

DEEL BURNS & NEVALEE  
 RT 1 BOX 601  
 CLINTWOOD VA

24228

DATE RECORDED

DEED OR WILL BOOK

124-248

CONSIDERATION

CLASS

2

LEGAL DESCRIPTION  
 CANE CREEK  
 B.08AC

ZONING

DISTRICT

05

YEAR	VALUE OF LAND	VALUE OF IMPROV.	TOTAL VALUE	
1992	4000	-	4000	
1993	4000		4000	
1994				
1995				
1996				
1997				
1998				
1999				
2000				
2001				
2002				
2003				

BUILDING PERMITS

NO.	TYPE	DATE	% COMP.	DATE FINAL	APPROVAL	APPROVAL

NOTES:

Blank lines for notes.

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 <input type="checkbox"/> Modern Kitchen <input type="checkbox"/>
	Asbestos	Asb. Wood Shg.	S. Level <input type="checkbox"/> S. Foyer <input type="checkbox"/>		Total No. Bedrooms	Ceciled	Cent. Heat <input type="checkbox"/> A/C <input type="checkbox"/>
	Metal	Cin. Block <input type="checkbox"/> Stone <input type="checkbox"/>				Panel	Fir. or Wall Furnace <input type="checkbox"/> Stove(s) <input type="checkbox"/>
Wood Frame	Tar & Grav.	Stucco <input type="checkbox"/> Con. Block <input type="checkbox"/>	Crawl <input type="checkbox"/> Conc. <input type="checkbox"/>		HW <input type="checkbox"/> Pine <input type="checkbox"/> Carp. <input type="checkbox"/> Tile <input type="checkbox"/>	Unfinished	
Cin. Block	Tile	Aluminum <input type="checkbox"/> Masonite <input type="checkbox"/>	Riers <input type="checkbox"/> Cin. Blk. <input type="checkbox"/>				Number
Steel Frame	Shakes	Storm Doors <input type="checkbox"/> Storm Win. <input type="checkbox"/>	Slab <input type="checkbox"/> Brick <input type="checkbox"/>		Disappearing Stairs	Gd. <input type="checkbox"/> Fair <input type="checkbox"/> Poor <input type="checkbox"/> VP <input type="checkbox"/>	Number Chimneys
			Basement Size		Attic Floor & Stairs		Brick [ ] C. Block [ ]
			Gd. <input type="checkbox"/> Fair <input type="checkbox"/> Poor <input type="checkbox"/> VP <input type="checkbox"/>	Basmt. Finish	1/4 <input type="checkbox"/> 1/2 <input type="checkbox"/> 3/4 <input type="checkbox"/> Full <input type="checkbox"/>	Attic <input type="checkbox"/> Walls <input type="checkbox"/> Fl. <input type="checkbox"/>	Stone [ ] Metal [ ]

ITEM	SIZE	RATE	VALUE	RATE	VALUE	USE	DESCRIPTION	SIZE	GRADE	AGE	RATE	REPLACEMENT	COND.	DEPR.	YR.	Market Value	YR.	Market Value	YR.				
						Dwelling																	
Porch																							
Porch																							
Carport																							
Garage																							
Cent. A/C																							
Basement						M & L	M & L	MOBILE HOME INFORMATION				Market Value All Improvements											
Basmt. Finish						DATE	DATE	Owner				Market Value All Land											
Attic						APPR.	APPR.	Make				TOTAL MARKET VALUE											
Fireplace(s)						DATE	DATE	Size				USE VALUE APPRAISALS REF AP											
Heating						DATE	DATE	Not Home <input type="checkbox"/> Time				Acreage				Use Value							
Bath(s)						CLASSIFICATION	ZONING	AM <input type="checkbox"/> PM <input type="checkbox"/>				Agricult.				Land Cost							
Total								INFORMATION BY				Forest				Bidg. Cost							
Factor												Open Space				Expenses							
Replacement												Totals				Net Rent							

FRONTS ON		LAND VALUE COMPUTATIONS								LAND VALUE COMPUTATIONS								PROPERTY FACTORS							
Frontage	Depth	Square Footage	Unit Price	Depth Factor	Front Ft. Rate	TOTAL	Adj.	19 91 TOTAL APPRAISAL	Unit Price	Depth Factor	Front Ft. Rate	TOTAL	Adj.	19 TOTAL APPRAISAL	Classification	Acres	Rate	Adj.	Classification	Acres	Rate	Adj.	Utilities	Street or Road	
															Home Site				Home Site				Public Water	Paved	<input checked="" type="checkbox"/>
															Open/Poor	8.08	500		4000				Public Sewer	Gravel	
																							Well	Dirt	
																							Spring	No Road	
															Wasteland				Wasteland				Septic System	Curb & Gutter	
																8.08	Total Value Land	4000	Total Acreage		Total Value Land		U. G. Utilities	Sidewalk	

General Remarks: Japa Pool

LEVEL  SLOPES UP  SLOPES DOWN

LOW  STEEP UP  STEEP DOWN

BOARD REVIEW NOTES