



Dwelling	Comp. Sh.	Wood Siding	Yr. Built	Remod.	Bemt. [ ] 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 [ ]
Wood Frame	Tar & Grav.	Stucco [ ] Con. Block [ ]	Crawl [ ] Conc. [ ]	HW [ ] Pine [ ] Carp. [ ] Tile [ ]	Unfinished		Fir. or Wall Furnace [ ] Stove(s) [ ]
Cin. Block	Tile	Aluminum [ ] Masonite [ ]	Riers [ ] Cin. BIK. [ ]				
Steel Frame	Shakes	Storm Doors [ ] Storm Win. [ ]	Slab [ ] Brick [ ]	Disappearing Stairs	Gd. [ ] Fair [ ] Poor [ ] VP [ ]		

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 [ ]

Dwelling		<u>15FR HSE, NO BATH,</u>		VP	FV	<u>1,000</u>	YR. <u>86</u>	YR.	YR.
Porch									
Porch									
Carport									
Garage									
Cent. A/C									

M & L	M & L	MOBILE HOME INFORMATION	Market Value All Improvements	<u>1,000</u>
DATE	DATE	Owner	Market Value All Land	<u>12,500</u>
APRP. <u>K.V.</u>	APRP.	Make	Year	<u>13,500</u>
DATE <u>7/1/85</u>	DATE	Size	Cond.	
CLASSIFICATION <u>5</u>	ZONING	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	<u>1</u>	<u>800</u>		Home Site			
Public Sewer	Gravel	<u>HILLSIDE</u>	<u>39</u>	<u>300</u>	<u>11,700</u>				
Well	<input checked="" type="checkbox"/> Dirt								
Spring	No Road								
Septic System	Curb & Gutter	Wasteland				Wasteland			
U. G. Utilities	Sidewalk		<u>40</u>		<u>12,500</u>				

General Remarks:

LEVEL  SLOPES UP  SLOPES DOWN

LOW  STEEP UP  STEEP DOWN