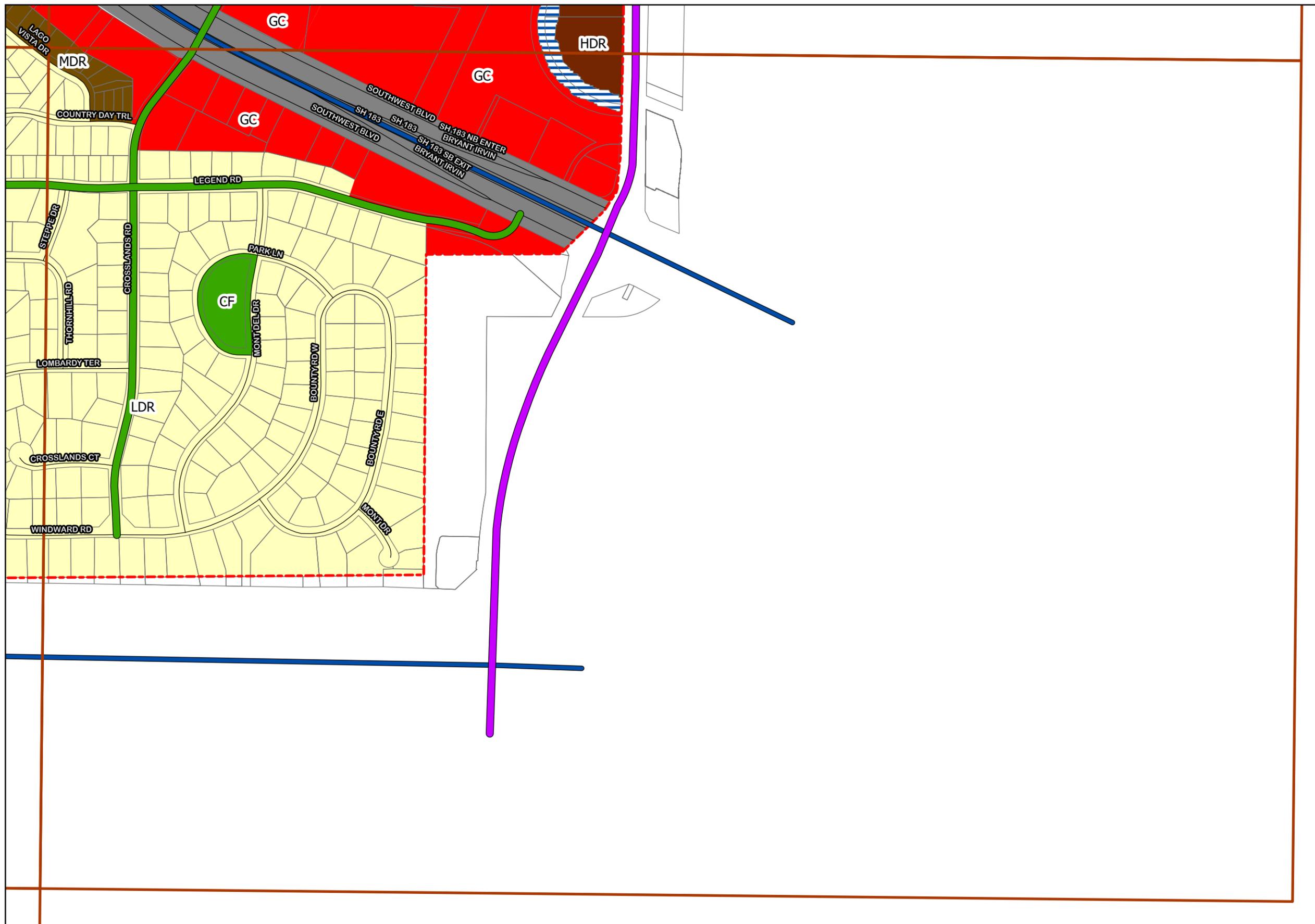


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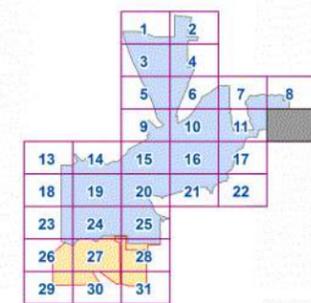


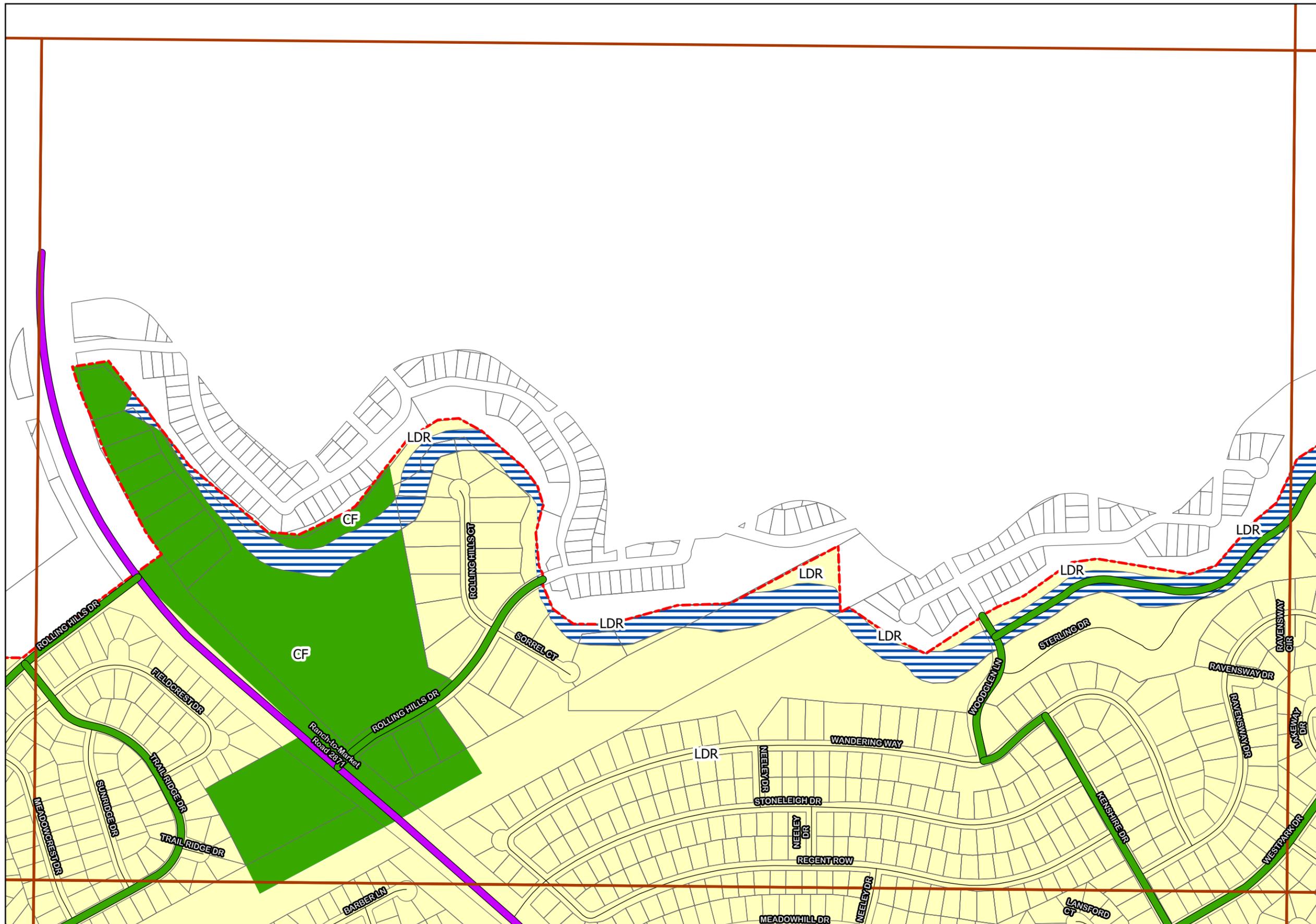
City of Benbrook



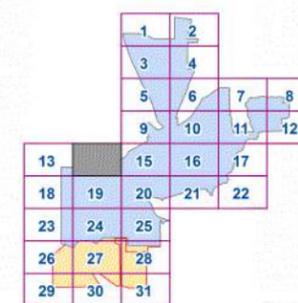


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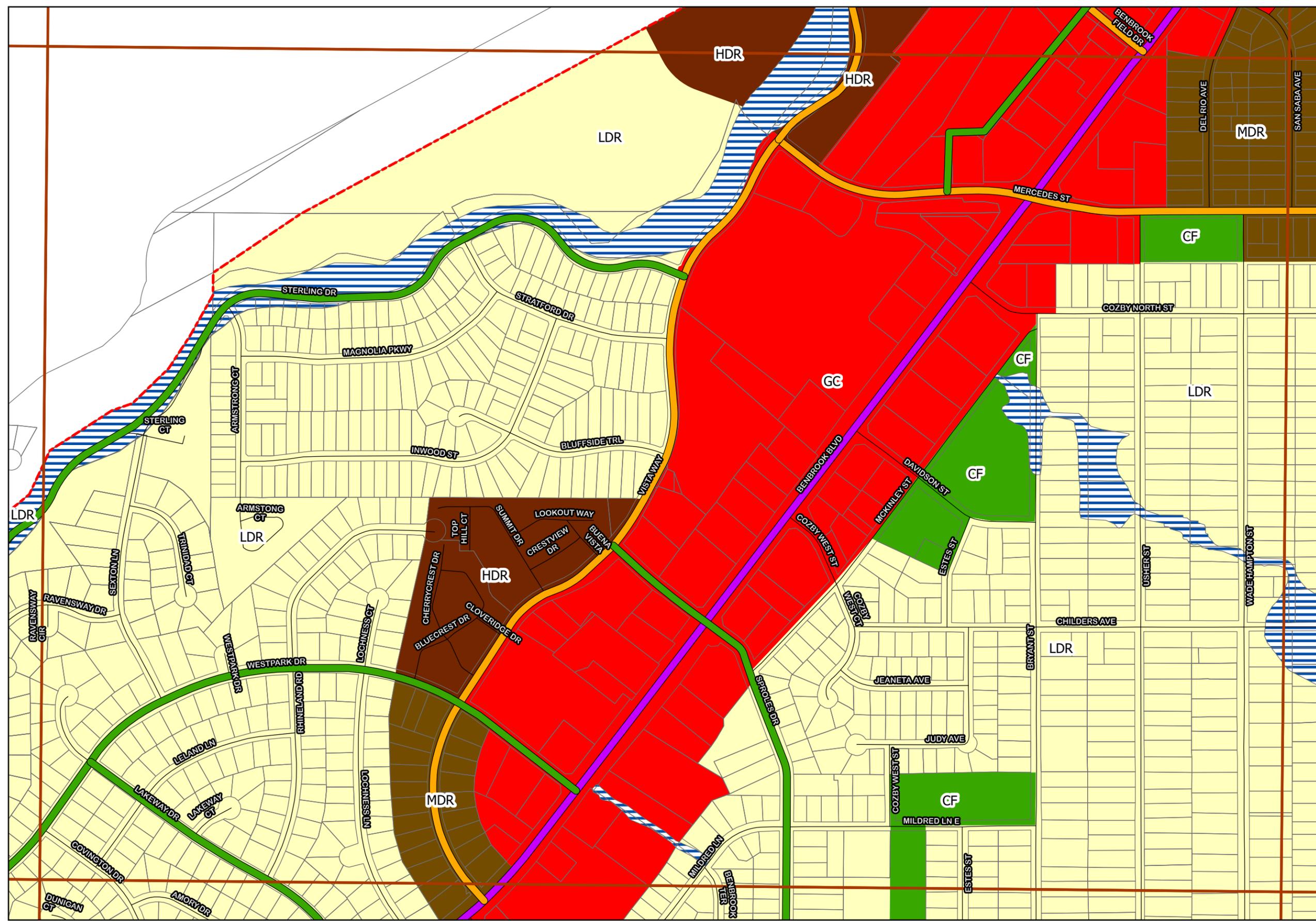


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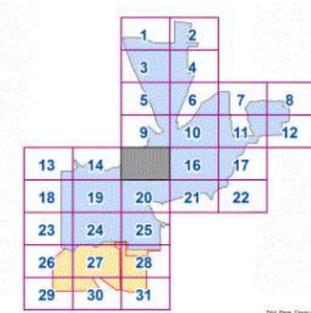


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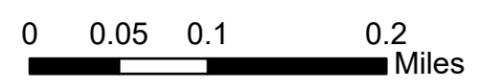
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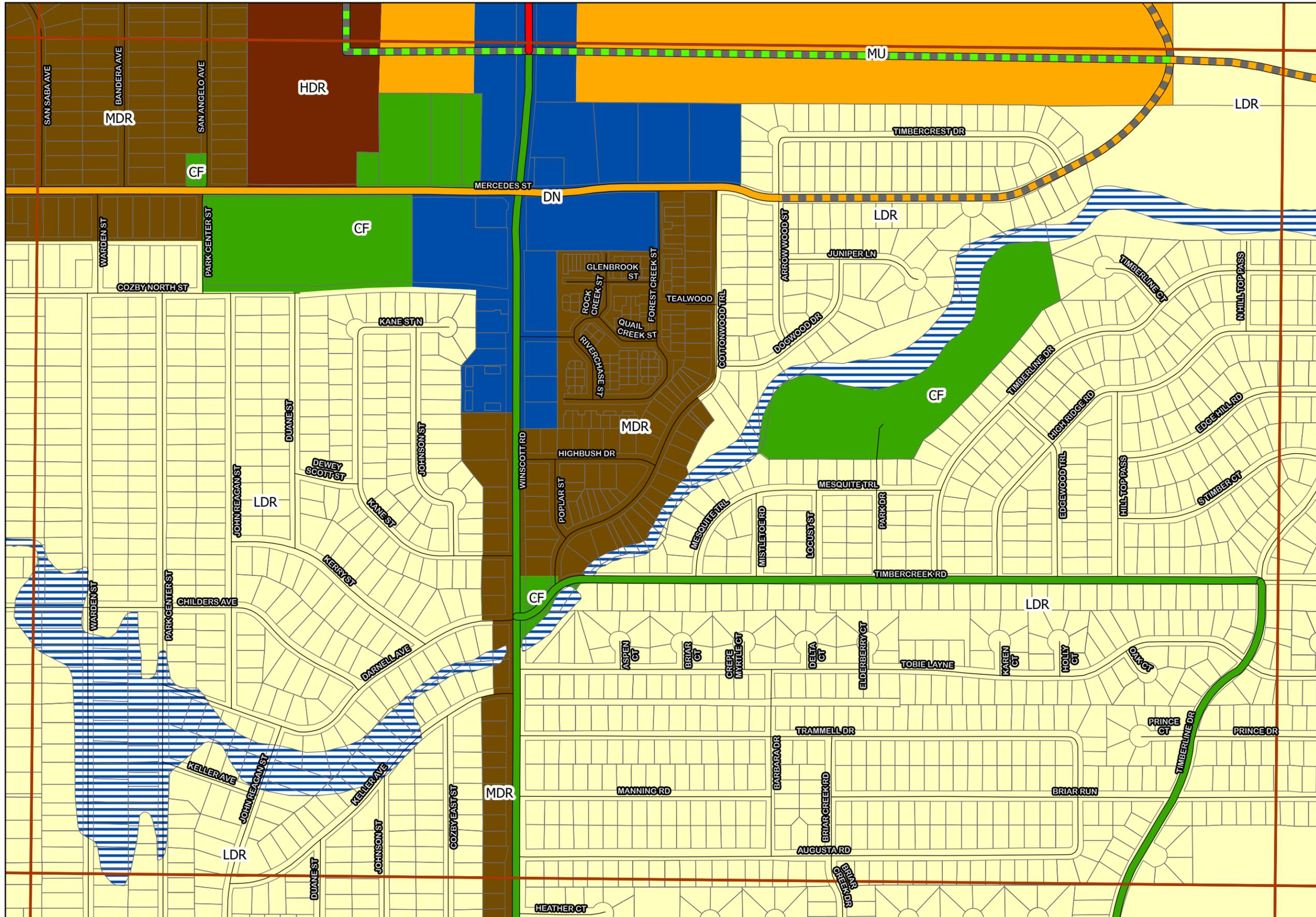


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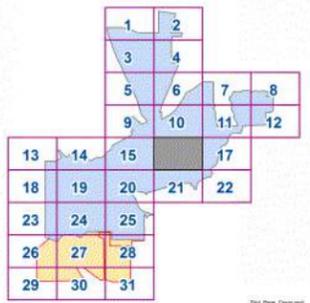
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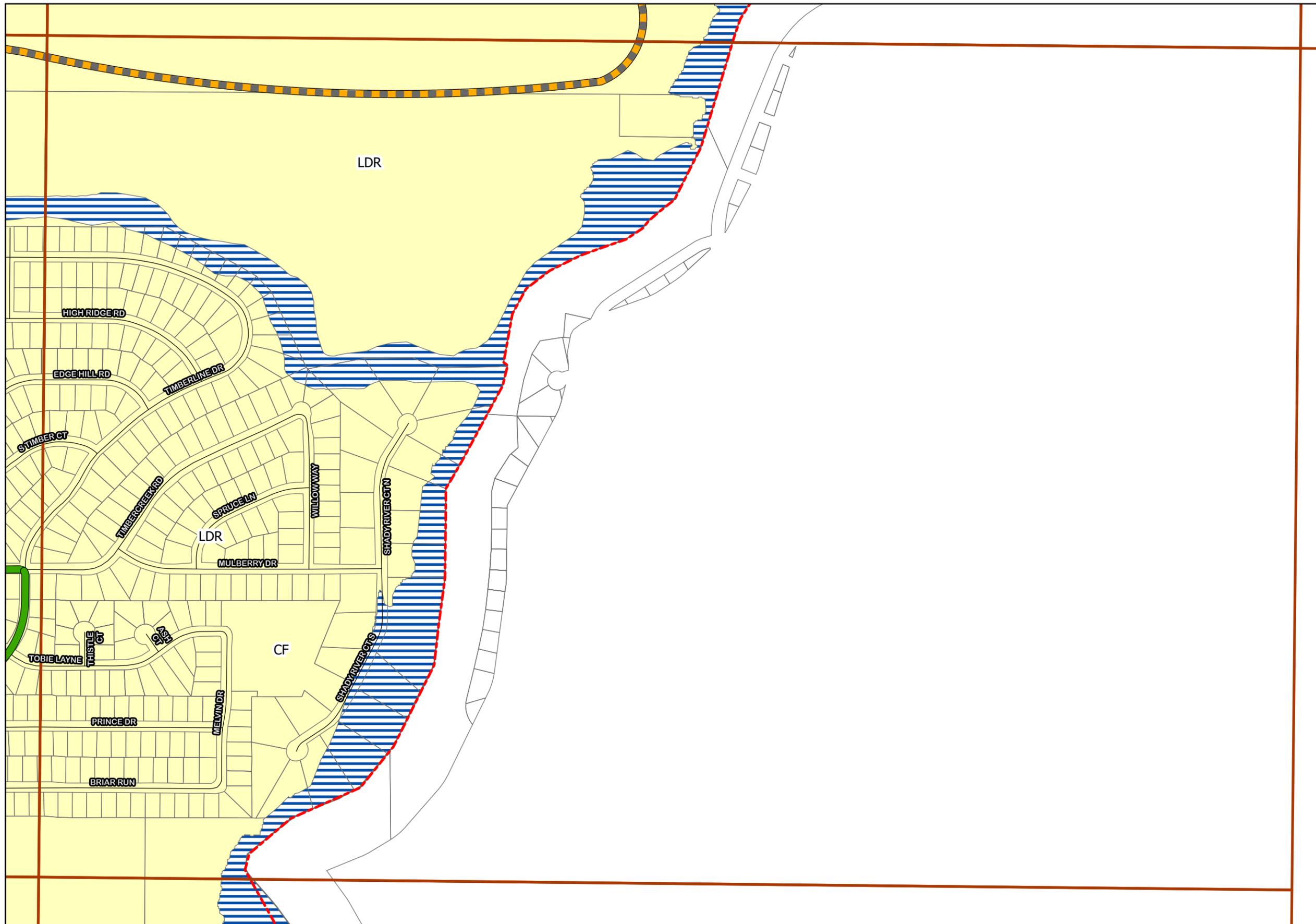




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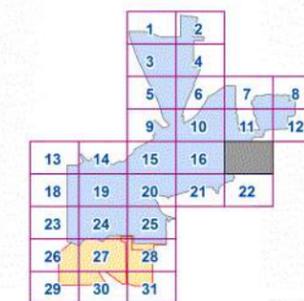
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0 0.05 0.1 0.2 Miles

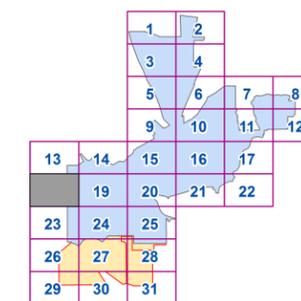
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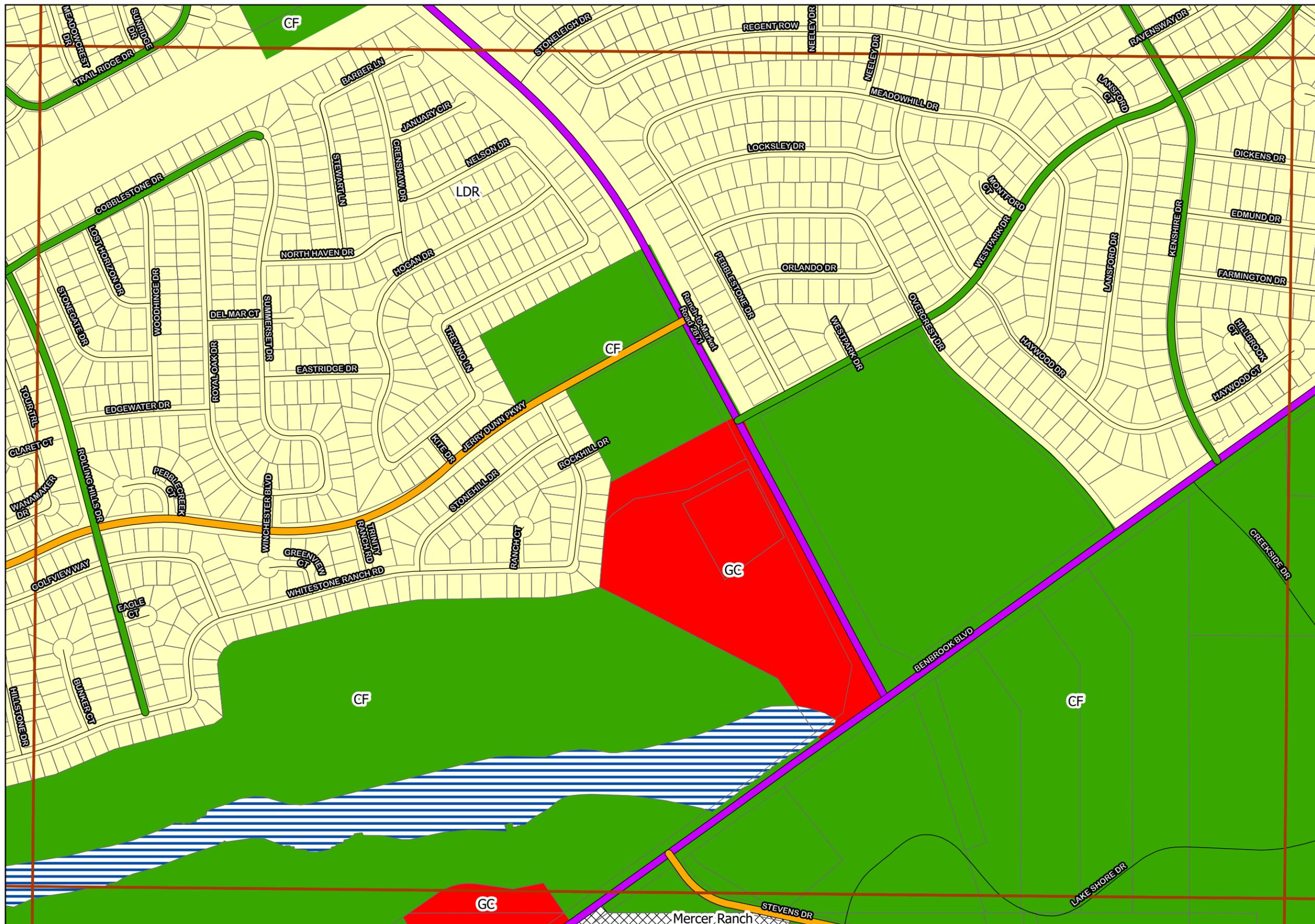
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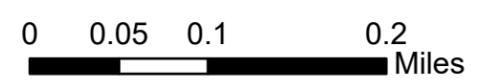
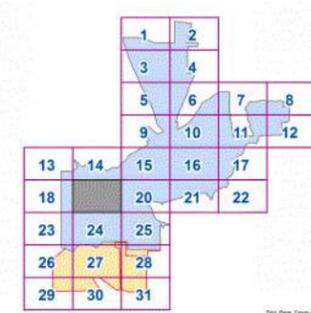
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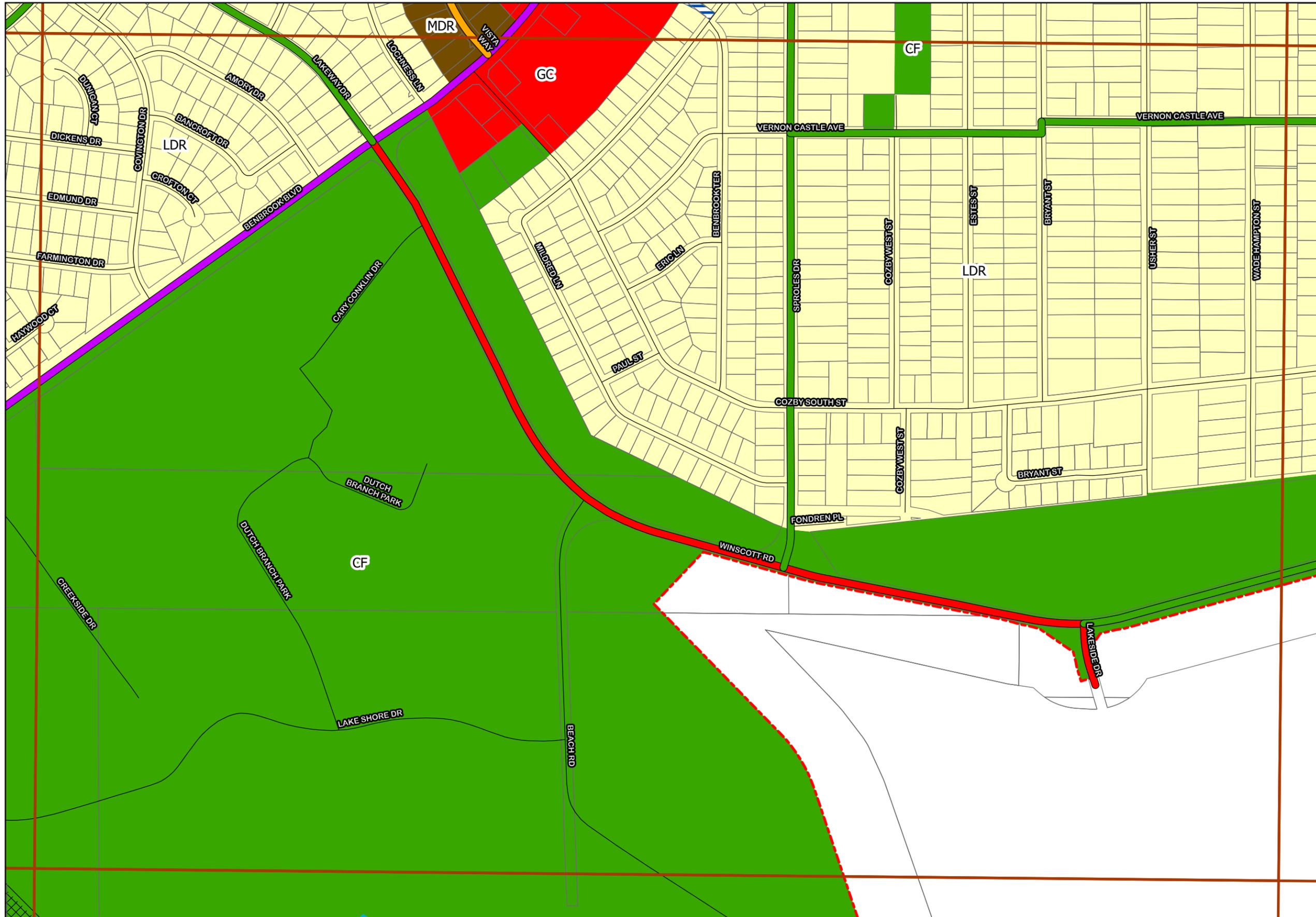
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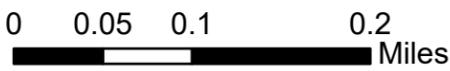
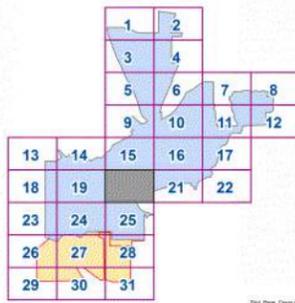


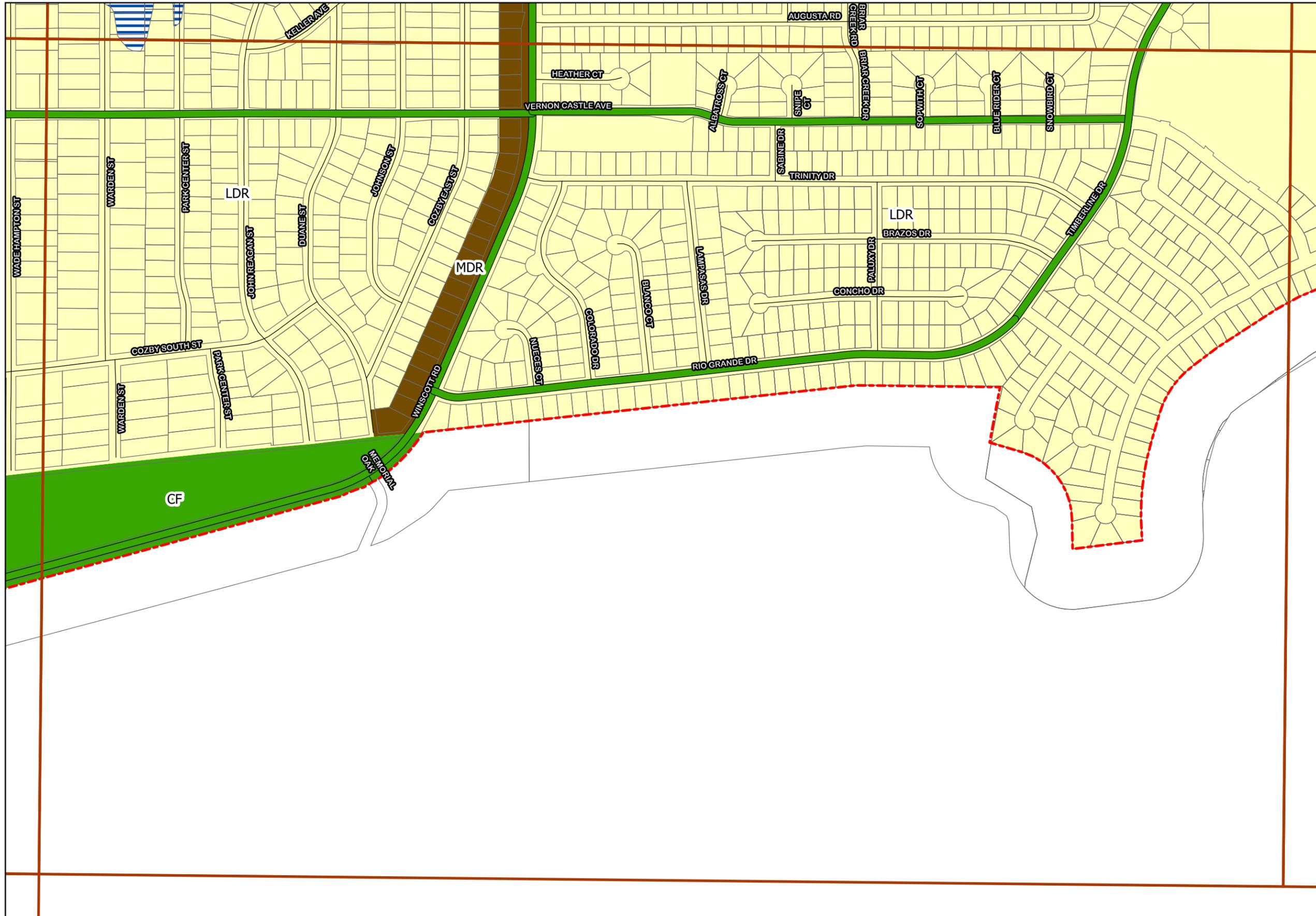
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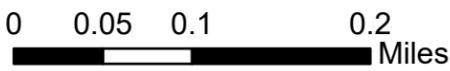
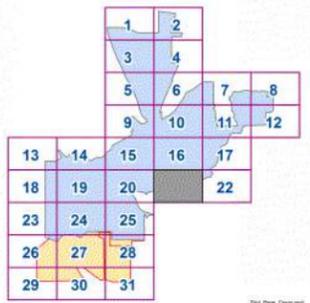


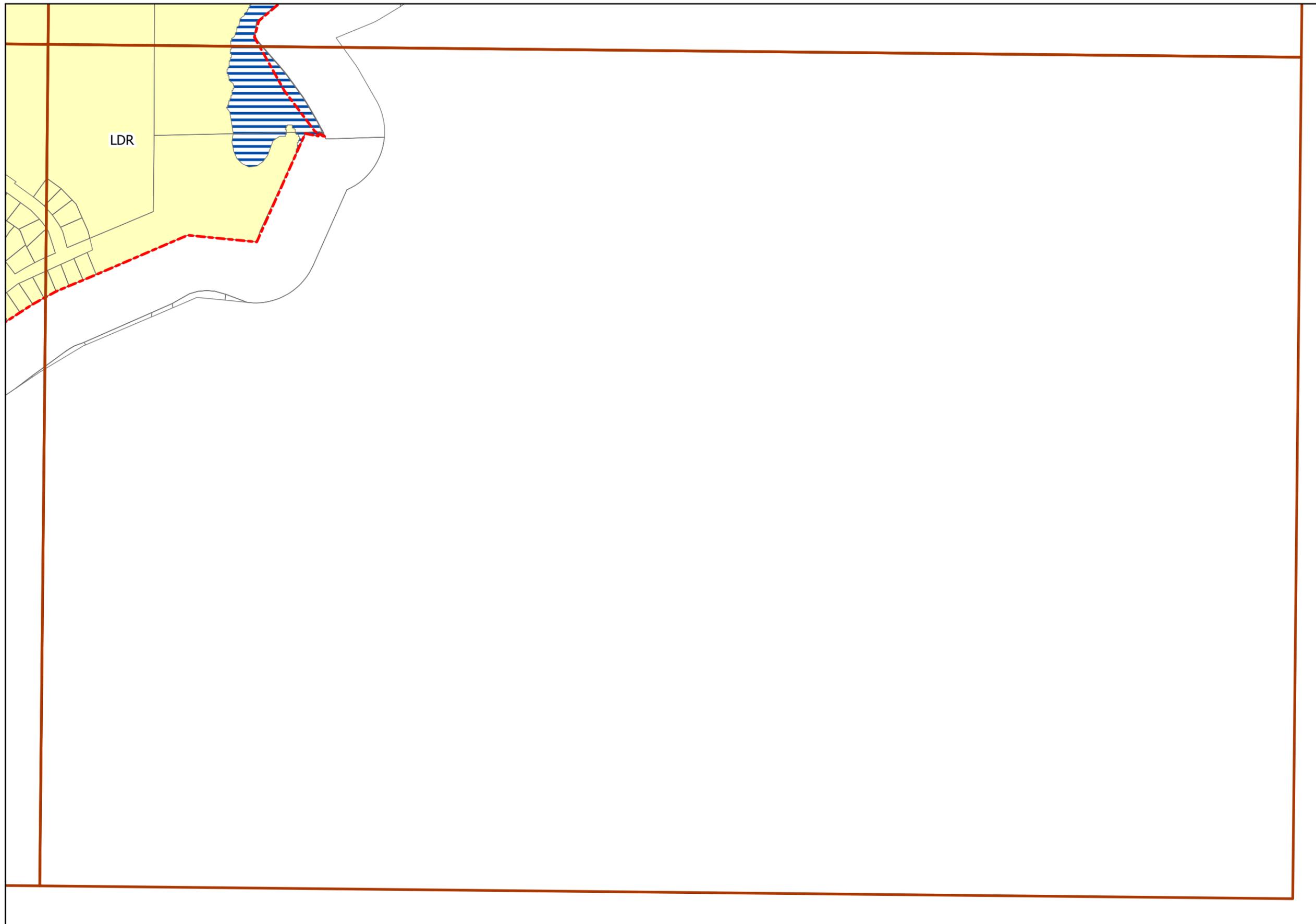
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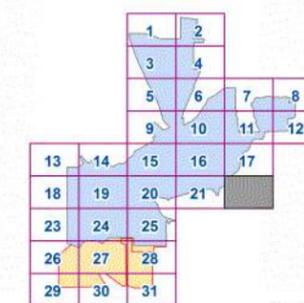
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City of Benbrook



0 0.05 0.1 0.2 Miles

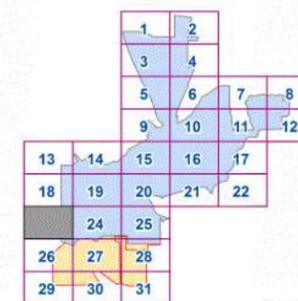
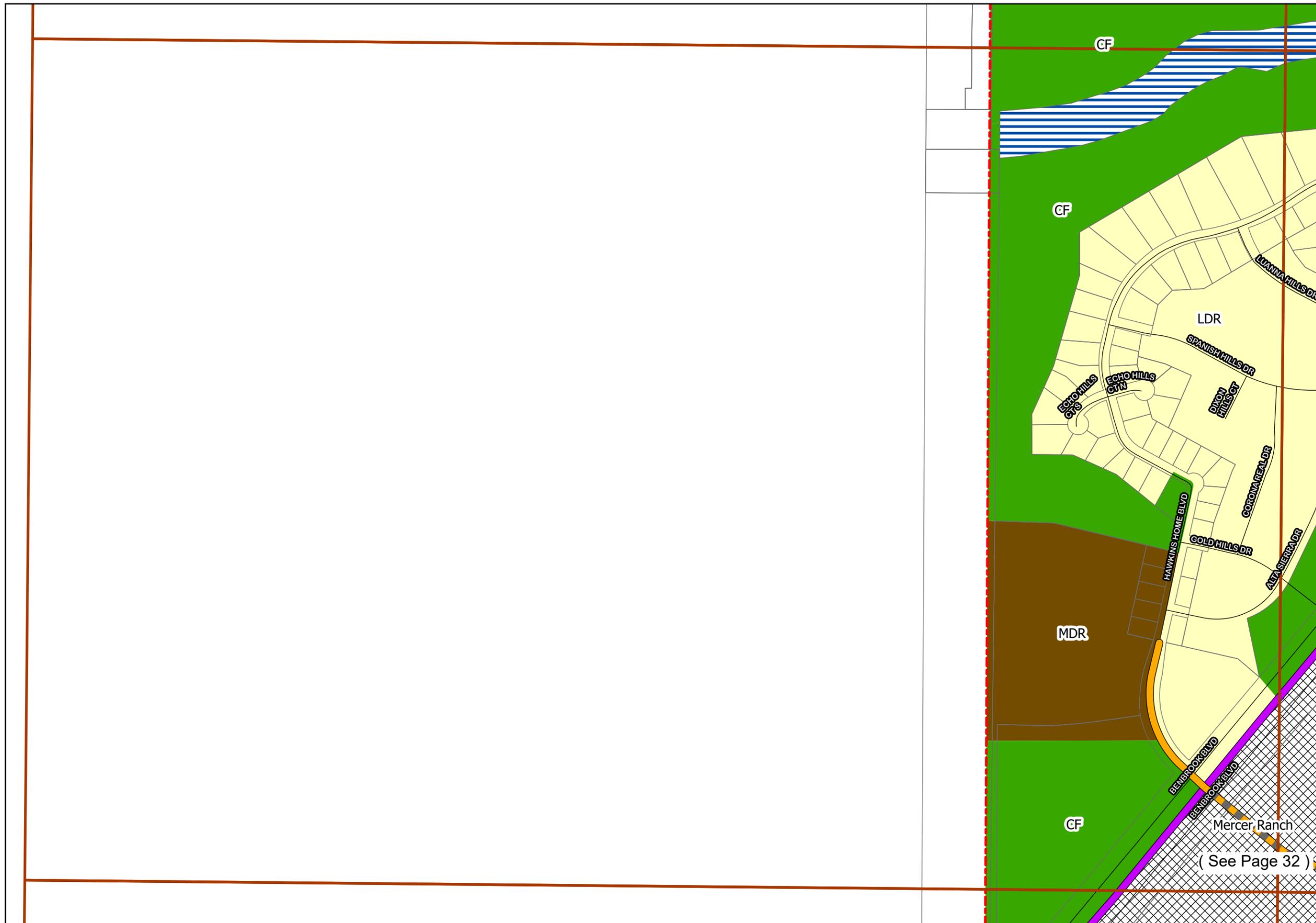
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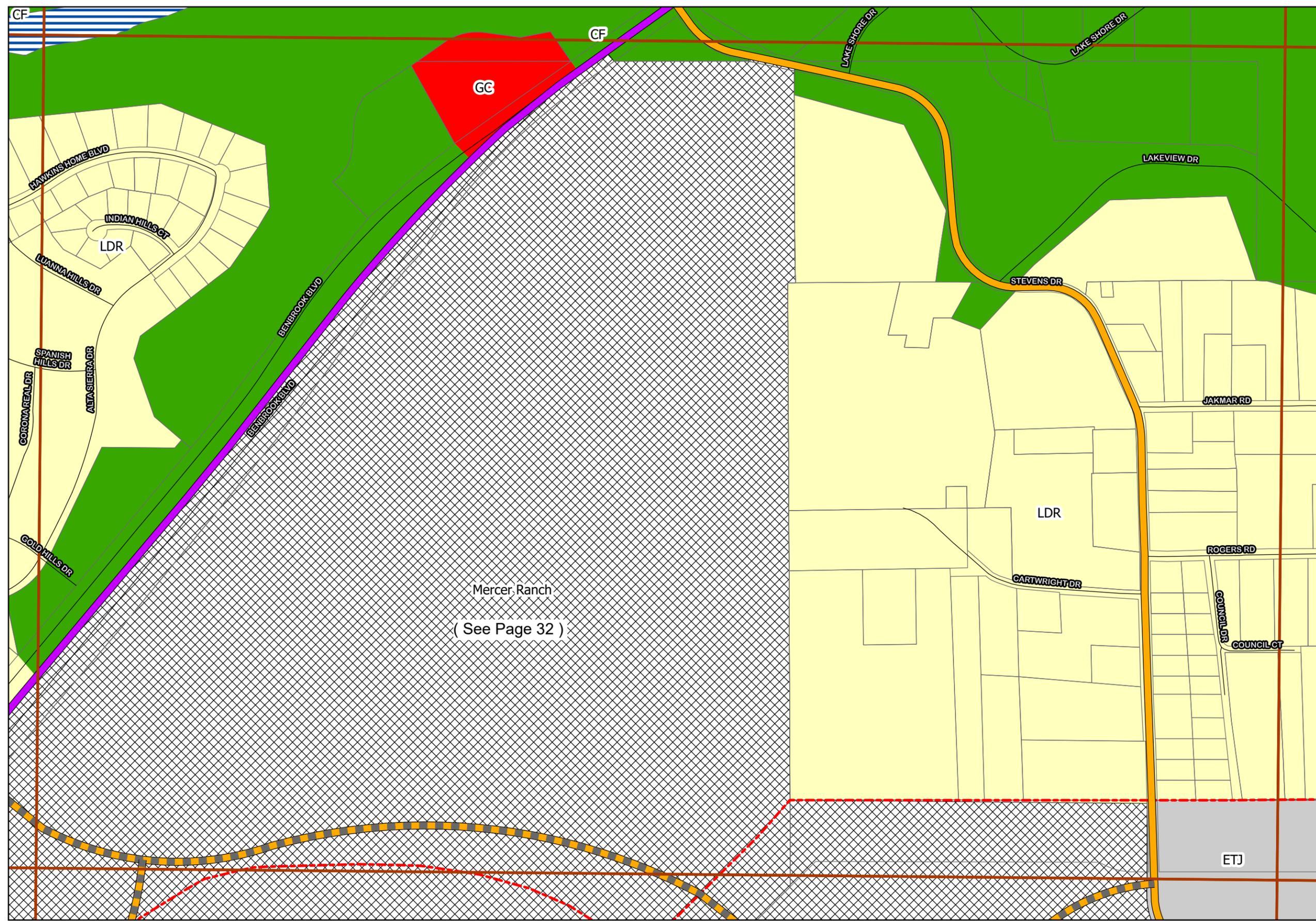
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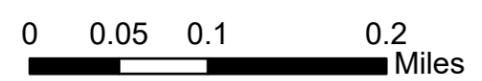
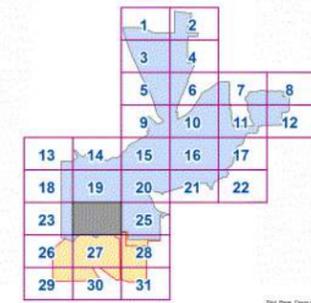
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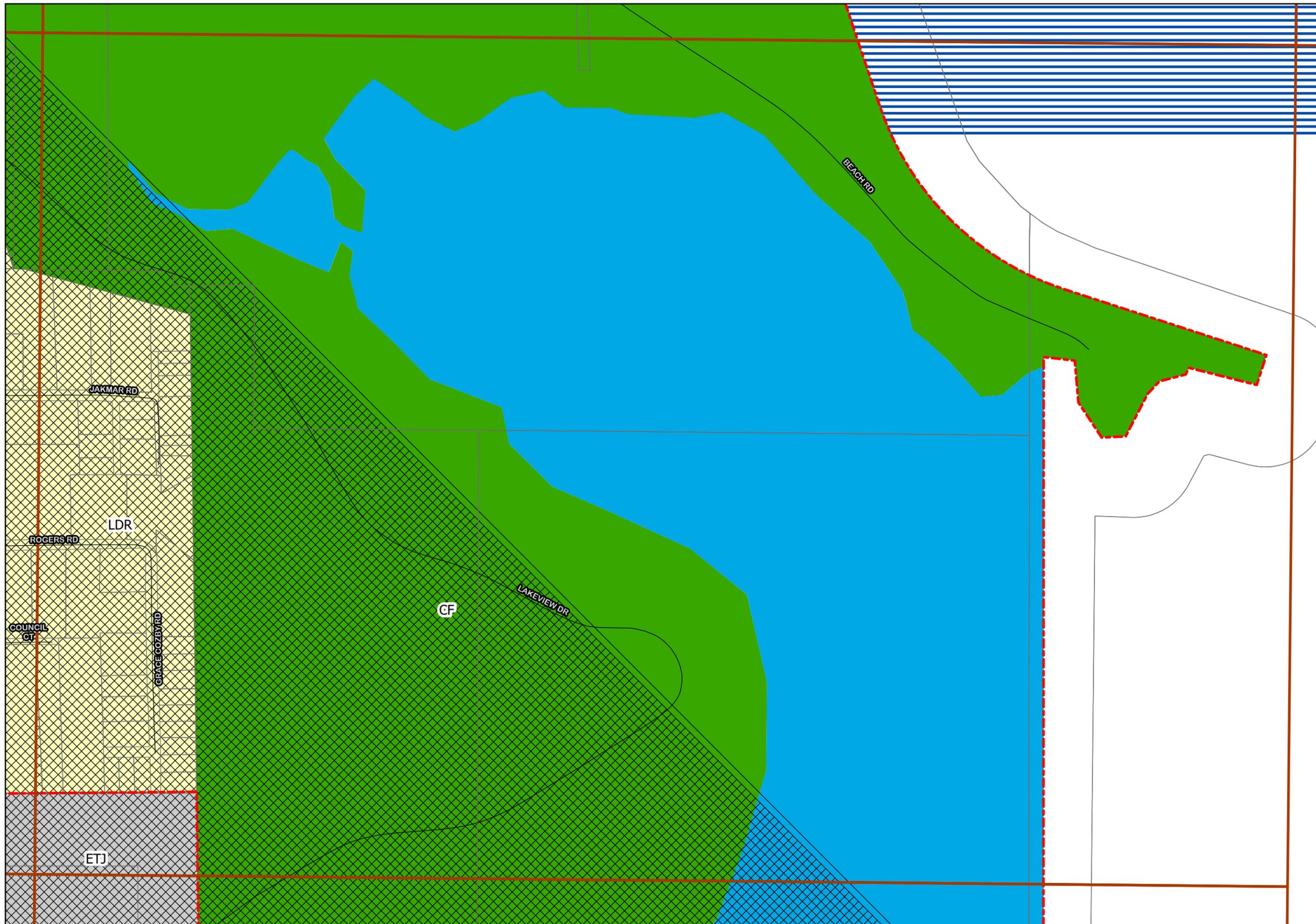
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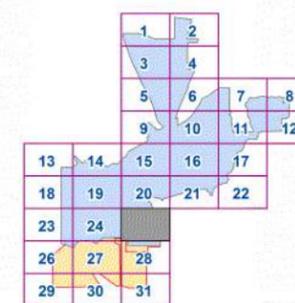


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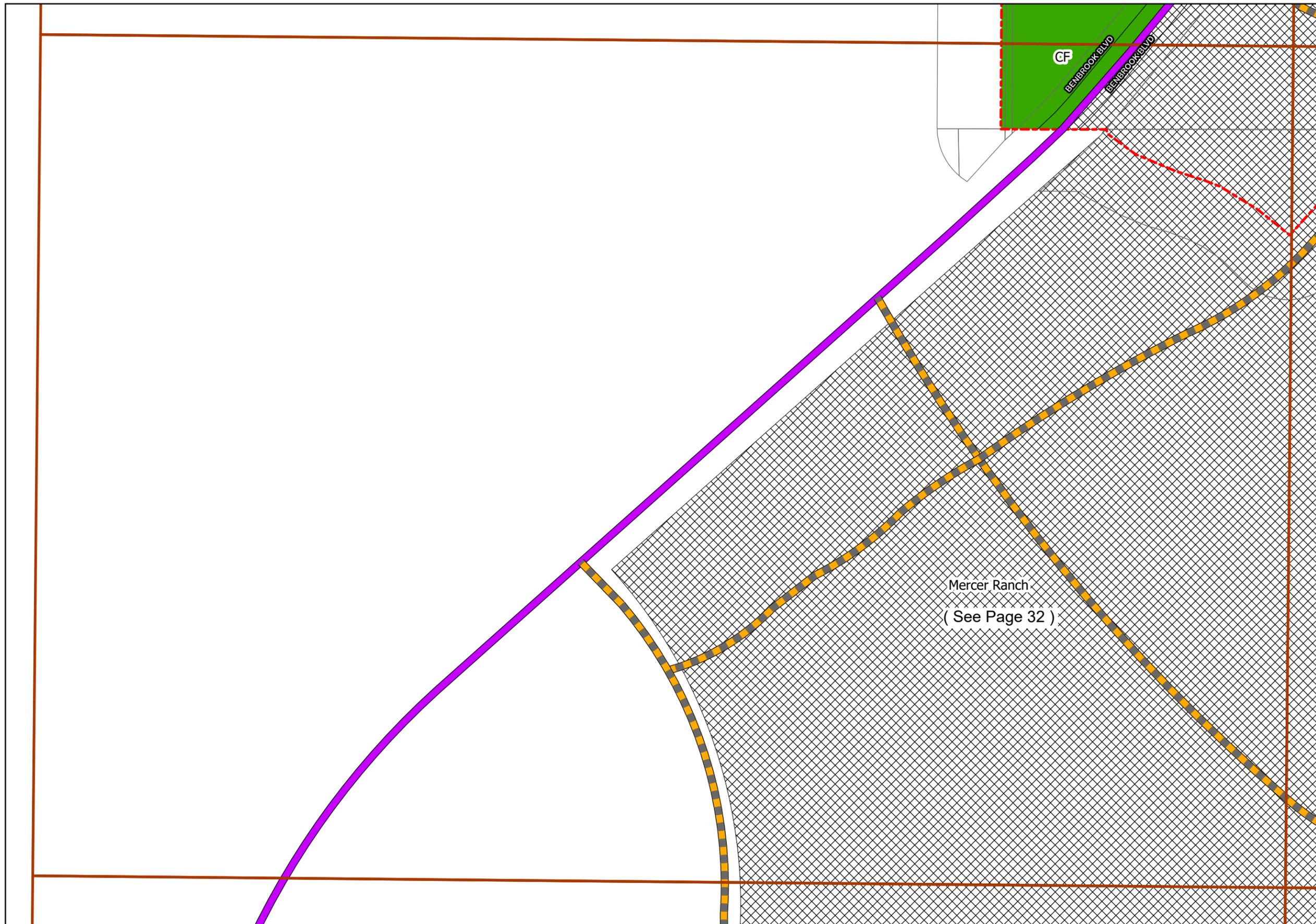


City of Benbrook

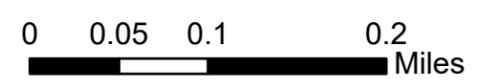
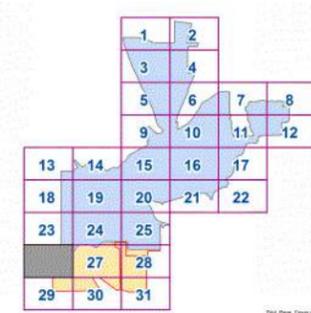


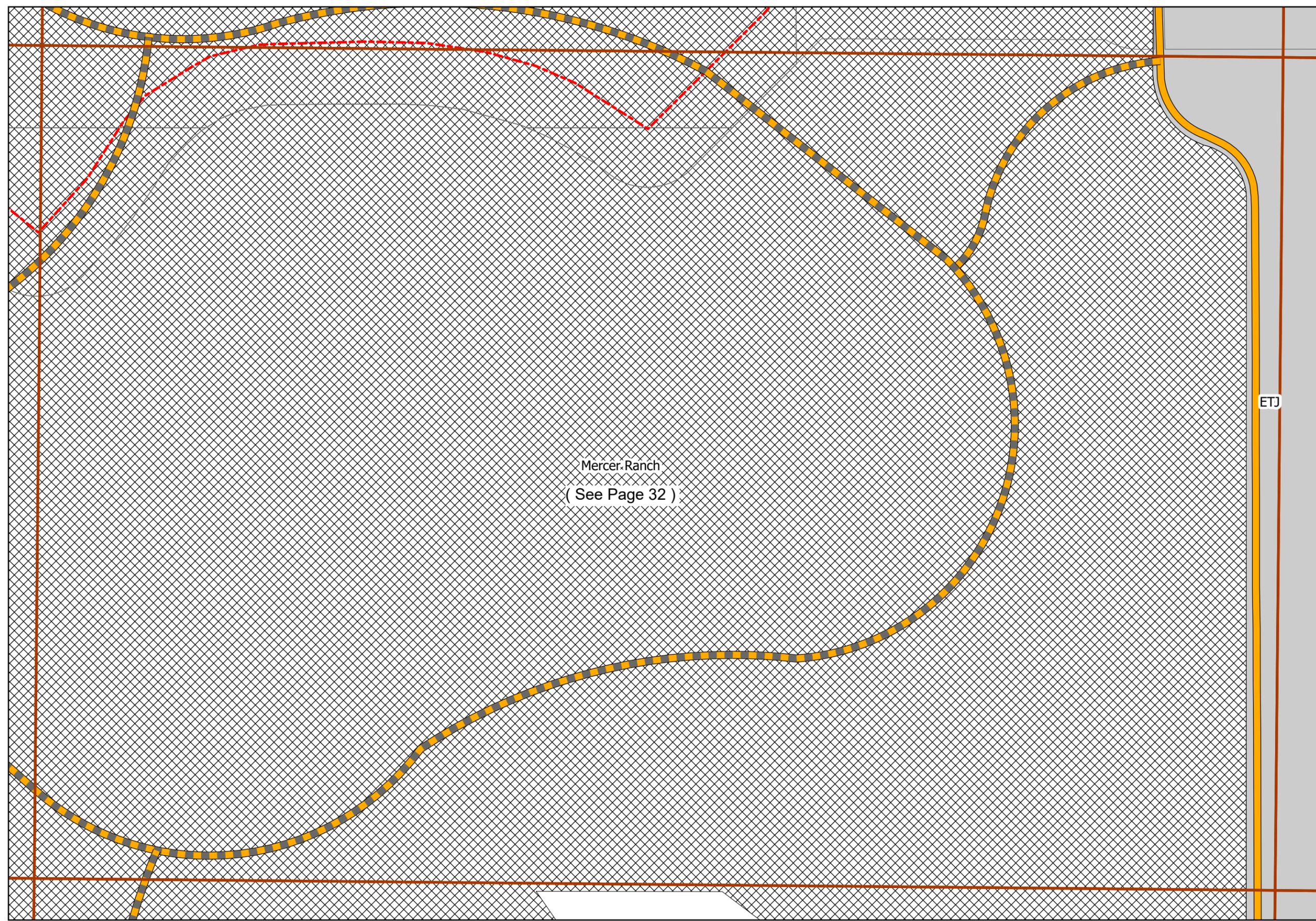
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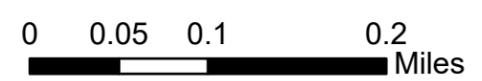
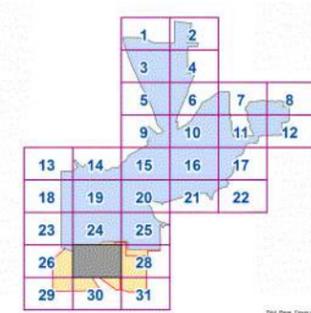


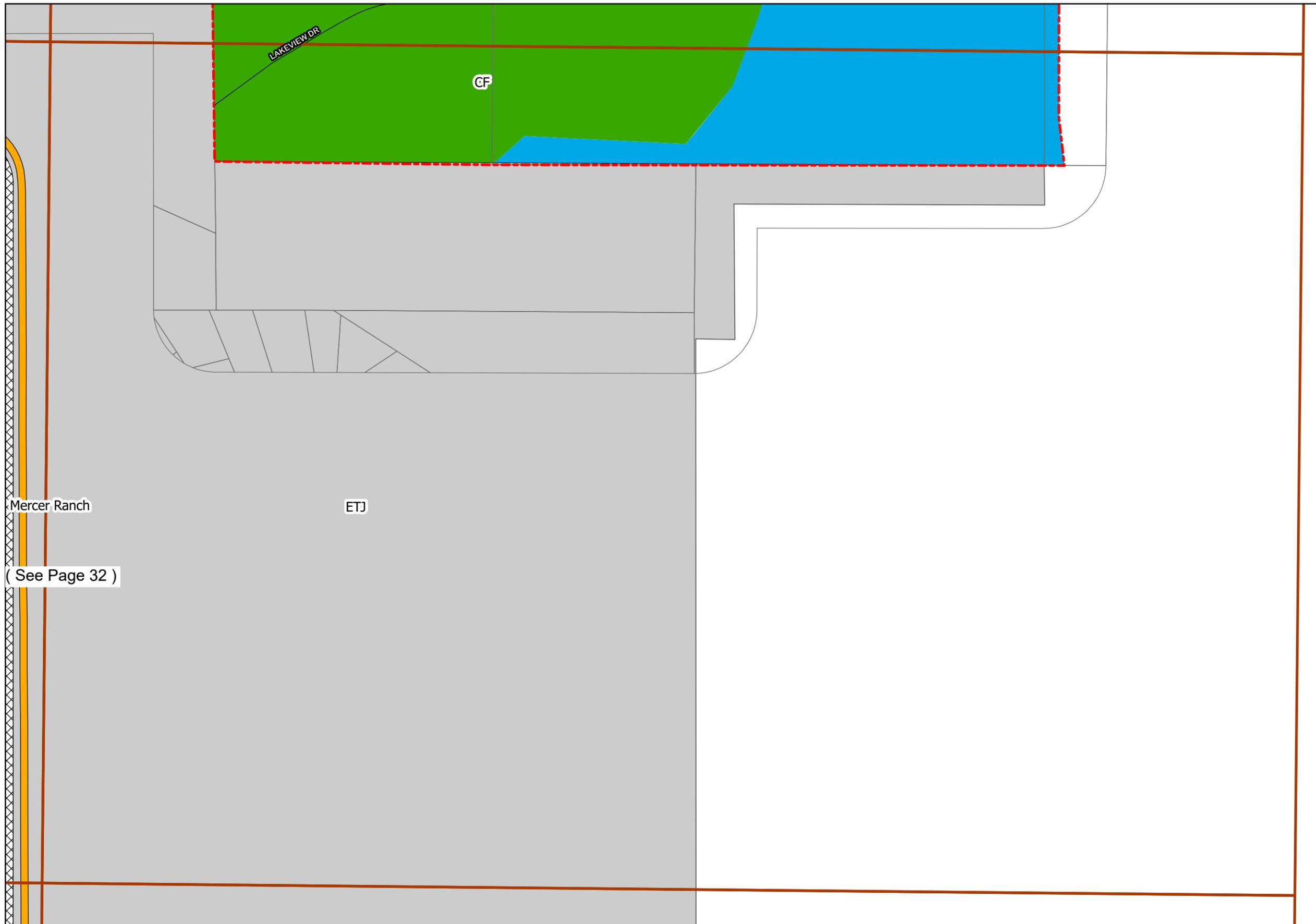


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Mercer Ranch
(See Page 32)

ETJ

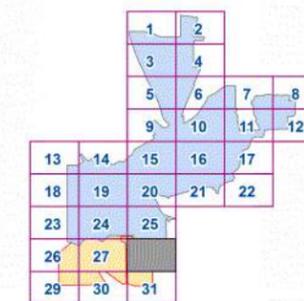


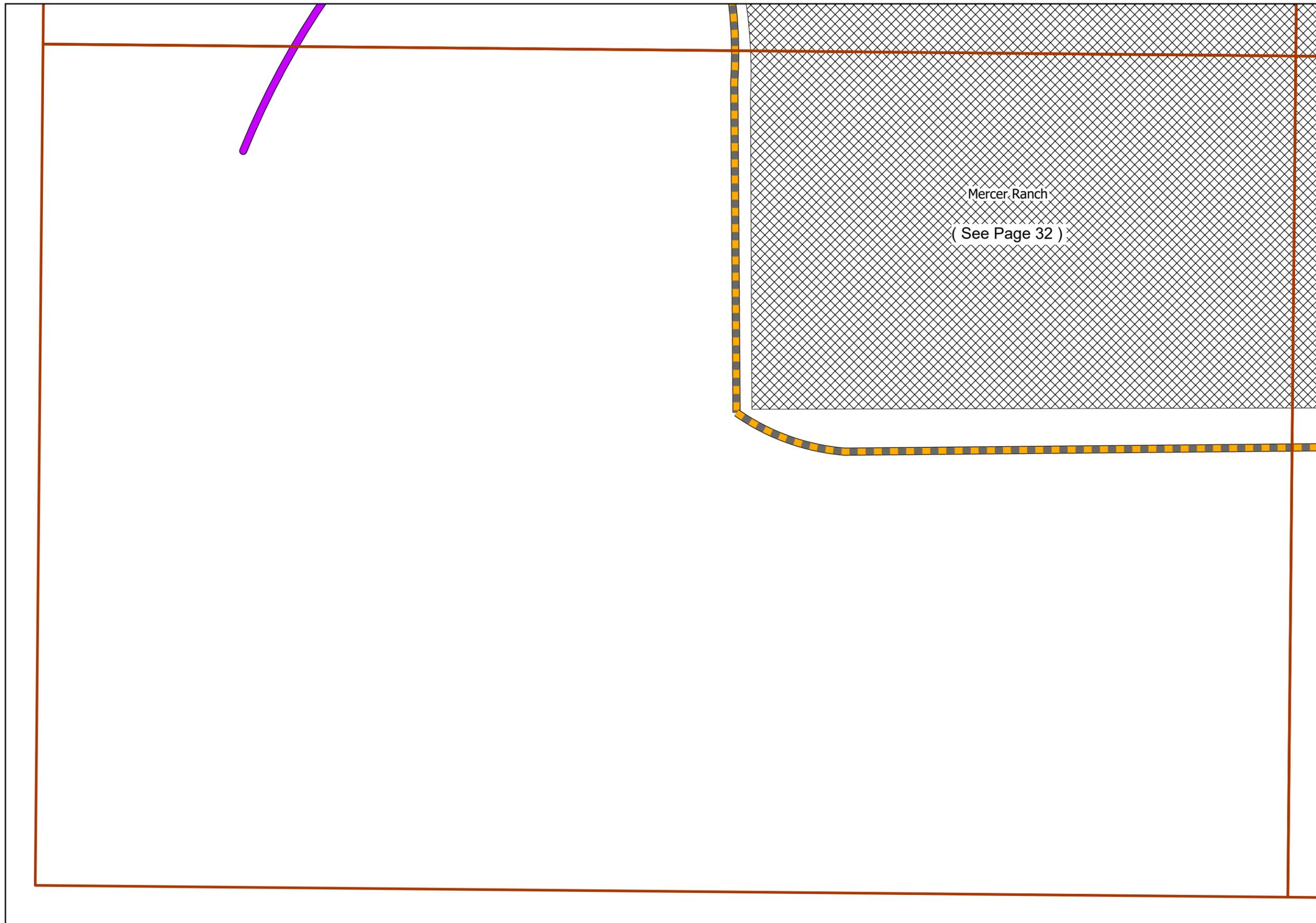


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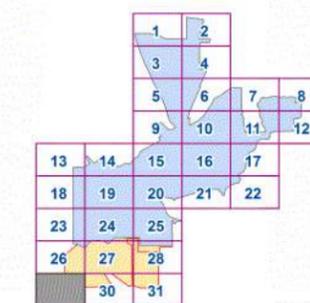
Mercer Ranch
(See Page 32)

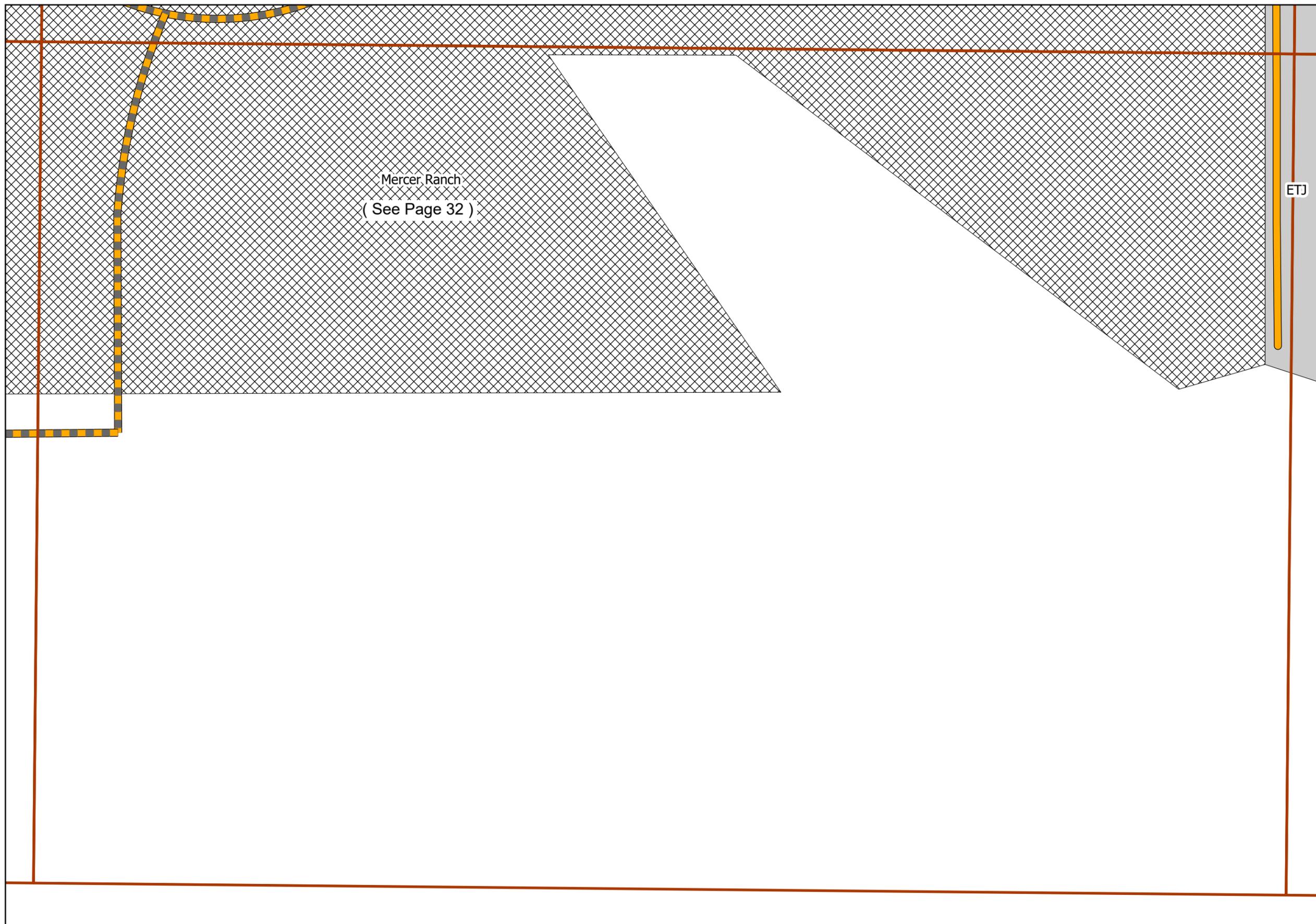




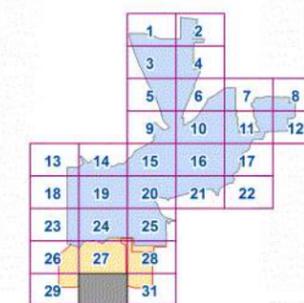
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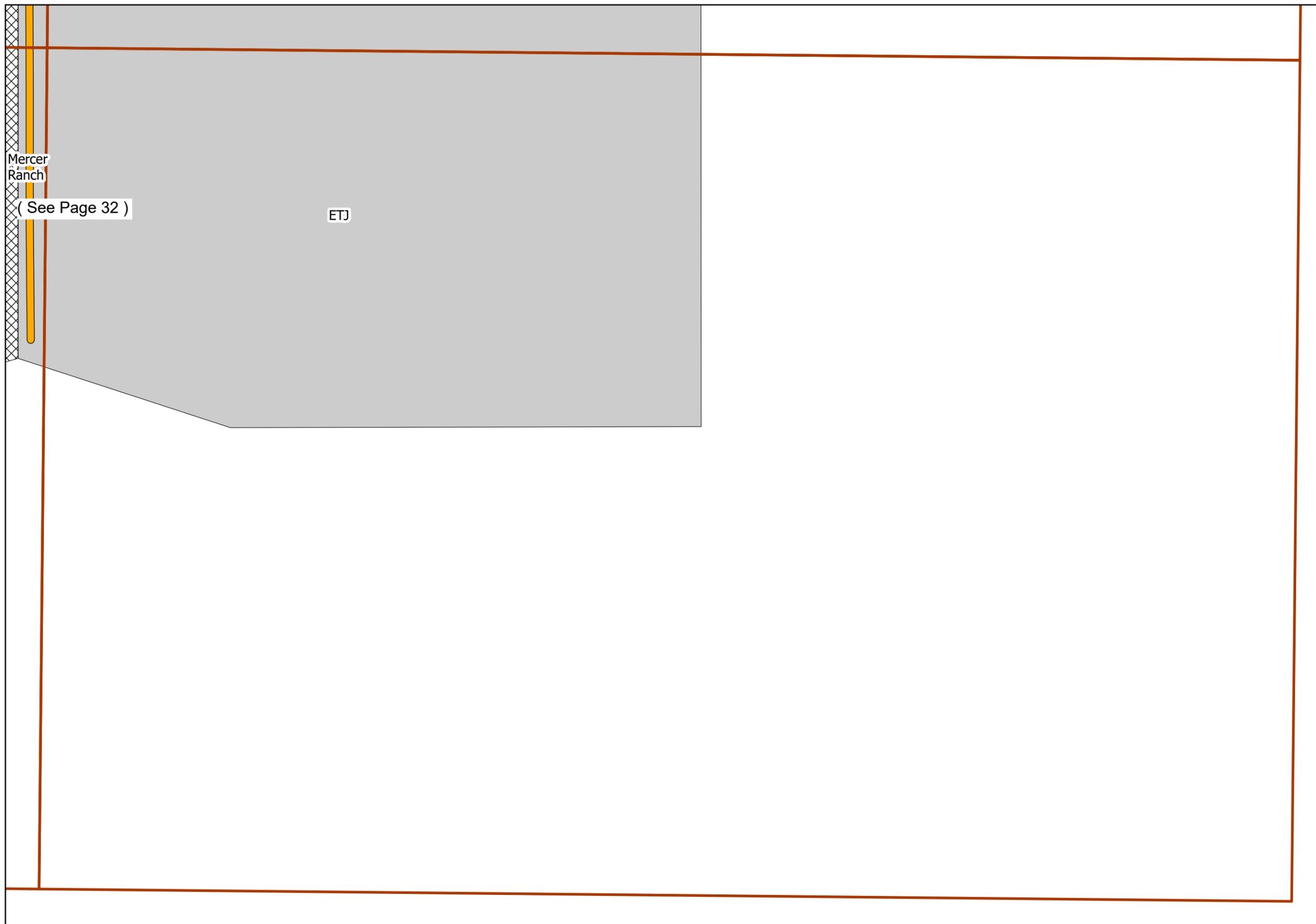
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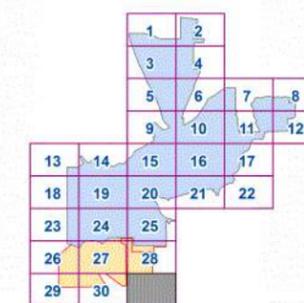
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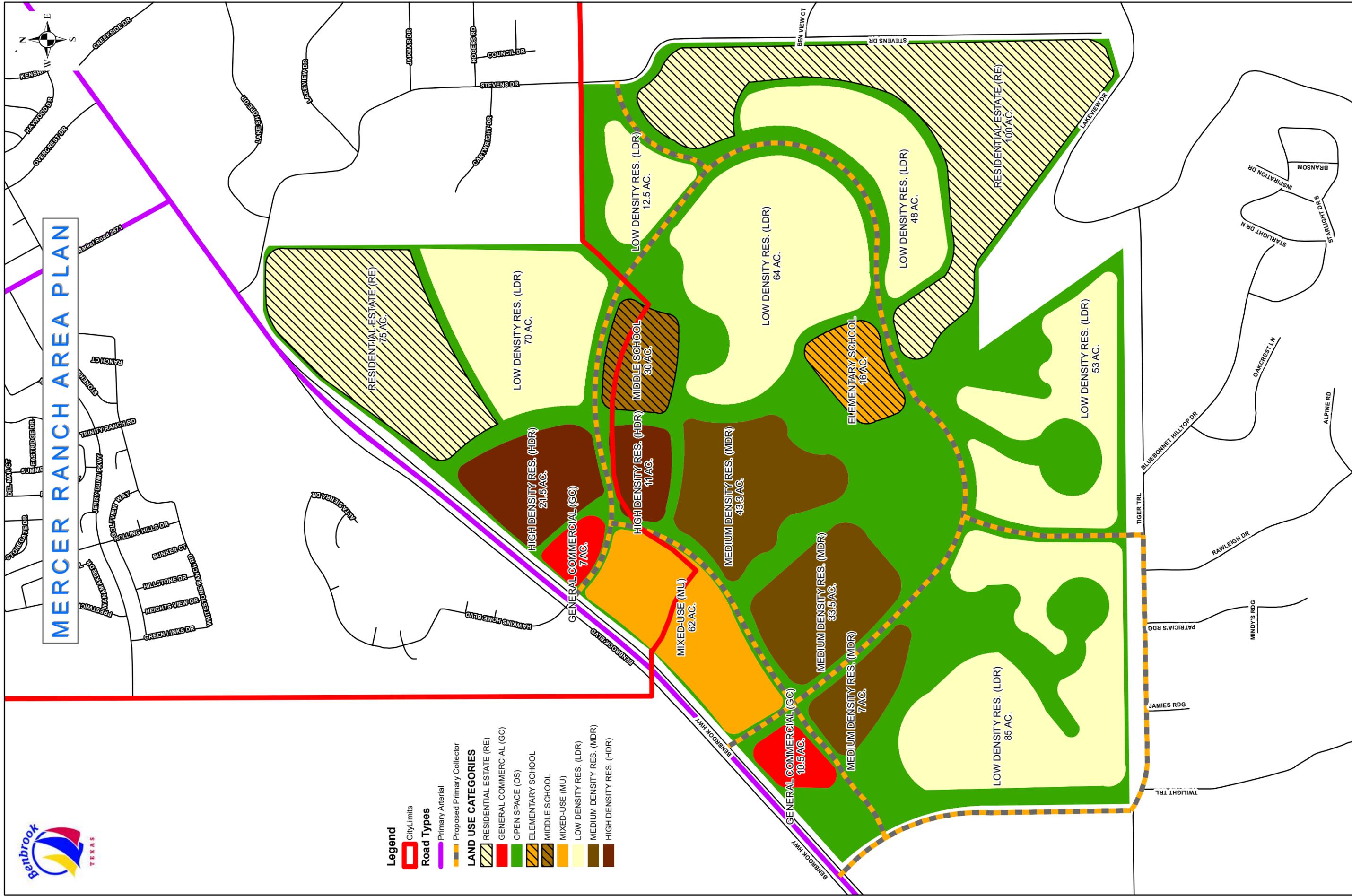
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MERCER RANCH AREA PLAN



- Legend**
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 - Primary Arterial
 - Proposed Primary Collector
 - LAND USE CATEGORIES
 - RESIDENTIAL ESTATE (RE)
 - GENERAL COMMERCIAL (GC)
 - OPEN SPACE (OS)
 - ELEMENTARY SCHOOL
 - MIDDLE SCHOOL
 - MIXED-USE (MU)
 - LOW DENSITY RES. (LDR)
 - MEDIUM DENSITY RES. (MDR)
 - HIGH DENSITY RES. (HDR)