

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 []				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. Blk. []				Number
Steel Frame	Shakes	Storm Doors [] Storm Win. []	Slab [] Brick []		Disappearing Stairs	Gd. [] Fair [] Poor [] VP []	Number Chimneys

COMPUTATIONS	Basement Size	Attic Floor & Stairs	INSULATION	Brick [] C. Block []
	Gd. [] Fair [] Poor [] VP []	Basmt. Finish	Attic [] Walls [] Fl. []	Stone [] Metal []
		1/4 [] 1/2 [] 3/4 [] Full []		

PRIMARY OF BUILDING										YR.	86	YR.		YR.
Dwelling														
Porch														
Porch														
Carport														
Garage														
Cent. A/C														
Basement														

M & L	M & L	MOBILE HOME INFORMATION	Market Value All Improvements	
DATE	DATE	Owner	Market Value All Land	2500
APRP.	APRP.	Make		2500
DATE	DATE	Year		
7-26-85		Size		
CLASSIFICATION	ZONING	Cond.		
2		Not Home [] Time		
		AM [] PM []		

FRONTS ON	LAND VALUE COMPUTATIONS										LAND VALUE COMPUTATIONS			Property and Income Information
														Land Cost
														\$
														Bldg. Cost
														\$
														Sale Price
														\$
														Rent
														\$
														Expenses
														\$
														Net Rent
														\$

PROPERTY FACTORS		CLASSIFICATION	ACRES	RATE	ADJ.	CLASSIFICATION	ACRES	RATE	ADJ.	
Public Water	Paved	Home Site				Home Site				
Public Sewer	Gravel	Pd Ft Lot	.35					2500		
Well	Dirt									
Spring	No Road									
Septic System	Curb & Gutter	Wasteland				Wasteland				
U. G. Utilities	Sidewalk		.35					2500		

General Remarks: Topo FAIR

LEVEL [] SLOPES UP [] SLOPES DOWN []

LOW [] STEEP UP [] STEEP DOWN []