

UNITED STATES DEPARTMENT OF THE INTERIOR
NATIONAL PARK SERVICE

**NATIONAL REGISTER OF HISTORIC PLACES
INVENTORY -- NOMINATION FORM**

FOR NPS USE ONLY
RECEIVED NOV 29 1978
DATE ENTERED <i>J. Hinds approved 11/22/78</i>

Date Submitted: Nov. 22, 1978

CONTINUATION SHEET

ITEM NUMBER

PAGE

STATEMENT OF SIGNIFICANCE-NOMINATION AMENDMENT
Las Vegas Mormon Fort/Clark County, Nevada

Research by the City of Las Vegas staff and the local group, Preservation Association of Clark County, has tentatively established the old adobe outpost's original size was approximately 150-190 feet square. The existing portion of the fort which is now listed on the National Register (February 1, 1972) is believed to have comprised the southeast portion of the original walled compound.

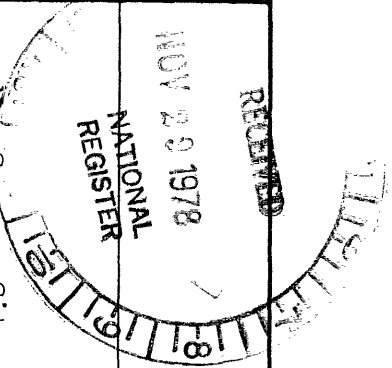
Within the compound existed eight residences, a number of stables, and storage facilities. Within the immediate vicinity of the fort existed a blacksmith shop and vegetable gardens. However, an archeological survey of the area is needed in order to establish factual evidence of the fort's actual layout, its ancillary features, etc.

Presently, the fort sits on city property which is surrounded by private property. Because of the potential for recovery of historical data related to the fort, the original nomination is being expanded to include additional land surrounding the structure.

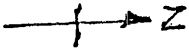
Total acreage of the additional property (parcels 1-A, 1-B, and 1-C) is .699 acres. Please see attached map.

References: Las Vegas Historic Survey, 1978
Nevada State Parks drawing by Stewart, 1971
Historic Structures Report: Las Vegas Mormon Fort
James Hinds, Chief Editor 1978

UTM References: zone 11/easting 667950/northing 4005360

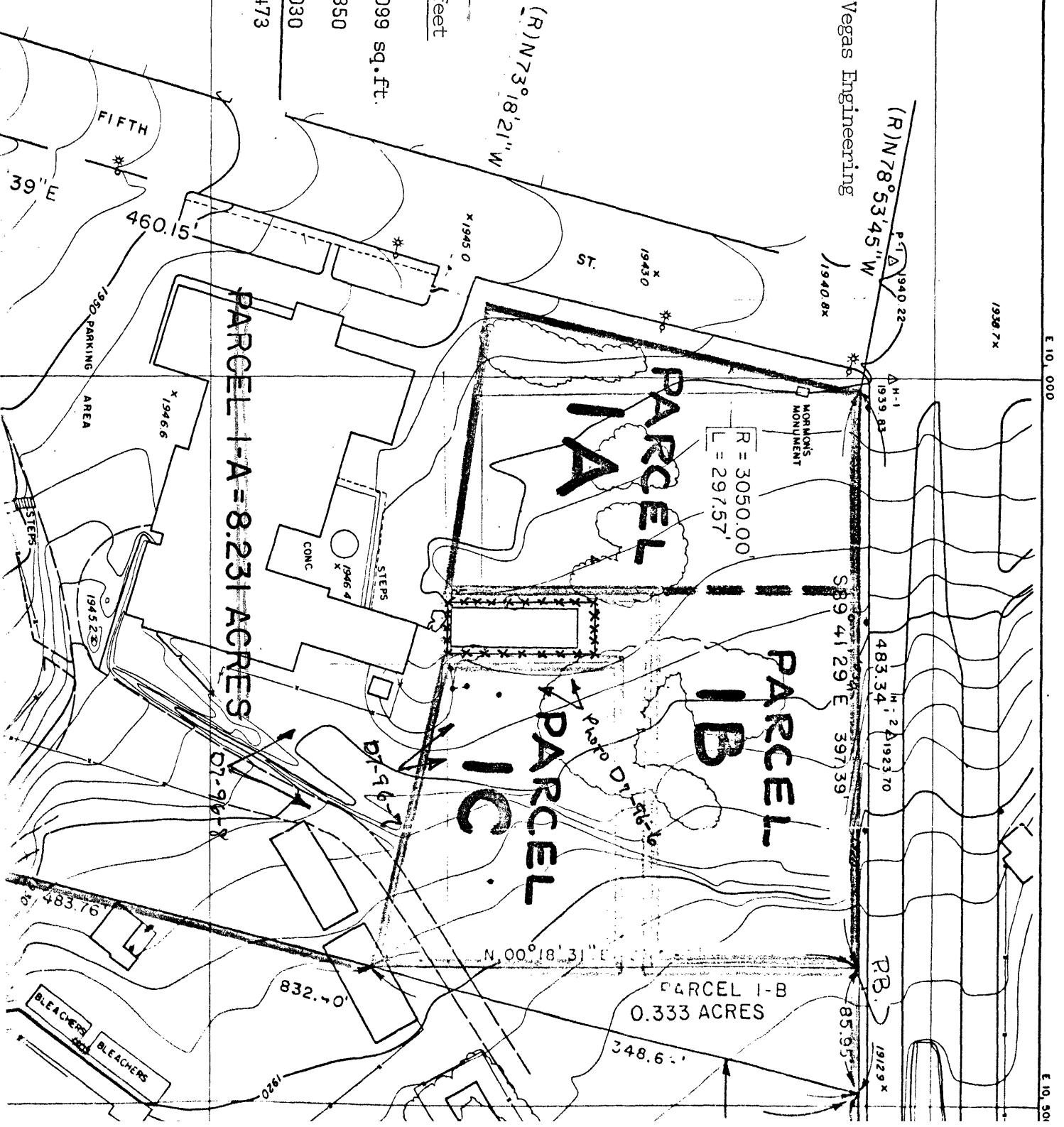


Map Source: City of Las Vegas Engineering Department



Map Scale: 1 inch = 50 feet

Acreage: Parcel 1A = 12,099 sq.ft.
 acreage equals IB \approx 10,350
 .699 acre IC = 8,030
 30,473



See Map of Nov. 29
(Revised)

TOTAL ACREAGE OF
1A, 1B, & 1C EQUALS
~~2.59 ACRES~~

Washington

