

Dwelling		Comp. Sh.	Wood Siding	Yr. Built	Remod.	Bsmt. [] 2nd []	Plaster	BATH(S) Full 1/2 Bath(s)
		Slate	Brick	No. Stories		1st [] 3rd []	Sheet rock	Modern Bath [] Modern Kitchen []
		Asbestos	Asb. Wood Shg.	S. Level [] S. Foyer []	Total No. Bedrooms		Ceciled	Cent. Heat [] A/C []
CONSTRUCTION		Metal	Cin. Block [] Stone []	FOUNDATION			Panel	Fir. or Wall Furnace [] Stove(s) []
Wood Frame		Tar & Grav.	Stucco [] Con. Block []	Crawl [] Conc. []	HW [] Pine [] Carp. [] Tile []	Unfinished		
Cin. Block		Tile	Aluminum [] Masonite []	Riers [] Cin. BIK. []				
Steel Frame		Shakes	Storm Doors [] Storm Win. []	Slab [] Brick []	Disappearing Stairs	Gd. [] Fair [] Poor [] VP []	Number Chimneys	
			Basement Size	Attic Floor & Stairs				Brick [] C. Block []
			Gd. [] Fair [] Poor [] VP []	Basmt. Finish	1/4 [] 1/2 [] 3/4 [] Full []	Attic [] Walls [] Fl. []		Stone [] Metal []

SUMMARY OF BUILDINGS										
Dwelling										
Porch	Porch	Carport	Garage	Cent. A/C	Basement	Basmt. Finish	Attic	Fireplace(s)	Heating	Bath(s)

M & L		M & L		MOBILE HOME INFORMATION		Market Value All Improvements			
DATE		DATE		Owner		Market Value All Land		500	
APRP. <u>D.O.</u>		APRP.		Make		Year			
DATE <u>6/10/85</u>		DATE		Size		Cond.		USE VALUE APPRAISAL RECORD	
CLASSIFICATION <u>2</u>		ZONING		Not Home [] Time		AM [] PM []		Property and Income Information	
Factor		Replacement		INFORMATION BY <u>OWNER</u>		Agric.		Land Cost	
						Forest		\$	
						Open Space		Bldg. Cost	
						Totals		\$	

FRONTS ON									
LAND VALUE COMPUTATION									
LAND VALUE COMPUTATION									
Sale Price									
Rent									
Expenses									
Net Rent									
BOARD REVIEW NOTES									

PROPERTY FACTORS				CLASSIFICATION	ACRES	RATE	ADJ.	CLASSIFICATION	ACRES	RATE	ADJ.
Public Water	Paved	<input checked="" type="checkbox"/>		Home Site	<u>LOT</u>			Home Site		<u>500</u>	
Public Sewer	Gravel										
Well	Dirt										
Spring	No Road										
Septic System	Curb & Gutter			Wasteland				Wasteland			
U. G. Utilities	Sidewalk										

General Remarks:

LEVEL SLOPES UP SLOPES DOWN

LOW STEEP UP STEEP DOWN