

State Use 132
Print Date 11/13/2023 8:06:52 P

CONSTRUCTION DETAIL						CONSTRUCTION DETAIL (CONTINUED)															
Element		Cd	Description			Element		Cd	Description												
Style		99	VACANT			Basement Floor															
Model		00	VACANT			Bsmnt Garage															
Grade						#Heat Sys															
Stories						Units															
Foundation						MIXED USE															
Exterior Wall 1						Code	Description				Percentage										
Exterior Wall 2						132	UNDEV				100										
Roof Structure						0															
Roof Cover						0															
Interior Wall 1						COST / MARKET VALUATION															
Interior Wall 2						Adj Base Rate															
Interior Floor 1						RCN															
Interior Floor 2						Net Other Adj															
Heat Fuel						Year Built															
Heat Type						Effective Year Built															
AC Type						Depreciation Code															
Bedrooms						Remodel Rating															
Full Baths						Year Remodeled															
Half Baths						Depreciation %															
Extra Fixtures						Functional Obsol															
Total Rooms						External Obsol															
Bath Style						Cost Trend Factor															
Half Bath Style						Condition															
Kitchens						1															
Kitchen Style						% Complete															
Extra Kitchens						Overall % Condition															
Extra Kitchen St						RCNLD															
FBM Sqft						Dep % Ovr															
FBM Quality						Dep Ovr Comment															
Fireplaces						Misc Imp Ovr															
WS Flues						Misc Imp Ovr Comment															
Central Vac						Cost to Cure Ovr															
Frame						Cost to Cure Ovr Comment															
OB - OUTBUILDING & YARD ITEMS(L) / XF - BUILDING EXTRA FEATURES(B)																					
Code	Description	Su	Sub Type	Lan	Units	Unit Price	Yr Blt	%	Dep.	Cond	Gra	Qual	Apprais Va								
BUILDING SUB-AREA SUMMARY SECTION																					
Subarea	Description					Living	Gross	Eff Area	Unit Cost	Undeprec Value											
Ttl Gross Liv / Lease Area						0	0														