

KENADY DISTRICT

00000000006203

STROUTH KENNEY
RT 2 BOX 456
COEBURN VA

24230

DATE RECORDED 6-78
DEED OR WILL BOOK DB 0191 0642
CONSIDERATION 3500

CLASS 2
ZONING
DISTRICT 03

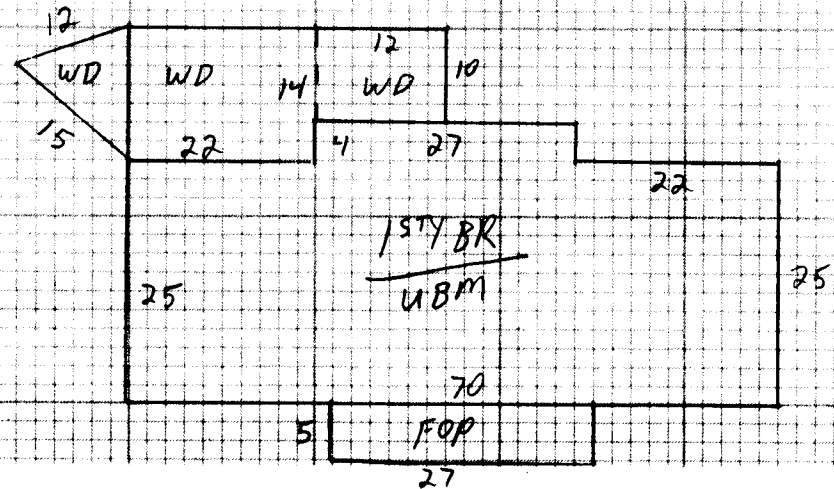
LEGAL DESCRIPTION
LYONS FORK
1.717 AC

1992			
1993			
1994	2,400	70,000	72,400
1995	2,400	70,000	72,400
1996			
1997			
1998			
1999			
2000			
2001			
2002			
2003			

BUILDING PERMITS

NO.	TYPE	DATE	APPLICANT	REMARKS

NOTES: .283 AC JEFFREY W. BOGGS ET 242-511



Dwelling	Comp. Sh.	Wood Siding	Yr. Built 83	Remod.	Bemt. () 2nd ()	Plaster	BATH(S) 2 Full 1/2 Bath(s)
State	Brick	No. Stories 1	1st 17 3rd ()	Sheet rock	Modern Bath () Modern Kitchen ()		
Asbestos	Asb. Wood Shg.	S. Level () S. Foyer ()	Total No. Bedrooms 3	Ceiling	Cent. Heat () A/C ()		
Metal	Cin. Block () Stone ()	Crawl () Conc. ()	HW () Pine () Carp. () Tile ()	Unfinished	Fr. or Wall Furnace () Stove(s) ()		
Wood Frame	Tar & Grav.	Stucco () Con. Block ()	Riers () Cin. Blk. ()	Disappearing Stairs	Gd. () Fair () Poor () VP ()		
Cin. Block	Tile	Aluminum () Masonite ()	Slab () Brick ()	Basement Size 100% 70	Attic Floor & Stairs		
Steel Frame	Shakes	Storm Doors () Storm Win. ()	Basmt. Finish	1/4 () 1/2 () 3/4 () Full ()	Attic () Walls () Fl. ()		

1sty 1858 34 63 172

YR. 94

Dwelling	C	74 675	10%	67 207
FR misc DLDB	22x23			
w/sun li+es				
Porch				2000
Porch 0 135 10 1350	M+L Misc Bldg			
Carport WD 452 6 2712				NV
Garage				
Cent. A/C 1858 1 1858	BARN	30x36		FV 800

Basement 1858 6.5 12077	M & L	M & L	Market Value All Improvements	70 007
Basmt. Finish	DATE	DATE	Market Value All Land	2 400
Attic	APRP. KJK	APRP.	72 400	
Fireplace(s)	DATE 1-11-94	DATE		
Heating	CLASSIFICATION 2	ZONING	OWNER	
Bath(s)				
Total 81 169				
Factor .92				
Replacement 74 675				

Public Water	Paved	CLASSIFICATION Home Site	ACRES .717	RATE 2000	ADJ. 400	CLASSIFICATION Home Site	ACRES	RATE	ADJ.
Public Sewer	Gravel		1.0						
Well	✓ Dirt								
Spring	No Road								
Septic System	✓ Curb & Gutter	Wasteland				Wasteland			
U. G. Utilities	Sidewalk		1.717		2400				

General Remarks:

LEVEL () SLOPES UP () SLOPES DOWN ()

LOW () STEEP UP () STEEP DOWN ()