

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 []
	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 Chimneys

Basement Size	Attic Floor & Stairs		Number
Gd. [] Fair [] Poor [] VP []	Basmt. Finish	1/4 [] 1/2 [] 3/4 [] Full []	Brick [] C. Block []
			Stone [] Metal []
			YR. <u>86</u> YR. YR.

Porch							
Porch							
Carport							
Garage							
Cent. A/C							
Basement							
Bsmt. Finish	M & L	M & L					
Attic	DATE	DATE					
Fireplace(s)							
Heating	APRP. <u>BP</u>	APRP.					
Bath(s)	DATE <u>5-29-85</u>	DATE					
Total	CLASSIFICATION <u>1</u>	ZONING					
Factor							
Replacement							

GAR. BLDG

FV 2000

MOBILE HOME INFORMATION	Market Value All Improvements	<u>2000</u>
Owner	Market Value All Land	<u>8000</u>
Make		<u>10000</u>
Year		
Size		
Cond.		
Not Home [] Time		
AM [] PM []		

Property and income information	
Land Cost	
\$	
Bldg. Cost	
\$	
Sale Price	
\$	
Rent	
\$	
Expenses	
\$	
Net Rent	
\$	

FRONTS ON							

PROPERTY FACTORS	CLASSIFICATION	ACRES	RATE	ADJ.	CLASSIFICATION	ACRES	RATE	ADJ.
Public Water <input checked="" type="checkbox"/> Paved	Home Site <u>COM. Lt</u>				Home Site		<u>8000</u>	
Public Sewer <input checked="" type="checkbox"/> Gravel								
Well <input type="checkbox"/> Dirt								
Spring <input type="checkbox"/> No Road								
Septic System <input type="checkbox"/> Curb & Gutter	Wasteland				Wasteland			
U. G. Utilities <input type="checkbox"/> Sidewalk							<u>8000</u>	

BOARD REVIEW NOTES

General Remarks:

LEVEL SLOPES UP SLOPES DOWN

LOW STEEP UP STEEP DOWN