

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	Awb. Wood Shg.	S. Level [] S. Foyer []	Total No. Bedrooms	Ceciled	Cent. Heat [] A/C []		
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. []				
Steel Frame	Shakes	Storm Doors [] Storm Win. []	Slab [] Brick []	Disappearing Stairs	Gd. [] Fair [] Poor [] VP []	Number	Number Chimneys

	Basement Size	Attic Floor & Stairs		Brick [] C. Block []
	Gd. [] Fair [] Poor [] VP []	Bsmt. Finish	1/4 [] 1/2 [] 3/4 [] Full []	Stone [] Metal []
				YR. <u>86</u> YR. YR.
Porch				
Carport				
Garage				
Cent. A/C				

Basement	M & L	M & L	MOBILE HOME INFORMATION	Market Value All Improvements	
Bsmt. Finish	DATE	DATE	Owner	Market Value All Land	<u>500</u>
Attic	APRP <u>BP</u>	APRP.	Make Year		<u>500</u>
Fireplace(s)	DATE <u>4-15-85</u>	DATE	Size Cond.	LAND VALUE APPRAISAL REPORT	
Heating			Not Home <input checked="" type="checkbox"/> Time	Property and Income Information	
Bath(s)			AM <input checked="" type="checkbox"/> PM []	Land Cost	
Total	CLASSIFICATION <u>1</u>	ZONING	INFORMATION BY	Bldg. Cost	
Factor				Sale Price	
Replacement				Rent	

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

General Remarks: <u>Very Sm.</u>				BOARD REVIEW NOTES			
LEVEL [] SLOPES UP [] SLOPES DOWN []							
LOW [] STEEP UP [] STEEP DOWN []							