



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	Ash. Wood Shg.	S. Level [ ] S. Foyer [ ]		Total No. Bedrooms	Ceciled	Cent. Heat A/C
Wood Frame	Metal	Cin. Block [ ] Stone [ ]				Panel	Fir. or Wall Furnace [ ] Stove(s) [ ]
	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

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

FRONTS ON		LAND VALUE COMPUTATIONS		LAND VALUE COMPUTATIONS		YR.	YR.	YR.
Dwelling								
Porch								
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	500
Attic	APRP.	APRP.	Make	Year	500
Fireplace(s)	DATE	DATE	Size	Cond.	
Heating			Not Home [ ] Time		
Bath(s)			AM [ ] PM [ ]		
Total	CLASSIFICATION	ZONING	INFORMATION BY	USE VALUE APPRAISALS RECAP	
Factor				Agric.	
Replacement				Hort.	
				Forest	
				Open Space	
				Totals	

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.	BOARD REVIEW NOTES
Public Water	Paved	Home Site				Home Site				
Public Sewer	Gravel									
Well	Dirt									
Spring	No Road									
Septic System	Curb & Gutter	Wasteland				Wasteland				
U. G. Utilities	Sidewalk		1.55					500		

General Remarks:

LEVEL [ ] SLOPES UP [ ] SLOPES DOWN [ ]

LOW [ ] STEEP UP [ ] STEEP DOWN [ ]